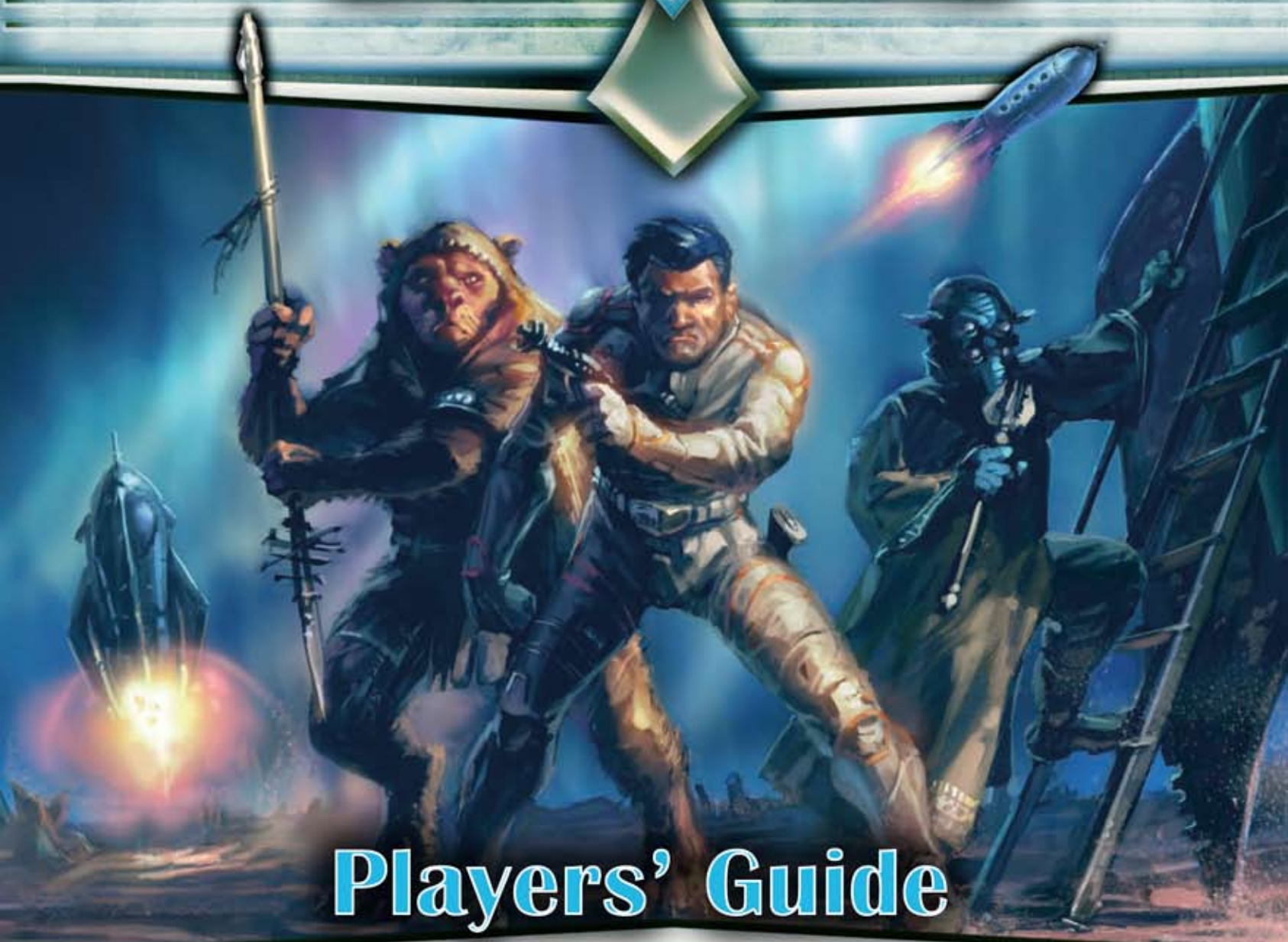


10000

SLIPSTREAM



Players' Guide

SAVAGE
WORLDS

SLIPSTREAM

BY

PAUL WIGGY WADE-WILLIAMS

EDITING: JODI BLACK, DAVE BLEWER, PIOTR KORYS, AND SIMON LUCAS
GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

Interior Art: Aaron Acevedo, Davi Blight, Leanne Buckley, Gil Formosa,
Alejandro Gutiérrez, Damian Holder, Michael Jaecks, Reto Kaul, Elizabeth Leggett,
Daniel Rudnicki, Frank Walls, Cheyenne Wright

Cover Art: Daniel Rudnicki

Cover Design: Robin Elliott

Cartography: Jordan Peacock

Marketing: Joe Unger

Producer: Simon Lucas

Savage Worlds by Shane Lacy Hensley

Dedication: To Maggie (for her support) & Shane (for trusting me).

Special Thanks: Kirsty and Dylan Lucas, Michelle, Caden, and Ronan Hensley, Cecil
& Sheila Hensley, Maggie Wade-Williams, Justyna and Marysia Korys

Additional thanks to: Frank Uchmanowicz & Jim Searcy

© 2008 Pinnacle Entertainment Group. Slipstream, Smiling Jack, Savage Worlds, and all related marks and logos are trademarks of Pinnacle Entertainment Group. All Rights Reserved.

Produced under license by Studio 2 Publishing, Inc. The Studio 2 logo is a trademark of Studio 2 Publishing, Inc. ©2008. All Rights Reserved.

CONTENTS

WELCOME TO SLIPSTREAM.....	1	Named Races.....	13	Healing.....	41
CHARACTERS.....	3	Alien Race Generator.....	14	Languages.....	41
Concept.....	3	Hindrances.....	16	Lighting.....	41
Making Heroes.....	4	Edges.....	17	NPCs.....	42
Anarch.....	6	GEAR.....	27	Space Travel.....	43
Babelonian.....	7	Selected Gear Notes.....	27	Trading.....	45
Bird Man.....	7	Rocketships.....	33	Rocketship Combat.....	45
Earthling.....	8	Vehicles.....	35	Critical Hits.....	46
Lion Man.....	9	Low-Tech Gear.....	37	Psionics.....	47
Psiclops.....	10	Hi-Tech Gear.....	38	GAZETTEER.....	49
Robot Man.....	10	SETTING RULES.....	41		
Septosian.....	11	Second Series.....	41		
Valkyria.....	12				

SITE LICENSE

THIS ELECTRONIC DOCUMENT WAS CREATED BY GREAT WHITE GAMES. IT IS NOT FOR REDISTRIBUTION OR RESALE.

THE PUBLISHERS REALIZE THAT MOST PLAYERS DON'T NEED TO PURCHASE THE PRINTED VERSION OF THIS BOOK AS MUCH OF THE MATERIAL WITHIN IS INTENDED FOR THE GAME MASTER ONLY. THIS DOCUMENT HAS BEEN CREATED TO ASSIST THE GAME MASTER IN PRESERVING HIS BOOK AND EASILY SHARE INFORMATION WITH THOSE WHO WILL PLAY IN HER CAMPAIGN.

GREAT WHITE GAMES HEREBY GRANTS THE GAME MASTER A "SITE LICENSE" TO PRINT THIS DOCUMENT FOR EACH PLAYER IN HER PERSONAL GAME. NO ELECTRONIC TRANSFER OF THIS DOCUMENT IS INTENDED OR IMPLIED. WE THANK YOU FOR YOUR SUPPORT, AND HOPE THAT THIS LICENSE HELPS YOU PRESERVE YOUR BOOK AND BETTER ENJOY YOUR GAME!

WELCOME TO SLIPSTREAM



Slipstream is a space pulp setting reminiscent of the black and white Saturday morning serials of the 1930s. Put aside all foolish thoughts of such things as the immutable laws of physics, Faster-Than-Light drives, and the hard vacuum of space, and revel in the rocketship and ray gun reality that governs *Slipstream*. If you're looking for a hard sci-fi game, you're reading the wrong book!

GETTING HERE

Slipstream is a pocket universe reached only by passage through a black hole. Every black hole in our universe has a branch tunnel to Slipstream. Conventional 21st century science has it that matter sucked into a black hole is destroyed; not even light can escape the terrible force of destruction. Well, conventional science isn't always right.

As the Slipstream locals can tell you, some things do survive passage into a black hole. They are living proof. Sure the ride was rough, but they pulled through. Most matter the black holes consume never appears here, and those surviving the experience know they are lucky to be alive.

The vast majority of current inhabitants were born here—Slipstream is the only home they know.

THE SLIPSTREAM GRAVITON WAVE

Slipstream is the name of the pocket universe. *The Slipstream*, sometimes just called the *Wave*, is the short name for the Graviton Energy Wave emitted by the black hole. The *Wave* spirals lazily into the centre of the universe, pushing space debris toward the Graveyard, a morass of planetary debris, gas clouds, and wrecked rocketships that lie at the centre of the universe.

The *Wave* can be crossed, but it's a bumpy ride and the risk of getting slammed by a chunk of debris is pretty high. Problem is, if you want to visit the fragments you'll have to cross it at some point, unless you want to fly a spiral pattern round the universe every time you fancy a trip out.

THE FRAGMENTS

Entire worlds have been lost to black holes. Immense gravitational forces ripped these planets apart, swallowed most of the chunks, and spat the remainder into Slipstream. Thrown clear of the Graviton *Wave* the fragments settled into stationary positions throughout the pocket universe of *Slipstream*. The largest fragments are the size of the Moon, the majority less than a quarter that size.

Fragments don't rotate on their axis or orbit a star. In fact, there is no star in Slipstream—a constant colorful twilight glow exists, thanks to energy particles emitted by the black hole. As in many pulp stories, few fragments comprise more than one type of geography. There are ice worlds, desert worlds, jungle worlds, and so on, but a true mixed world, like Earth, is extremely rare.

All fragments, large and small, share two common features. First, they possess an atmosphere identical to that of Earth in basic composition and pressure. Aside from a few exotic species that came on rocketships, every race breathes good, old fashioned air.

Second, gravity on any fragment, regardless of its size or composition is 1G, or the same as Earth for those of you who flunked science. The gap between fragments has zero gravity.

SLIPSTREAM



VACUUM

The gap between the fragments is a vacuum, though, right? Wrong! Between fragments there is breathable air, though it's thin and hard to operate in without breathing apparatus. There's nothing to stop you taking a space walk without a space suit. Slipstream scientists have long known that particles emitted by the black hole provide the air, so don't go looking for "real world" answers. There are even clouds in space in Slipstream.

QUEEN ANATHRAXA

Every pulp setting needs a dastardly villain, and in *Slipstream* that's Queen Anathraxa. What she wants, she takes—food, natural resources, alien artifacts, and, above all, males. What does she do with the males? Pray you never find out.

Anathraxa doesn't operate alone. Serving her are the Handmaidens, formidable and ruthless mercenaries armed with artifact weapons, Primals, a primitive race that serve as her footsoldiers, and Minions, males who serve on her rocketships.

TECHNOLOGY

Rocketships and ray guns are the cutting edge of hi-tech invention here. Sure, there are computers, but don't think they're artificial intelligence

types. What we have here are tickertape readouts, whirring noises, and the occasional flashing light. Even robots are called Robot Men for a good reason. Sure there are super hi-tech gizmos, but in *Slipstream* they're called alien artifacts. Teleporters, disintegrators, and portable energy shields *do* exist, but they're very rare and highly sought-after.

Most fragments are low-tech worlds. This doesn't mean they're barbarians wielding pointy sticks, it just means the average technology of the planet is low. You can still find natives with ray guns, but they're more unusual than on a hi-tech world. Queen Anathraxa does her best to keep technology levels to a minimum.

As quick guideline, if an item was considered standard gear in the 1930s space pulp shows and comics, it's usually hi-tech in *Slipstream*.

HEROES AND VILLAINS

Slipstream is a world of heroes and villains, with very little soft ground in between. There are no rules to force you to play a goody-goody, but player characters are heroes. Even scoundrels in *Slipstream* have a heart of gold hidden beneath their rugged exterior.

ALIENS

Thousands of alien races inhabit Slipstream. If you can imagine a race, chances are it exists here. Most are humanoid, but some of these have wings, animal heads, reptilian features, and pretty much anything else you can imagine. Check out the Alien Race Generator on page 14 for more details.

GETTING OUT

The short version is you can't. The black hole tunnel that emerges into Slipstream is one way only. Brave souls have tried to escape through this route, but every one of them has been destroyed. This doesn't stop people trying, mind you.

Legends among the Slipstreamers tell of powerful alien artifacts capable of rending a tear in time and space, of an exit hole located in the centre of the Graveyard, and even that Queen Anathraxa has a rocketship capable of driving the wrong way up the tunnel. No one has ever proven these theories.

Of course, it is possible that someone has escaped, but they've never come back to tell anyone.

CHARACTERS



Okay, so now you know something about the Slipstream universe, it's time to create a hero. From a brutish warrior clad in furs to a daring rocketship pilot with a ray gun; from a psionist who unlocks the secrets of the mind to a mad scientist pushing the boundaries of physics to their limit, *Slipstream* can handle any character type you can imagine.



Slipstream is about heroic characters; those willing to put themselves in danger to help others. Spend a few minutes thinking about what kind of character you'd like to play. A sample of common archetypes is presented here to help get you thinking along the right lines. When you've got an idea about the type of hero you want to play, move on to *Making Heroes*.

Avenger: The Queen has taken away everything the hero ever loved: Friends, family, home, all destroyed by the Handmaidens or Primals. The one thing that keeps the avenger going is the thought of enacting a fitting revenge.

Citizen: Most inhabitants of Slipstream shy away from adventure and danger, seeking only a quiet life. Many succeed in living their dream, but fate is a cruel mistress, and some find themselves traveling to distant worlds on dangerous quests.

Diplomat: Slipstream is a miasma of different races and cultures, and keeping the peace is a full time job. As well as trying to maintain the status quo, many diplomats seek to unite the fragments into federations, both for trade purposes and for mutual support against Queen Anathraxa.

Engineer: Many worlds have lost the knowledge of technology and have entered a dark age. If the Queen had her way, every world would be reduced to barbarism. Fortunately, there are engineers dedicated to maintaining technology.

Home Seeker: Not every being wants to remain in Slipstream. Rumors of ways to escape have been circulating since the first races appeared, but none are known to exist. For the home seeker, any rumor that may lead them out of Slipstream deserves following up.

Hunter: The number of strange creatures inhabiting Slipstream is immense. Some hunters seek only to feed their communities; others hunt dangerous beasts for the glory or to bring back for private collectors.

Mad Scientist: Ray guns and rocketships are common gear, but true hi-tech gizmos are a different matter. When an artifact is discovered, mad scientists come into their own, using experimentation and research to unlock ancient secrets. Given the unpredictable results of using forgotten technology, it takes a special kind of person to tinker with unknown forces.

Newshound: There are no television or radio stations, nor are there newspapers or magazines in Slipstream. Communications between worlds is limited and newshounds make it their duty to travel the fragments, passing on news from other worlds as they go.

Psionist: Psionic powers are not unusual among the races of Slipstream. Some races use their powers to promote peace; others to conquer and destroy. Psionic heroes can find themselves working in a variety of roles, but should beware, for the Queen hunts down any psionics she discovers.

Rebel: Not everyone takes Queen Anathraxa's rule as granted. Many talk of rebellion, but few have the courage to arm themselves and actively work against the Queen and her legions. The punishment for rebellion is said to be worse than death, but the rewards of liberating the fragments from the Queen's iron grip make the risk worth it.



SLIPSTREAM

Reformed Pirate: Space pirates are as common as air around the major shipping lanes. Unwilling to earn an honest living, pirates prey on fat merchant ships or isolated fragments. Some pirates see the errors of their ways and turn away from their former life to help others.

Ship's Crew: Not everyone who flies in space wants to be a pilot. For many, joining a ship's crew presents a chance to travel and meet new races. Gunners, engineers, and even stewards can find work on rocketships.

Space Cop: Queen Anathraxa may be the ruler of Slipstream, but day to day running of fragments is left to the locals. Laws vary from race to race, and policing the fragments is a full-time occupation.

Spacejock: If there is one thing Slipstream has plenty of, it's space. Skilled pilots are valuable commodities and if there's one thing the spacejock knows how to do, it's fly a rocketship. They're usually cocky and arrogant but, hey, they're the best!

Treasure Hunter: The fragments of Slipstream are dotted with ruined cities, temples, spaceports, and research laboratories. Alien artifacts of great power are believed to lie undiscovered on most worlds, but it takes a brave soul to search them out.

MAKING HEROES

Characters for *Slipstream* follow the standard *Savage Worlds* character creation process, with a few minor tweaks along the way.

1) RACE

First choose a race. A sample of the major player character races can be found starting on page 6. Each has a brief description of their history, their benefits, and the rules for playing. Short-form versions of other named races can be found on page 13. Read through these and choose a race now. If you want to play something different, skip ahead to page 14 and check out the rules for creating your own alien race.

2) TRAITS

Once you've decided what sort of character you want to play, it's time to determine your hero's traits.

ATTRIBUTES

Unless a race description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them



CHARACTERS

as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the standard skills are available in *Slipstream*. Characters with an Arcane Background also require a special arcane skill. The available arcane skills are Psionics and Weird Science.

Special: Any hero can actually learn the Weird Science skill (linked to Smarts). This represents knowledge of how to use and repair Weird Science gizmos. However, a character without the Arcane Background (Weird Science) Edge cannot design and create new gizmos (represented by powers).

LANGUAGES

It should come as no surprise that the myriad races each have their own language. Fortunately they realized they needed a common tongue if trade was to prosper. The common language is known simply as Streamer. Humans have long evolved past the need for multiple languages. All humans speak Earthling.

All characters speak their native language and Streamer. A hero also has a number of additional languages equal to half his Smarts die. Head to the alien races starting on p. 6 and pick races whose language you'd like to speak. Additional languages can be learned by using an advancement opportunity.

SECONDARY STATISTICS

Charisma is a measure of your hero's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6", unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

HEROISM RULE

Characters in Slipstream are larger-than-life heroes on the side of good. They shrug off grievous wounds and battle valiantly to save those in need. They're also the sort of people who go out of their way to help complete strangers, no matter the risk to their own skins.

A hero who elects to take the Heroic Hindrance without it counting toward their initial number of Hindrances (the character may still earn an additional four points) may take any one non-Legendary Edge and ignore the Rank requirement. If the character takes the Heroism Hindrance normally, he simply earns two points as normal.

Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness. Vigor can, in some cases, go above a d12. In such cases, all fractions are rounded down.

3) SPECIAL ABILITIES

Now decide if you want any Hindrances. If so, you may use the points from them to gain one of the benefits below. You may take up to one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each).

For 1 Hindrance point you can gain another skill point, or gain an additional 500 Slips in starting funds. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge. See the Heroism Rule sidebar as well.

Once you've chosen your Hindrances, it's time to choose your Edges. Human characters get one free Edge, in addition to any additional Edges your character may have earned by purchasing Hindrances.

Aliens receive a number of racial Edges and Hindrances in addition to any purchased. Check out the relevant alien templates for details of these boons and banes.

4) GEAR

Each character starts with a change of clothing and 500 Slips (equivalent to \$500 in standard *Savage Worlds* money). Certain Edges and Hindrances can alter this amount.

NAMING CONVENTIONS

You may have noticed the peculiar naming convention used in Slipstream. Most races and fragments with obvious features use suitably obvious names.

Thus, crystalline creatures have names like Gemopians or Crystalloosians. Aliens with animal features are either referred to by the race they resemble, such as Bird Men or Lion Men, or by something similar sounding to their appearance, such as Angeli, Antelopus, Equines, or Tigra.

Some races and fragments rely on word play—the Rurites and their home fragment, Ruros, are a play on “rural,” whereas the Amici and their homeworld, Amicus, are taken from the Latin for “friend.” The Memnites, being giants, are named after the Colossus of Memnon, whereas the Tropicos were originally from a tropical paradise world.

All new races and fragments introduced to the game should use a similar convention. This may sound a bit cheesy, but that’s the style of Slipstream.

You’ll want to spend some of your starting money on weapons, armor, and other equipment. See the Gear section starting on page 27 for a full equipment list.

5) BACKGROUND

Spend some time thinking about your character’s background. Who are his friends? How does he earn a living? Does his native homeworld survive as a fragment? How long has he been in Slipstream? Did he, literally, arrive on the last boat? What does he think about Queen Anathraxa and her grip over the various fragments? Are there any alien races he likes or hates, and why?

Having a detailed background adds to the Slipstream experience. Lastly, give your character a name.



Anarchs are well-muscled, sturdy creatures formerly used as slave labor by a more advanced race. They look much like gorillas, though they

have no body hair and their skin is dark grey and rough to the touch. Though bipedal, they walk hunched and their arms hang down almost to the ground.

Anarchs arrived in Slipstream when a convoy of slave transporters carrying them was caught by a black hole. The ships arrived during an asteroid storm and suffered damage to their engines and navigational systems.

Unable to steer through the Graviton Wave, the ships were sent spinning out as it began its spiral toward the Graveyard, and crash-landed on the fragment now known as Scar. Fortunately for the Anarchs, their masters died in the accident (or shortly after the mass breakout).

Finding themselves on a mineral rich world and with no one to push them around (Scar was uninhabited before they arrived), the Anarchs dismantled their wrecked ship and built their own settlement. For the first time in racial memory, they began working for themselves.

With no concept of leadership skills and unwilling to assume an overlord-slave relationship with their own race, their society is anarchic, hence their name.

Names: Anarchs had no concept of names before coming to Slipstream. They usually pick the same name as the first alien they meet, believing it to be the “right thing to do.” A player character Anarch might well use the same name as another character in the party.

RACIAL EDGES & HINDRANCES

- * **Pacifist:** Rebellion was actively discouraged in their days as slaves, with strict punishments meted out to those who became defiant. The race learned not to strike back at their masters. Recent generations have suffered from Anathraxa’s privations and have learned to fight in self-defense. They have the Pacifist (Minor) Hindrance.
- * **Pack Mule:** Anarchs are used to carrying excessively heavy loads. They have double the standard Load Limits.
- * **Primitive:** Technology was forbidden to the Anarchs. They have the All Thumbs Hindrance.
- * **Sheep:** Anarchs are used to taking orders, not giving them. They receive a –2 penalty to Intimidation or Persuasion rolls when trying to lead Extras. They treat all Leadership Edges as having a Rank requirement one Rank higher than listed.

CHARACTERS

- * **Slave Labor:** Anarchs are strong, tough, and used to physical labor. They start the game with a d6 in Strength and Vigor instead of a d4.

BABELONIAN

Babelonians are a bipedal race immediately distinguishable by their pale blue leathery skin, four eyes (all forward facing), a pronounced lump on the crown of their heads, and a long, tapering snout. The lump on their heads is actually a second brain. It controls no bodily functions, but serves as additional memory storage, allowing the Babelonians to recall truly impressive amounts of knowledge.

The Babelonian quest for knowledge is an overriding part of their mentality. Babelonians spend much of their lives traveling to other fragments, following up any snippet of information that may lead to new knowledge. Their remarkable ability to get into trouble is well documented.

The planet Babel is a rocky world, with towering cities built on bluffs and crags. The correct name for these cities is Depositories, for each houses a wealth of texts and alien technology from across Slipstream. To non-Babelonian eyes, the actual storerooms are a jumbled mess, lacking any form of categorization or semblance of order. Fortunately, Babelonians seem to have little difficulty tracking items down.

Names: For all their love of knowledge, the Babelonian's native language is actually rarely spoken. It is considered a sign of good breeding among Babelonians to speak at least one other language, even if no one else understands you. Babelonians choose names from the alien languages they speak.



RACIAL EDGES & HINDRANCES

- * **Brainy:** Babelonians are renowned for their intelligence. They begin the game with a d6 Smarts instead of a d4.
 - * **Correction:** If the Babelonians have an annoying trait it is their insistence of correcting any tiny mistake in other people's facts or use of language. Their constant interruptions and corrections, even over the most trivial of matters, cause them to subtract 2 from their Charisma.
 - * **Curious:** The quest for knowledge can be a dangerous business. Babelonians are notorious for sticking their snouts into anything that sounds even remotely interesting. They have the Curious Hindrance.
 - * **Educated:** Well versed in knowledge, lore, and languages, Babelonians receive a +2 bonus to all Common Knowledge rolls.
 - * **Secondary Memory:** Babelonians possess two brains; a primary brain and a smaller secondary brain. The vital brain functions are contained in the main brain, with the second being used for additional data storage.
- A Babelonian who fails a Common Knowledge roll or Smarts-based skill roll (except arcane skills) may immediately make a second roll using a d6 (but with no Wild die), regardless of his usual die type. This roll uses the same modifiers as the initial attempt. The character has the choice of which result he keeps.

BIRD MAN

Were it not for their large feathered wings and clawed feet, Bird Men could easily pass as humans. Though of similar build to Earthlings, their bones are much lighter, and the average Bird Man weighs only two-thirds that of a human. Their 6-foot wings can carry them through the space between planets with ease, though the distances between fragments make wing-powered space travel impractical. They can't break out of a fragment's gravity, but they can fly once in space.

SLIPSTREAM

Bird Men hail from Avia, and construct their cities high in the boughs of the giant Nest Trees. No roads or sidewalks clutter their cities, and visitors must climb or fly to reach their lofty abodes. Though lacking in many aspects of technology, their glass-topped rocketships are a common sight across Slipstream.

Bird Men follow a feudal system of government, with the King at the top and lesser nobles, sometimes related to the king and sometimes not, further down the social ladder.

As befits their aerial nature, Bird Man society is actually quite informal. The King is not cloistered away, but is available for all his citizens, no matter their social status or wealth.

The Queen has a fondness for keeping Bird Men as pets, clipping their wings and imprisoning them in gilded cages. Her current favorite pet is Prince Boolar, son of King Throx, high ruler of Avia. It is said that she makes him sing for her pleasure.

Names: Names are a series of squawks and whistles in the Bird Man language. To assist other aliens, they translate their names into Streamer. Even then, there is a certain birdcall quality to them. Example names include Toot, Tweet, Whoot, Bagawk, Squeet, and Wheet.

RACIAL EDGES & HINDRANCES

Aerial Race (+2): The wings of a Bird Man are not just for show. Their lofty cities contain large open spaces to allow them to fly freely, but nothing that would equate to a road. Bird Men can fly at their standard Pace, with a Climb equal to half their Pace. Bird Men do not require a skill to fly in the same way that other races have no walk skill. However, ground vehicles and beasts of burden are unknown in their culture, and they must pay double the cost to purchase the first die in either Driving or Riding. Further increases are at standard costs.

- * **Agile:** Bird Men are graceful creatures. They start with a d6 Agility instead of a d4.
- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Claws:** Str+d6. Bird Men have razor sharp talons on their feet, allowing them to grasp prey while airborne.
- * **Light Bones:** The bones of a Bird Man are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.



Earthlings may be the most common name for humans in Slipstream, but they are also known as Terrans, Earth Men (and Women), and Earth People. Earthlings of all shapes, sizes, creeds, and color exist in Slipstream; they are the most diverse race in the universe.

Earthlings in Slipstream are usually from one of two sources—they were born here or they're recent arrivals.

For those of you born here, let's take a little trip back in time. Earth, the home of your ancestors, was on the verge of destruction. Memories are a little hazy now, and whether it was because of ecological disaster, global war, or famine is neither here nor there anymore. All that matters to this story is that the people of Earth pooled their resources together and headed off into space in thousands of huge rocketships called arks, destination Mars.

No one really knows exactly what happened, but somehow the ark your grandpappy was on got sucked into a black hole. When it emerged, it was in Slipstream.

The majority of humans adapted to the presence of the alien races already inhabiting the universe, learning new languages and customs, and freely sharing ideas and knowledge. The minority either fully adopted alien ways and "went native" or refused to mix and maintain their own Earth customs.

Some became popular heroes, actively fighting against the tyranny of Queen Anathraxa and the depredations of pirates and cruel overlords; others willingly joined the forces of oppression. Most, however, simply started a new life and try to make the best of the current situation.

Though the ark arrived 100 years ago, Earthlings still arrive in Slipstream in the present day. Some are the descendents of those who fled Earth, born and raised on the ark ships and never knowing any life other than in space. Others are from new colonies founded by the ark ships that reached Mars and beyond. Though Earth is gone, humans have prospered both inside and outside Slipstream, though they don't govern any fragments.

RACIAL EDGES & HINDRANCES

- * **Free Edge:** Humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as usual.

LION MAN

The Lion Men are one of many races that resemble animals native to Earth. They stand a head taller than humans and have well developed bodies. Though humanoid in appearance, their heads are distinctly leonine, even down to possessing whiskers. Much of their body is covered in short, straight fur, usually of tan coloration. Distinguishing the sex of a Lion Man is extremely simple—males have manes; females do not.

Their hands and feet each have three fingers and an opposable thumb. Descended from a hunter race, they have kept their ancestors' natural weaponry, possessing retractable claws on both hands and feet. Few wear shoes, even on rough surfaces. Tough spongy pads on their feet protect them against sharp stones and also make them stealthy hunters.

The local star (before the planet was lost in Slipstream) provided only dim light to the Lion Men's homeworld, Simba, and their eyes are adjusted to operating in low light conditions. This gives them an advantage on cloudy fragments, where the glow of the Slipstream is reduced. The fragment of Simba remains the stronghold of the Lion Men.

Honor is important to the Lion Men and a strict and complex code pervades their entire culture. There are rules on eating order, addressing social superiors or inferiors, how close one may walk to another Lion Man, giving and taking insults, and so on. Honor challenges are commonplace (again with strict rules governing them) and many males sport scars from previous duels.

Other races are not considered exempt from this code and dealing with Lion Men, especially the more aggressive males, is akin to walking a tightrope—one must follow a rigid line or risk insulting them.

Names: The Lion Men's native language is full of vowels and rolling "r's." Names have meaning to the Lion Men and many have chosen to adopt these meanings in the common language. As such, you may find Lion Men with traditional names, such as Rrowrr, Raaror, or Yowl, or descriptive names such as Silent Hunter, Razor Claw, or Long Mane.

RACIAL EDGES & HINDRANCES

- * **Code of Honor:** The Lion Men's rigid code of honor governs every aspect of their culture. Breaking the code can lead to banishment, or even death.

THE LION MAN CODE

- * The social structure of nobles, warriors, workers, and children is unbreakable.
- * When two Lion Men are of equal status, age determines higher status.
- * When age is unknown, either party may take the superior stance. The other must challenge for the right to be superior or accept a submissive role.
- * Nobles eat before warriors, who eat before lower classes.
- * Only those ready to fight may carry weapons.
- * Boasting is for the weak. The brave need only tell the truth to be honored.
- * A host must protect guests from physical harm and from insults. In return, guests must not fight their host or bring shame to his household while under his roof.
- * Only females eat with both hands. A male must have one hand ready to fight at all times.
- * Lower social classes must immediately listen, and obey, the requests of a social superior unless such requests are detrimental to one's tribe.
- * An insult from a social inferior must be contested in combat or dishonor will fall upon the family. An insult from a higher social class may not be challenged. To do so is to question the honor of the insulter.
- * Nobles may claim any unmarried female as their wife, though proper gift giving to the family must be obeyed.
- * The wives of warriors slain in combat may reject future marriage offers from any Lion Man.

- * **Hunter:** Though an advanced race, the Lion Men have never forgotten their primal skills as hunters. They start with a d6 in Stealth.
- * **Low Light Vision:** The eyes of Lion Men are adjusted to hunting in the half-light of their former homeworld. They ignore penalties for bad lighting except in pitch darkness.
- * **Proud:** Lion Men are very proud as a race. Insults are not taken lightly and they are more than happy to duel over any perceived slight. They receive the Vengeful Hindrance (Minor).
- * **Retractable Claws:** Str+d6. 'Drawing' or

SLIPSTREAM

retracting their claws does not incur a multi-action penalty.

- * **Size +1:** Lion Men average 7 feet in height and weigh 300 pounds.



The Psiclops are a barrel-shaped race with large domed heads and no neck. A single eye, the size of a human fist, sits in the centre of their faces. They have a large mouth, but lack any discernible nose or ears, although their sense of smell and hearing is on par with that of most races.

They possess two arms, which protrude from just below their head. Their arms are short in comparison to their bodies and end in three stubby fingers. Their legs are likewise short and though capable of fast movement, they propel the Psiclops with a waddle-like gait.

At the end of the legs are small, round feet, with three toes on each foot. Psiclops lack nails and body hair. Their skin is blue-grey, rubbery to the touch, with bulbous, green veins running just under the surface.

The entire race is psionic, a rarity in Slipstream, and also a liability. Queen Anathraxa has declared their entire race to be outlaws.

Her Handmaidens and Primals hunt them mercilessly, and bounty hunters, attracted by sizeable rewards, scour the fragments for their presence. Even on worlds resisting Anathraxa's empirical goal, Psiclops must always be wary of trusting strangers, for the thought of earning the Queen's favor by revealing their presence is a tempting reward to many aliens.

Psiclops are a peaceful race, wishing only to be left alone to rebuild their lost civilization. They are not pacifists, but few resort to using weapons, preferring instead to use their mental powers to disable foes.

The Psiclops homeworld was sucked into Slipstream and shattered. The largest piece, the fragment Psidonia, is now uninhabited by their race. When Anathraxa learned of their presence, her Handmaidens attacked, forcing a mass exodus. The world has been interdicted ever since. What secrets and treasures they left behind have undoubtedly fallen into the Queen's hands, though rumors of intrepid explorers unearthing caches of psionic technology are commonplace.

Names: Psiclops' names actually use a blend of vocalization and empathic visuals. Non-psionic races cannot understand the visual part, and so

only use the spoken segment. Their names tend to be rather fluid, such as Llofali, Aetheliba, and Malillius.

RACIAL EDGES & HINDRANCES

- * **Mentalist:** Psiclops are masters of psionics. They gain the Mentalist Professional Edge without having to meet the minimum requirements.
- * **Outsider:** Other races are fearful of the Psiclops' fabled mental abilities and their "ability" to attract Anathraxa's minions. They suffer a -2 penalty to Charisma among non-Psiclops.
- * **Psionics:** The entire Psiclops race possesses psionic powers. Every Psiclops begins the game with Arcane Background (Psionics) and a d6 in the Psionics skill.
- * **Wanted (Major: by the Queen):** The Queen and her Handmaidens hunt Psiclops mercilessly. Even non-Psiclops found in their company are executed. They make friends only rarely among other races, preferring the company of their own persecuted race.



Robot Men are sentient machines. Their external appearance is that of a metallic human, though there was no record of contact with humans before Earthlings entered Slipstream. They possess no organic components of any sort, using mechanical servos and gears to move their limbs and pumps to push hydraulic fluid throughout their bodies. Their faces lack most features common to other races. They even lack mouths—a mechanical voice generator in their torso produces their emotionless voices. While Robot Men do not require organic nourishment, they must recharge their batteries.

Robot Men hail from Mechanos, a fragment whose surface is one enormous steel city. The city is a marvel of technology, with streetcars zipping along magnetic rails, conveyor belt sidewalks, and household appliances that can talk. They are among a handful of races that produce rocketships.

Their society is extremely well-ordered and functions like clockwork. A ruling class, the Technocrats, oversees the smooth running of the city. Moving down the social ladder, one finds Design-

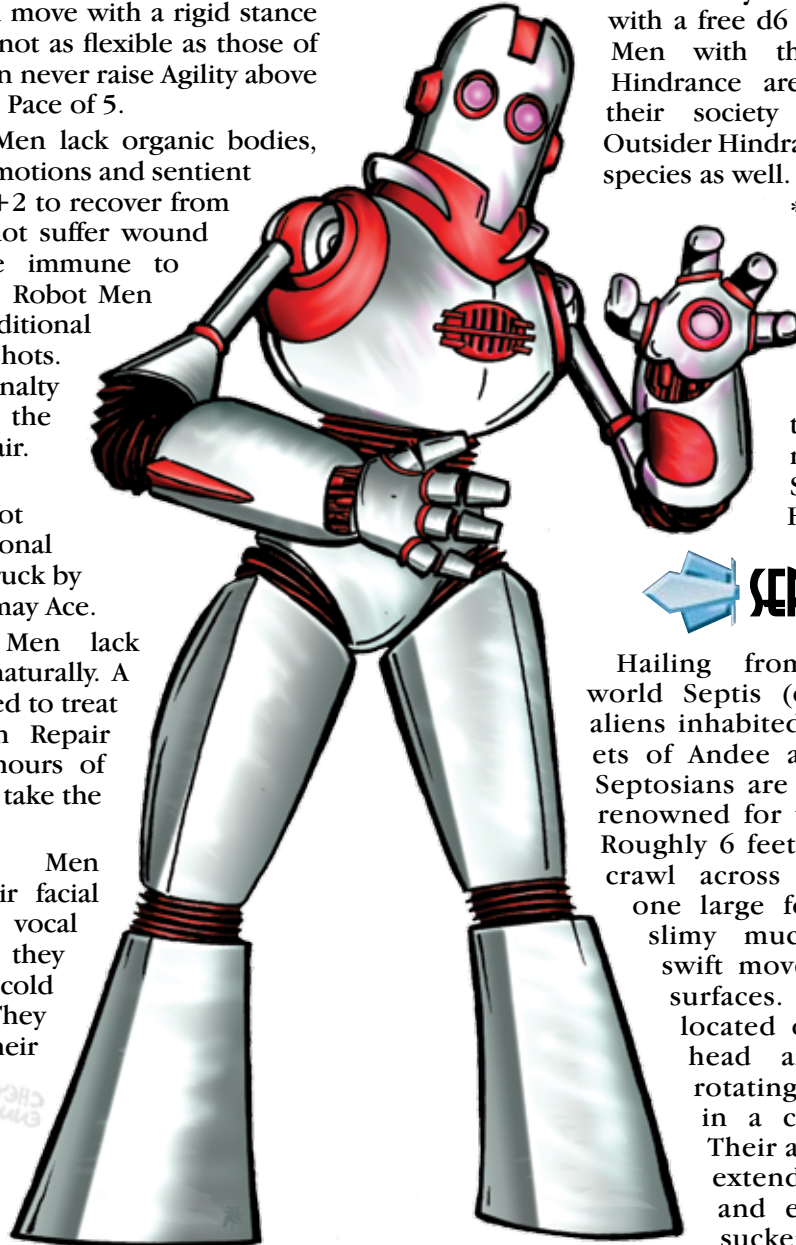
CHARACTERS

ers, Operators, Constructors, Maintainers, and Laborers. Each has a vital role to play in maintaining the Robot Men civilization.

Names: Robot Men use a serial number as their name. Most are 6 to 10 digits long, though members of the ruling class possess names of 20 digits.

RACIAL EDGES & HINDRANCES

- * **Clunky:** Robot Men move with a rigid stance and their limbs are not as flexible as those of other races. They can never raise Agility above d6. They also have a Pace of 5.
- * **Construct:** Robot Men lack organic bodies, but are capable of emotions and sentient thought. They add +2 to recover from being Shaken, do not suffer wound modifiers, and are immune to poison and disease. Robot Men do not suffer additional damage from called shots. They suffer no penalty when operating in the rarefied Slipstream air.
- * **Electrical Susceptibility:** Robot Men suffer an additional d6 damage when struck by electricity. This die may Ace.
- * **Machine:** Robot Men lack the ability to heal naturally. A Repair roll is required to treat their injuries. Each Repair roll requires 1d6 hours of work. They may not take the Fast Healer Edge.
- * **Outsider:** Robot Men cannot change their facial expressions or vocal patterns. As such, they come across as cold and emotionless. They subtract 2 from their Charisma when dealing with races other than their own.
- * **Psionic Immunity:** The mechanical brains of Robot Men are too alien. They are immune to all psionic powers. Robot Men may not take the Arcane Background (Psionics) Edge.



- * **Recharge:** Robot Men require regular recharges in order to function. A Robot Man must have access to a source of power (any hi-tech world power outlet, functional rocketship, or a heavy ray gun battery suffices) for an hour every day. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

- * **Technosavvy:** Robot Men start with a free d6 in Repair. Robot Men with the All Thumbs Hindrance are outcasts from their society and gain the Outsider Hindrance to their own species as well.

- * **Uniform Size:** Robot Men come in only one size, shape, and age. They may not take the Brawny Edge, nor the Obese, Small or Young Hindrances.



Hailing from the swamp world Septis (originally these aliens inhabited the twin planets of Andee and Hopp), the Septosians are a slug-like race renowned for their foul odor. Roughly 6 feet in length, they crawl across surfaces using one large foot. A layer of slimy mucus allows for swift movement over flat surfaces. Two eyestalks located on top of their head are capable of rotating independently in a complete circle. Their arms are actually extendible tentacles and end in a sticky sucker rather than fingers, making fine

manipulation difficult.

Their ability to exude a stinking cloud of fetid gas evolved from a purely defensive mechanism to one the Septosians can control at will. No other

SLIPSTREAM

race with a sense of smell enjoys their company for prolonged periods, especially in confined quarters.

The Grand Pong, a particularly large specimen whose stench is capable of causing unconsciousness, rules the Septosians from his Swamp Palace. Like most Septosians, he is especially fond of alcohol.

Names: The Septosian language is a series of burbles and gurgles. Their names reflect the language: Bloop, Blurg, and Schlurp are examples.

RACIAL EDGES & HINDRANCES

- * **All Thumbs:** Septosians lack dexterous fingers and find fiddly work difficult. All Repair rolls and rolls to use hi-tech items suffer a -2 penalty. In addition, a roll of 1 means the Septosian has broken the equipment, which cannot be used until a Repair roll is made and 10 minutes is spent fixing the item.
- * **Rubbery:** The rubbery skin of the race grants them +1 Toughness.
- * **Squelchy:** Septosians move in a manner similar to slugs. They make a squelching sound as they travel and leave a sticky goop trail behind them. They are -2 to Stealth rolls and rolls to Track them are at +4.
- * **Stench:** Septosians have the ability to release a cloud of fetid gas from a special gland located on their back. The gas fills a Medium Burst Template centered on the Septosian. Any non-Septosian within the Template not protected by a bubble helmet must succeed at a Vigor roll or be Shaken due to gagging (this counts as poison). The gas dissipates after one round.

Septosians have 5 Power Points for the sole purpose of creating this cloud, which costs 2 Power Points per use. Points recharge at the rate of one per hour and are unaffected by Rapid Recharge.

- * **Tentacles:** The tentacle arms of a Septosian can extend to double their normal length, allowing them to add +1 Reach to any melee weapon.



Though not related to Earthlings, the Valkyria bare a remarkable resemblance to Earthling females. Tall, muscular, and blonde, the Valkyria resemble Earthlings of Scandinavia stock. All Valkyrians in Slipstream are female, though their race originally had two sexes. Males were sub-

servient to females, and performed only menial tasks. Leaders, academics, engineers, and warriors were all female.

Valkyrians in Slipstream are all members of a large battle group sucked through a black hole. Without males they thought their race doomed, until they discovered Earthlings, with whom they are genetically compatible. The Valkyrians never claimed a homeworld. They lived aboard huge mother ships, and it is when flying a rocketship that the Valkyrians feel most comfortable.

The auxiliary mother ship that accompanied the battle group was destroyed as it entered Slipstream. Many Valkyrians respect Queen Anathraxa because she is a female, though this does not mean they support her. The Valkyrians' open admiration for Anathraxa, combined with their own warrior mentality, has led many to suspect that the Queen's Handmaidens are recruited from this race.

RACIAL EDGES & HINDRANCES

- * **Born to Fly:** The Valkyria are space nomads and flying rocketships is second nature to them. They begin the game with a d6 in Piloting and the One Man Crew Edge.
- * **Death Wish:** When Valkyria are born, their gods assign them a life goal. This quest is unique to the individual and varies in difficulty. Successfully completing the life goal allows the Valkyria to die with honor and enter the afterlife.

Dying without completing the goal assigns the Valkyria's soul to eternal damnation. The player and Game Master should agree on a suitable life goal.

- * **Hard to Tempt:** The Valkyria's dedication to their life goal makes them hard to tempt to other courses of action. They start the game with a d6 Spirit instead of a d4.
- * **Loyal:** Once a Valkyria gives her oath of friendship it is for life. They never betray their friends, nor leave them in perilous situations.
- * **Quirk:** Valkyria treat males of any species as subservient, regardless of their social position.
- * **Statuesque:** Valkyria are true amazons. Although not naturally beautiful—though many are—they are striking, and gain +2 Charisma.

NAMED RACES

Listed below is a quick guide to the other playable named races of Slipstream. Named races appearing elsewhere in this book cannot be taken as player characters due to their villainous nature. Races are presented alphabetically in the following format.

Race (home fragment): brief physical description—Edge/Hindrances (description)

- * **Akwasian (Akwas):** humanoid with webbed digits—Big Lungs (d6 Vigor), Semi-aquatic, Stubborn
- * **Amici (Amicus):** pale skinned, gaunt humanoid—Artistic (d6 Knowledge (Arts)), Emotion Control (*puppet*, 10 PP), Peaceful (as Pacifist, Major)
- * **Angeli (Angelis):** as human—Code of Honor, Duelist Culture (+1 Parry), Forceful (d6 Intimidation), Skilled Fighters (d6 Fighting)
- * **Antelopus (Glade):** horned bipedal herbivores—Cautious, Fleet Footed, Hooves & Horns (Str+d6), Racial Enemy (Tigra)
- * **Aridians (Arid):** grey skinned humanoid—Radiation Immunity (+4 resist radiation), Slow (Pace 5), Suspicious (-2 Charisma), Tough (d6 Vigor)
- * **Borealian (Borealis):** yellow skinned humanoids—Static Blast (*stun*, 5 PP)
- * **Borooshian (Boroosh):** small, bestial humanoid—Agile (d6 Agility), Expert Climbers (d6 Climbing), Navigate (+2 to Piloting and Survival when navigating), Small
- * **Cauldron (Cauldra):** ruddy skinned humanoid—Anemic, Heat Resilience (+4 resist heat), Thermal Vision
- * **Charadonios (Charadon):** humanoid with air sacs under chin—Deep Divers (d6 Vigor), Pacifist (minor), Racial Enemy (Shark Men), Semi-aquatic, Skilled Sailors (d6 Boating)
- * **Crystalloosian (Crystalus):** tall, willowy humanoids—Fragile (Vigor cannot go above d6), Keen Ears (+2 Notice when hearing), Sonic Resistance (sonic attacks cause -2 damage; +2 to resist), Stunning Voice (*stun*, 10 PP)
- * **Dracos (Dracos):** reptile men—Brainy (d6 Smarts), Manipulative (d6 Persuasion), Psionic Heritage (d6 Knowledge (psionic artifacts); can be used in place of Weird Science to determine function of psionic artifacts), Psionically vulnerable (see Hindrances, page

- 17), Vengeful (Minor)
- * **Drel (Neptuna):** fish-headed humanoid—Aquatic, Dehydration (see page 16), Sea Hunter (+2 Stealth & Survival underwater)
- * **Equine (Equus):** horse men—Cautious, Endurance (d6 Vigor), Fleet Footed, Hooves (Str+d6), Loyal, Quirk (attribute everything to spirits)
- * **Frigim (Frigim):** hairy, ape-like humanoids—All Thumbs, Size +1, Thick Hair (+4 resist cold), Tough (d6 Vigor), Vengeful (major)
- * **Gemopian (Gemopia):** crystalline—Sonic Susceptibility (sonic attacks cause double damage; -4 to resist; -2 to trait rolls when within 5" of loud noise), Tough Skin (+1 Toughness), Vibrate (*smite*, 5 PP; affects weapons they hold or their fists)
- * **Gyptosian, west side (Gyptos):** dark skinned humanoid—Criminal Upbringing (d6 Lockpicking & Stealth), Fence (see Edges, page 21), Poverty, Racial Enemy (east side Gyptosians)
- * **Gyptosian, east side (Gyptos):** dark skinned humanoid—Bully (d6 Intimidation), Greedy (minor), Racial Enemy (west side Gyptosians), Rich
- * **Hosbecite (Hosbec):** small, furry humanoid—Born Salesman (+2 Charisma), Greedy (major), Single Minded (d6 Spirit), Small, Smooth Talker (d6 Persuasion & Streetwise)
- * **Koldosite (Koldos):** blue-skinned humanoid—Over Confident, Spirited (d8 Spirit), Strong Willed, Stubborn
- * **Levitosian (Levitos):** small, grey, big eyes—Low Light Vision, Radiation Immunity (+4 to resist radiation), Small, Spirited (d6 Spirit)
- * **Lill (Lill):** two-headed humanoids—Argumentative (heads are always arguing), Habit (major; alcohol), Hardy, Immune to Poison, Stubborn, Two Brains (roll two Smarts and one Wild Die); Two Personalities (mental Edges or Hindrances apply to one head only)
- * **Lupine (Lupos):** wolf men—Bite (Str+d6), Claws (Str+d6), Competitive (always have to prove they're top dog), Fleet Footed, Keen Senses (d6 Notice), Loyal
- * **Magrozite (Magroz):** metallic humanoids—Bad Eyes, Hydrophobia (-2 to all trait rolls within 3" of body of water), Levitation (*fly*; 5 PP), Magnetism (*telekinesis*; 5 PP), Metal Skin (+1 Toughness), Slow (Pace 4)
- * **Memnite (Memnon):** brutish giants—Dumb (costs double to raise Smarts; d8 max), Gullible

SLIPSTREAM



(-2 resist Tests of Will), Huge (+2 Size), Mean, Strong (d6 Strength)

- * **Nivekian (Nivek):** insectoid—Agile (d6 Agility), Faceted Eyes (+2 Notice rolls involving sight), Four Legs (as Fleet Footed), Leaping (double jumping distances), Simple Folk (Smarts cannot go above d6), Unsavory Habits (cannibals, -2 Charisma)
- * **Pyrite (Pyre):** stony skinned humanoid—Heat Immunity (immune to effects of heat), Slow (Pace 3), Stony Skin (+2 Armor)
- * **Raptor Man (Amazonia):** bipedal dinosaur—Gutting Claw (Str+d6), Racial Enemy (-4 Charisma when dealing with Cavors), Leaping (doubles jumping distances), Repulsive Habit (eat live food; -2 Charisma), Tough Hide (+1 Toughness)
- * **Repletite (Replet):** long necked, thin armed, stubby legged humanoid—Camel (can last twice as long as normal without water), Curious, Hormonal Glands (*boost trait*; 5 PP), Long Arms (+1 Reach), Slow (Pace 4)
- * **Rurite (Ruros):** multi-limbed humanoid—Four Arms (4 extra arms), Green Fingers (d6 Knowledge (plants), Habit (Strict vegetarians), Pacifist (major))
- * **Shark Man (Charadon):** bipedal sharks—Aquatic, Bite (Str+d6), Bloodthirsty,

Dehydration (see page 16), Strong (d6 Strength), Thermal Vision

- * **Skalinite (Skalin):** dwarf-like race—Bad Eyes, Industrious (d6 Repair), Low Light Vision, Slow (Pace 4), Stout (d6 Vigor)
- * **Spider Man (Arachnea):** All Thumbs, Bite (Str+d6), Bloodthirsty, Poison (see page 15), Wall Walker, Webbing (can cast webs that cover a Small Burst Template. This is a Shooting roll with a range of 3/6/12. Anything caught in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4)
- * **Squelmon (Neptuna):** squid headed humanoid—Aquatic, Defensive Cloud (*obscure*; 5 PP; Large Burst Template placed in front of character), Dehydration (see page 16)
- * **Tigra (Glade):** tiger men—Born Hunters (d6 Notice, Stealth & Tracking), Overconfident, Racial Enemy (Antelopus), Teeth & Claws (Str+d6)
- * **Tropico (Sandpit):** humanoid with prehensile hair—Anemic, Beast Friend (*beast friend*, 5 PP), Pacifist (minor), Prehensile Hair (make one additional non movement action)
- * **Vergelmirion (Vergilmir):** small agile humanoid—Agile (d6 Agility), Arboreal (d6 Climbing), Bad Reputation (thieves; -2 Charisma), Greedy (minor; attracted to shiny things), Prehensile Tail (one extra non-movement action), Small (-2), Stealthy (d6 Stealth)
- * **Zeeborite (Zeebor):** jellyfish-like being—Color Alteration (*invisibility*; 10 PP), Low Light Vision, Slow (Pace 4), Soft & Squidgy (-1 Toughness), Tentacle Swarm (attack all characters in Medium Burst Template centered on character for Str damage), Ugly

ALIEN RACE GENERATOR

It is said that a thousand races inhabit Slipstream. An exact census is impossible, for new races are always being discovered, victims of one of the countless black holes that dot the universe, and others are exterminated by Queen Anath-raxa.

Although a sample of races is presented above, characters are not limited to one of these races. Using these optional rules, players may spawn their own, unique race. Building your own alien race is simple. Just follow the steps below.

1) DESCRIPTION

First, you need to decide what sort of creature you wish to play. What do they look like? What was their homeworld like? What are their strengths and weaknesses? Do they value or despise technology? How do other races perceive them?

Spending a few minutes deciding these facts makes the next step much easier. Once you know roughly what you want to play, you can proceed to creating a suitable racial template.

2) CHOOSE RACIAL TRAITS

Once you have a basic idea of what the race is like, you can begin picking racial Edges and Hindrances. These should fit into your vision of the race, not simply provide game mechanic bonuses or penalties.

All races begin with a free +2 Edge from the list below.

Additional Edges must be countered with an equal value of Hindrances. A +2 Edge, for example, may be countered by a single -2 Hindrance, or two -1 Hindrances. Individual Game Masters should decide on the maximum number of racial Edge points allowed in their game, but 4 to 6 points is not unreasonable. This provides enough scope to make an interesting race, without unduly unbalancing the game. Give each racial Edge or Hindrance a suitable name.

The list below is a guideline. If the player wants something special or not listed, he should talk it over with the Game Master. The GM is the final arbitrator.

For example, the Raptor Men's Leaping Edge is handy, but unlikely to overbalance the game, making it a +1 Edge.

+3 EDGE

- * Construct (sentient mechanical men)
- * Free Seasoned Edge (regardless of requirements—except for those that require other Edges—you cannot take Improved Level Headed without having Level Headed first)
- * Hardy (a second Shaken result in combat does not cause a Wound)
- * The race begins with a d8 in one attribute and may raise it to a d12+2 during character creation. Through the Expert and Master Edges it may reach a d12+4.

+2 EDGE

- * +1 Parry (warlike race)
- * +1 Size (wide, tall)
- * +1 Toughness (tough skin, weird physiology; not negated by AP weapons)
- * +10 Power Points (Psionics only)
- * +2 Armor (metal, stone, or crystalline skin; negated by AP weapons)
- * +2 Charisma (charismatic, popular race)
- * +4 to resist the effects of heat, cold, or radiation (resilient, alien physiology)
- * Aquatic (cannot drown in water, move at full Swimming skill, d6 Swimming)
- * Base Pace 10 (lightning fast, multiple limbs)
- * Free Novice Edge (regardless of requirements—except for those that require other Edges)
- * Multiple arms (one extra non-movement action per limb, incurs no multi-action penalty, price is per additional limb)
- * Poison (victims that suffer a Shaken result from your natural weapons must make a Vigor roll or be paralyzed for 2d6 rounds)
- * Start with a d6 in one attribute
- * The ability to Fly (wings; flying Pace equals normal Pace and the alien may “run”)
- * Use of a single arcane power. The character has 5 Power Points usable solely for this power. Power Points recharge at the rate of 1 per hour and are unaffected by Rapid Recharge. Power Points from other sources cannot be used with this power. This power represents a single psionic function, such as generating frightening hallucinations (*fear*) or a shocking touch (*stun*), or a natural ability, such as generating a “smoke screen” (*obscure*) or a highly developed adrenal gland (*quickness*). Psionic-type powers use Smarts; physical ones use Vigor as the arcane skill.

+1 EDGE

- * +1 Reach (extendible arms, abnormally long arms)
- * +2 to resist the effects of heat, cold, or radiation
- * +5 Power Points for use with a single racial power (as described above)
- * Burrowing, Wall Walker, or similar
- * Free d6 in any skill
- * Immune to poison or disease
- * Keen Sense (+2 to Notice when using one sense)

SLIPSTREAM

- * Low light or thermal vision
- * Natural Weapons (Str+d6 in any one weapon or Str+d4 with any two)
- * Potent Poison (must have Poison, each level gives victims a -1 penalty to their Vigor roll)
- * Semi-aquatic (gain Fatigue level every 15 minutes he holds his breath. On reaching Incapacitated, must make a Vigor roll every minute or drown. Fatigue recovers one level per 15 minutes back in air.)

↳ HINDRANCE

- * One attribute can never advance beyond a d6, even during play.

-2 HINDRANCE

- * -1 Parry (peaceful race, clumsy)
- * -1 Toughness (thin skin, exposed organs)
- * -4 to resist the effects of heat, cold, pressure, or radiation (poor physiology, thin skin)
- * Dehydration (the alien must immerse itself in water one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.)
- * Major Hindrance (or equivalent effect)
- * Pace 3 or less (d4 running die) (slug-like race, stubby legs, ultra fat)

-1 HINDRANCE

- * -2 to resist the effects of heat, cold, pressure, or radiation (poor physiology)
- * -2 Charisma (bad reputation, really ugly, unsavory habits)
- * Minor Hindrance (or equivalent effect)
- * Pace 5 (stocky, short legs)
- * Racial Enemy (-4 Charisma when dealing with one other race)

↳ RACIAL NAME & HISTORY

The last step of race generation is to name your creation and provide a racial history. Some races have generic names by which the inhabitants of the Slipstream know them, such as Lion Men or Robot Men, whereas others are named after their former homeworld, such as Septosians or Valkyria.

4. GAME MASTER APPROVAL

Once you have finished, show your new race to the GM for approval. The GM should alter any race that upsets his view of *Slipstream*. Creating a new race requires liaison between the player and the GM. Races that specialize in one aspect of the game, such as combat, may well unbalance the party, not to mention the game itself. The GM should pay close attention to Racial Hindrances, ensuring that they play a frequent part in the game. Even the most powerful race can be brought low through careful attention to Hindrances.



All standard *Savage Worlds* Hindrances except Doubting Thomas and Yellow are appropriate for use in a *Slipstream* game. In addition, several new Hindrances are available. Certain Hindrances can be taken as racial Hindrances when creating a new race from scratch.

ALL THUMBS (MAJOR)

Due to the prevalence of technology, All Thumbs is a Major Hindrance in *Slipstream*. This is a -2 racial Hindrance.

EXOTIC ATMOSPHERE BREATHER (MAJOR)

Although all the major races breathe the same atmosphere, not every alien comes from a homeworld with a similar mix of gases. Your hero cannot breathe without a bubble helmet and a regular supply of air tablets suited to his particular biology.

The hero begins to suffocate if he is exposed to any atmosphere other than his own. He must make a Vigor roll each round of exposure or suffer a level of Fatigue. An Incapacitated character dies in a number of rounds equal to half his Vigor.

If someone can provide him with his natural atmosphere within five minutes of death, he can be resuscitated with a Healing roll at -4. Once your hero is breathing his own atmosphere, he recovers one Fatigue level every five minutes.

See Gear on page 27 for notes on bubble helmets. This is a -2 racial Hindrance.

GLASS JAW (MINOR)

Your hero has a glass jaw and can't take a solid hit. He suffers a -2 penalty to Soak rolls.

This is a -2 racial Hindrance.

CHARACTERS

HOMESICK (MINOR/MAJOR)

Not everyone likes living in Slipstream. No matter how long a race has been here, there are always members who want to leave. The character's constant whining subtracts 2 from his Charisma. If the character takes the Major version, he must also follow up rumors that indicate a possible way out of Slipstream, regardless of the risk or their incredulity.

I'M WITH HIM (MAJOR)

Not every alien is cut out for the heroic lifestyle. The character lacks what it takes to be a true hero and chooses to play second fiddle and stay out of the limelight. Characters with this Hindrance are still Wild Cards—they're just the Dale Arden to other characters' Flash Gordon.

The character may not purchase Combat Edges or allocate any skill points into Fighting, Shooting, or Throwing during character generation. The Heroism rule (see p. 5) does not apply to the character, nor may he take the Heroic Hindrance separately.

NEW ARRIVAL (MINOR)

The character is either a new arrival in Slipstream who has yet to learn the common language or is a native who refuses to learn an alien tongue.

The character does not receive Streamer for free, nor can he purchase it during character generation. He receives a number of free languages equal to half his Smarts die minus one. Only player-created races or Xenophobic (see below) characters may take this Hindrance. This is a -1 racial Hindrance.

PSIONICALLY VULNERABLE (MINOR/MAJOR)

The character's mind is an open book to psionicists.

The minor version causes the character to suffer a -2 penalty to any opposed Psionic roll. In addition, he may not take the Arcane Resistance and Mentalist Edges, though Arcane Background (Psionics) is still open to him (if he wishes). With the major version, the penalty increases to -4 and the character may not take the Arcane Background (Psionics) or Arcane Resistance Edges.

This is a -1 or -2 racial Hindrance, depending on the severity.

SHEEP (MINOR)

Some people are happy being followers. The character receives a -2 penalty to Intimidation and Persuasion rolls. The character may not take any Leadership or Social Edges until he reaches Seasoned.

This is a -1 racial Hindrance.

XENOPHOBIC (MINOR/MAJOR)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Charisma when dealing with aliens with the Minor version and -4 with the Major Hindrance.

Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism. This is a -1 (Minor) or -2 (Major) racial Hindrance.



The Arcane Background (Magic, Miracles, or Superpowers) Edges do not exist in *Slipstream*.

Mr. Fix-It is called Engineer in this setting (p. 20).

BACKGROUND EDGES

ARCANE BACKGROUND (WEIRD SCIENCE)

Only the following powers (and suggested trappings) are available: *armor* (energy shield), *barrier* (security fence), *blast* (atomic bazooka), *block* (clunky helmet), *boost/lower trait* (energy wave), *deflection* (energy screen), *detect/conceal arcana* (scanner), *entangle* (net gun), *environmental protection* (advanced spacesuit), *healing* (rejuvenation tank), *invisibility* (invisibility belt), *obscure* (smoke generator), *puppet* (mind control helmet), *quickness* (primitive time alteration device), *shape change* (transmogrifier), *smite* (advanced vibro blade), *speed* (rocket boots), *stun* (stun pistol), and *telepathy* (mind ray or helmet, p. 48).

ONE OF A KIND

Requirements: Novice, player-created race only

SLIPSTREAM

Some aliens are unfortunate enough to be lone members of their species. He could have been flying solo when he entered Slipstream, or maybe he's the last survivor of his race. Other aliens find the character fascinating. He gains +2 Charisma.

If another member of the species is ever discovered (if another is allowed to make a character of the same race, for example), this bonus is lost.

COMBAT EDGES

BRING 'EM ON

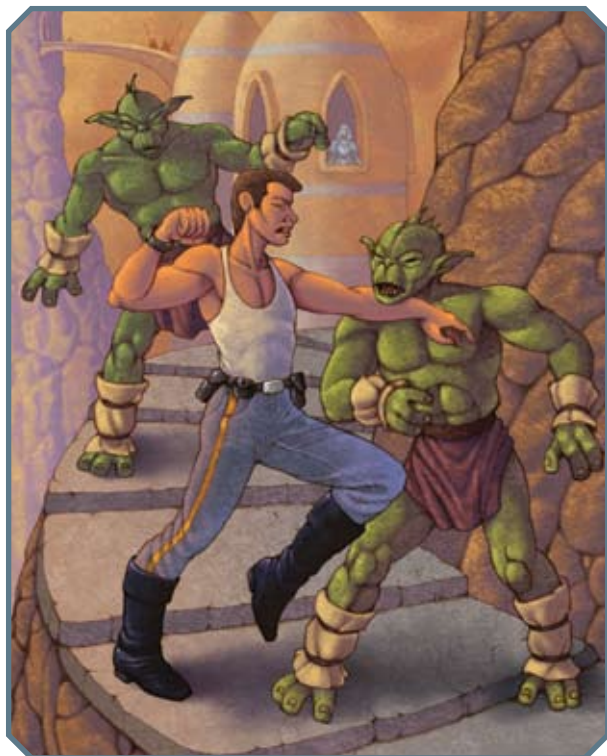
Requirements: Seasoned, Agility d8+, Notice d8+

Sometimes a hero finds himself outnumbered in a fight. Fortunately, the character has the perception and agility to handle multiple foes. Opponents gain no Gang Up bonus against the hero.

IMPROVISATIONAL FIGHTER

Requirements: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishing not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 attack and Parry penalty when wielding them. See Gear (page 29) for details.



IRON JAW

Requirements: Novice, Vigor d8+

The hero can take a hit with a baseball bat like he was a brick wall. He gets +2 to Soak rolls.

SCAMPER

Requirements: Seasoned, Agility d8+, Small

Opponents of man-size or larger subtract 1 from attack rolls against characters with this Edge. The benefit only applies when the character knows the attack is coming, is unbound and able to move freely, and has no encumbrance penalty.

SLUGGER

Requirements: Novice, Fighting d8+

Sluggers rely on their fists to see them through scrapes. A hero with this Edge does not count as an Unarmed Defender when engaged in melee with armed opponents.

SUCKER PUNCH

Requirements: Seasoned, Agility d6+, Fighting d8+, First Strike

The character doesn't know the meaning of the words "fair fight." If he succeeds in a Test of Will against an adjacent opponent, the character receives a free Fighting attack. This attack does not incur a multi-action penalty.

TRADEMARK ROCKETSHIP

Requirements: Novice, Piloting d8+, Repair d8+, Shooting d8+

The character knows his ship like the back of his hand, and then some.

When using one specific rocketship, the character gains a +1 bonus to Piloting, Repair, and Shooting rolls. A character may take this Edge multiple times, but each time it must be applied to a different rocketship.

If a Trademark Rocketship is destroyed, stolen, or otherwise permanently removed from the game, the hero can switch this Edge to another ship, but it takes two weeks for the Edge to kick in.

TRUE HERO

Requirements: Heroic, Wild Card, Iron Jaw

When lesser men fall by the wayside, this hero just keeps soldiering on and on.

Whenever the character takes enough wounds to make him Incapacitated, he may make a free Soak roll. Should the roll fail, the character may still spend a benny to make a Soak roll as normal.

LEADERSHIP EDGES

SPURRED ON

Requirements: Seasoned, Command, Fervor

What happens to the hero inspires those around him to fight harder. If your character suffers a wound, all allies within 5' gain a +1 bonus to attack and damage rolls for the rest of the combat.

POWER EDGES

CHEMIST

Requirements: Novice, Arcane Background (Weird Science), Smarts d8+, Weird Science d8+

This Edge allows a Weird Scientist to manufacture drugs as one-shot devices.

To create a drug, the chemist needs access to at least a small lab (\$1000 and weighs 20 lbs), ingredients, and time. Creating a drug takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to \$100 per Power Point.

At the end of the required time, the chemist pays the relevant Power Points and monetary costs, and rolls his Weird Science skill.

Power Points invested in the drug recharge at the usual rate (normally one per hour). A chemist needn't take the drug to get his Power Points back—given enough time, he can build up a supply of drugs for when he needs them.

If the skill roll is successful, the drug is complete. It can be imbibed or injected as a single action by any living being, who then gains the benefits of the power. A basic combat drug, for example, might contain the *boost trait* power affecting the user's Vigor.

The effects of the drug are the same as the power. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration. The GM has the final word on whether a power can be invested by a Chemist.

FINELY TUNED

Requirements: Seasoned, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d8+

The scientist has studied under the best masters in his field and has fine tuned his creations to maximum efficiency.

Each raise a weird scientist gets on his activation roll reduces the cost of the power by 1 Power Point, to a minimum of 1. The gizmo must have the full points available to use the power in the first place before rolling. You only need to take this Edge once, not for each gizmo.

GENIUS

Requirements: Veteran, Wild Card, Smarts d10+, Repair d8+, Weird Science d10+

Having your gizmo malfunction just when you need it most is at best annoying, and at worse life-threatening. This scientist has built several fail-safes into his devices.

The inventor's gizmos malfunction only on a critical failure. You only need to take this Edge once, not for each gizmo.

SUPER SCIENTIST

Requirements: Heroic, Smarts d10+, any two Knowledge (science related) skills d10+, Repair d10+, Weird Science d10+

Super Scientist allows a weird scientist to create gizmos which are "always on," no longer requiring Power Points to use (infinite points), and can be used by anybody. When he first takes this Edge, he may try to "promote" one of his existing gizmos to permanent status. From then on, any time he buys a New Power, the gizmo may use these rules in addition to acquiring a new power.

When the device is created, the creator makes a Weird Science roll at -4. Failure means the device works as a regular gizmo (so the hero doesn't lose out). A success means the gizmo has the regular power and can never gain any bonuses from an activation raise, but it no longer requires power points to use. A raise means the power forever activates with a raise (if desired by the user).

Gizmos which are always on (an armored suit or chameleon cloak), don't require a Weird Science skill roll to activate—but may require an action to "ready"—the suit must be put on, the cloak pulled over the wearer, and so on. Thus a

SLIPSTREAM

chameleon cloak, which uses *invisibility*, could always be worn and require no activation roll—but the wearer would always be invisible.

Alternatively, such items could be easily activated and deactivated with the flick of a switch (no trait roll required). The cloak mentioned above, for instance, could have its chameleon powers activated by pressing a button concealed in the clasp, allowing the wearer to disappear at will.

The GM has the final word on whether items are truly passive or if they require some sort of minor user input.

Gizmos requiring activation, such as an atomic bazooka (*blast*) or rocket boots (*fly*), require a suitable skill roll (Shooting for guns and Piloting for rocket boots, for example).

TINKERER

Requirements: Seasoned, Repair d8+, Weird Science d10+

On taking this Edge, the scientist may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required.

Assuming the artificer is always "fiddling" with devices (not locked in prison, for example), and has adequate tools, he may make a Weird Science roll at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice.

This could be his own gun (bonus to Shooting), the clothing of another (bonus to Armor), or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus.

Stacking: Bonuses from items don't stack, so a laser pistol +3 (Shooting) wielded by someone with targeting goggles +3 (Shooting) gets only the highest of the two.

PROFESSIONAL EDGES

ENGINEER

Requirements: Novice, Smarts d8+, Repair d8+

With access to technology tightly restricted by Anathraxa and her goons, those who can repair hi-tech gadgets are worth their weight in gold. Your hero is one such person.

The engineer adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, an engineer could finish the job in one-quarter the time with a raise.

In addition, his knowledge allows him to make emergency repairs (p. 46).

EXPLORER

Requirements: Novice, Vigor d6+, Survival d8+

There are two extremes of climate in the world, and this character has survived them both. He gains a +2 to Survival rolls. In addition, he adds +2 to resist the effects of hot and cold environments.

GUARDIAN

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

This character might be a professional bodyguard or just intensely devoted, but in either case he can jump in front of attacks intended for another. A character with this Edge must declare whom he is guarding at the beginning of any combat. As long as the guardian stays within 1" of the chosen person, any attack aimed at that person is automatically rolled against the guardian instead. A guardian can switch charges during a battle, but doing so requires an action as the guardian re-focuses his attention.

The character receives a benny each time he takes a wound (not Shaken) while defending another character (Extra or Wild Card) during a specific encounter.

ONE MAN CREW

Requirements: Seasoned, Agility d8+, Pilot d6+, Repair d6+, Shooting d6+

Operating multiple systems usually means moving about a rocketship. The character may operate two different rocketship systems (flying, gunnery, performing repairs, opening doors, activating artifacts, or using the radiophone) each round without incurring a multi-action penalty.

IMPROVED ONE MAN CREW

Requirements: Heroic, One Man Crew

The character may operate three different rocketships systems each round without incurring a multi-action penalty.

CHARACTERS

ROCKETSHIP GUNNER

Requirements: Novice, Shooting d10+

Being able to take out enemy rocketships with a well aimed shot takes training and a good eye. This hero has both.

In rocketship combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for the Critical Hit.

ROCKETSHIP NAVIGATOR

Requirements: Novice, Smarts d8+, Pilot d6+

Getting from A to B in Slipstream can be extremely hazardous, especially when flying through dangerous areas.

A trained navigator (one with this Edge) gets +2 to all Piloting rolls when navigating or avoiding hazards. A navigator who is not actually piloting may make a cooperative Piloting roll to aid a pilot in avoiding hazards by plotting optimal courses and searching for escape routes.

SUPSTREAM ADJUSTED

Requirements: Novice, Agility d6+, Vigor d6+

Sometimes it's necessary to venture outside of a rocketship in space, whether to make repairs or drive back boarders. A character with this Edge ignores the -1 penalty imposed by operating in zero gravity. In addition, the character can operate normally in the rarified air, and does not suffer from the usual -1 penalty.

SOCIAL EDGES

FEMME FATALE/LADYKILLER

Requirements: Novice, Persuasion d8+, must have positive Charisma

The hero or heroine is a stunner, and knows how to get the best out of the opposite sex by using his or her charms.

The character may use Persuasion as a Test of Will against members of the opposite sex, pitting their looks and charm against a foe's Smarts. The character may add Charisma bonuses to their roll.

FENCE

Requirements: Novice, Smarts d8+, Streetwise d8+

The character has the knack for finding the right people when he needs to dispose of excess gear. On a successful Streetwise roll he finds a

buyer willing to pay 50% of the gear's value. A raise increases this to 75%. See page 27 for details on selling gear.

WEIRD EDGES

I HAVE ONE

Requirements: Wild Card, Novice, Luck

Heroes are only human, or so Earthlings say. Sometimes they forget things, like torches, rope, ray gun batteries, and the like. Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person.

The item must be capable of being stored in the character's pocket or a bag and the Game Master has the final word on what can be found (for example, finding lockpicks the guards missed to aid an escape from prison may be acceptable if it fits the story). This Edge cannot be used during cliffhangers.

LINGUIST

Requirements: Novice, Smarts d6+

The hero has a knack for grasping the basics of languages.

A character with this Edge starts with a number of languages equal to his Smarts die. In addition, he can make a standard Smarts roll at -2 to make himself understood in any language he has heard spoken for at least an hour.



← BIRD MAN →



Once you lived a carefree life on Avia. Once you were learning to be a pilot, so you could soar through the heavens as you did your fragment's atmosphere. But that was in another life, one that seems long ago now, before the misery began.

During a routine training flight your rocketship was attacked by pirates. Your comrades choose to surrender, hoping their lives would be spared, but you elected to fight. Although you were defeated, your plucky spirit saved your life. Your shipmates were transported to a slave mine, no doubt to face a horrible death, but you were fed and trained to fight in the arena, a gladiator whose victories would make your masters rich.

They trained you too well. After years of imprisonment and countless fights you led a slave rebellion. Though you were manacled, you still defeated your captors.

Now you travel Slipstream, seeking out pirates and slavers. You aren't naturally vengeful, but your abhorrence of slavery has made freeing captives your life's goal. Although your chains were broken long ago, you still wear your manacles. You've sworn they will never come off until you've freed every last slave in Slipstream.

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

Skills: Fighting d8, Intimidation d6, Healing d6, Notice d6, Piloting d4, Streetwise d6, Stealth d6, Taunt d4

Languages: Bird Man, Memnite, Raptor Man, Streamer, Tigra

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Cautious, Claustrophobic, Heroic, Light Bones, Poverty, Vow (Major: Defeat slavers)

Edges: Aerial Race, Agile, Ambidextrous, Claws (Str+d6), Two Fisted

Gear: Pot helm (+3), broken manacles (treat as a club, Str+d4)

EARTHLING

You're fourth generation Streamer, the great grandson of Earthlings who came here on the original ark. That gives you a certain pride and as far as you're concerned you're as much a native as the next alien.

Family legend says you're related to the Savage-Dares, renowned explorers and adventurers from Earth's past. Maybe it's true, maybe it isn't, but you certainly caught the explorer bug from someone.

Your parents were traders. Their chosen lifestyle allowed you to travel freely across the Slipstream, something few inhabitants ever achieve. They even owned their own rocketship.

On one expedition to Gemopia you barely survived an attack by a crystalline entity, you did uncover an alien artifact on a crashed rocketship. Back in the city, a fellow trader offered you a sizeable wad of Slips for the device. You realized then that there were more profitable, and adventurous, careers open to you.

On reaching maturity you quit the family business, much to your parent's dismay, and became an artifact hunter. Now you roam Slipstream in search of artifacts, selling them to the highest bidder. You've traveled far and wide, survived the worst environments the fragments have to offer, battled fearsome beasts, and dodged deadly traps. No amount of warnings to avoid certain ruins can keep you from your quests.

You can be downright surly at times, that comes with having to confront death most days, but your heart is in the right place. You're always there for folks in need, but your true love is adventure.

You can be downright surly at times, but your heart is in the right place. You're always there for folks in need, but your true love is adventure.

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

Skills: Climbing d4, Fighting d6, Lockpicking d6, Notice d4, Shooting d6, Stealth d6, Streetwise d6, Survival d8

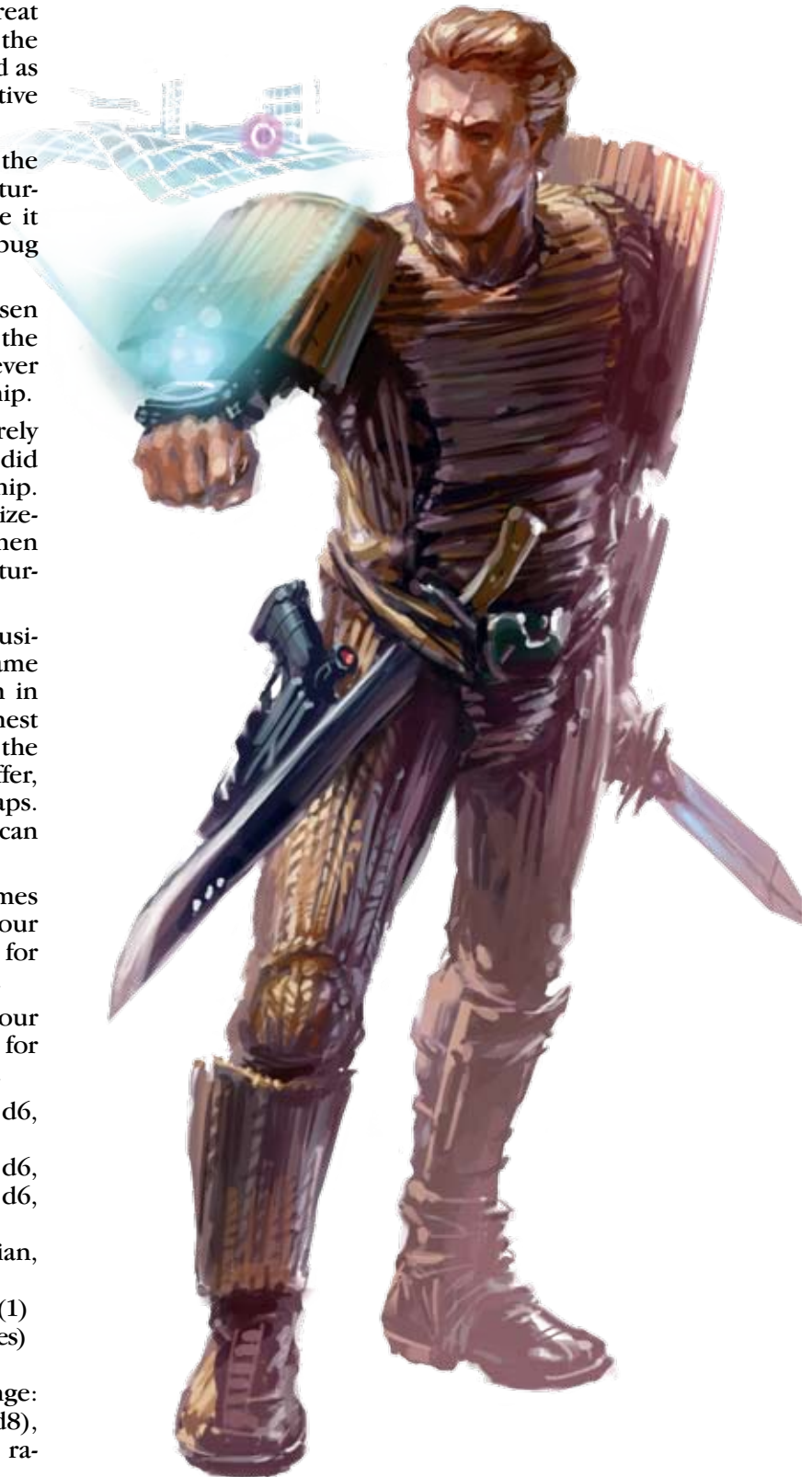
Languages: Babelonian, Earthling, Gyptosian, Hosbec, Streamer, Valkyria

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Curious, Heroic, Mean, Phobia (snakes)

Edges: Acrobat, Explorer

Gear: Leather suit (+1), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), sword (Str+d8), dagger (Str+d4), 5 x ray gun pistol batteries, radiophone



LION MAN



You are a member of your Pride Leader's bodyguard, an honorable post reserved only for the best young males.

During your younger days you watched the bodyguards marching through your township, always ready to defend their leader with their life and never afraid to enter combat. Even as a cub you dreamed of marching alongside them. You trained hard in the arena, learning to fight with claw and spear, but somehow you never quite made the grade. There were always youngsters who were faster, stronger, or fitter.

Fortune was on your side, however. A pack of ferocious predators attacked your village. The Pride Leader's bodyguards fought bravely, but they failed to spot a lone predator moving around the back of the village. It pounced toward the unsuspecting Pride Leader, who was directing the defense, only to be impaled on your spear as you threw yourself between beast and prey. It died at the feet of the Pride Leader, who honored you with a place in his retinue. Your moment of glory had come, and it was won in glorious battle, not the dueling field.

Now the cruel hand of fate has conspired against you. Returning from a hunting trip in the hinterlands, you found your township a burning ruin. Slavers had raided in your absence. Among those captured were your parents. Vowing vengeance, you asked for permission to travel the stars, find your kinsfolk, and avenge the dishonor brought to your family. It was granted without question, as honor demands.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Throwing d4, Tracking d6

Languages: Borooshian, Earthling, Lion Man, Streamer, Valkyria

Charisma: 0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 8 (2)

Hindrances: Code of Honor, Enemy (Minor: Slaver), Heroic, Overconfident, Quirk (recites lineage during fights), Vengeful (Minor)

Edges: Hunter, Low Light Vision, No Mercy, Retractable Claws (Str+d6), Size (+1)

Gear: Chain mail vest (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), spear (Str+d6, +1 Parry, Reach 1)

ROBOT MAN

Like all members of your race, you were constructed on Mechanos, the great factory-city. Assigned a menial position as a result of a design defect which affected your audio receptors, you worked on an assembly line, piecing together small parts of rocketship engines day after day after day.

Contrary to the laws of your people, which discourage thoughts of social climbing in preference to hard work and obedience, you were destined for better things. During rest periods you worked on a revolutionary new idea, a stun gun with enhanced range and greater effect. After long months of hard work and countless failures, you proudly approached your superiors and demonstrated the finished gizmo.

You were expecting congratulations, maybe even a promotion. Instead, they accused you of acting above your station. Then they threatened to fire you unless you handed over the blueprints and all prototypes and swore never to dabble in such science again.

Rather than give up your dream, you quit. With no job, you lost your quarters and privileges, which included access to machines vital to your research. Fortunately, a visiting merchant had need of a good engineer, so you signed up to see the sights of Slipstream and share your ideas with anyone who would listen (and could understand you).

You've worked for several spacejocks now, and have picked up enough data to allow you to fly a rocketship. Now you've got a new goal—to own your own rocketship, one powered entirely by alien artifacts and gizmos.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d6, Notice d6, Piloting d6, Repair d10, Weird Science d10

Languages: Babelonian, Earthling, Hosbec, Magrozite, Robot Man, Skalinite, Streamer

Charisma: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Clunky, Electrical Susceptibility, Hard of Hearing (Minor), Heroic, Outsider, Pacifist (Major), Quirk (speaks technobabble), Recharge, Uniform Size

Edges: Arcane Background (Weird Science), Construct, Finely Tuned, Machine, Psionic Immunity, Technosavvy

Gear: Huge wrench (Str+d6), magnetic clamps, rocket belt, tool kit

Gizmos: Stun (stun pistol) (20 PP)



← VALKYRIA →



Let the other races walk the ground—the space between the fragments is and always has been your home. You were born on a rocketship and by the ancient gods of your people you'll die in one. Nothing beats flying through an asteroid storm at full speed, dodging ray gun blasts from pirate vessels, or skimming dangerously low over a newly discovered fragment. Some say you're a good pilot, but you say they're wrong—you're the best pilot in Slipstream!

Until recently you were part of a small squadron of fellow Valkyrians. You traveled between the fragments, transporting cargo to make ends meet, and fighting pirates to relieve the boredom.

But your exploits had not gone unnoticed. Perhaps the Queen saw you as a threat, or maybe it was a random act of violence. Whatever the reason, Anathraxan forces launched an unprovoked attack against your squadron while they were surveying a new fragment. Even now you don't remember anything about the attack.

A trader happened upon the wreckage of your rocketship and picked you up. He dropped you off on a nearby fragment, but not before telling you the bad news—every one of your sisters died in their rocketships.

Until that point you had tried to deny your death wish and its visions of fire and pain. But now you know fate cannot be held at bay. Anathraxa will pay for what she did. At least, she will once you manage to get your hands on a new rocketship.

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

Skills: Fighting d6, Knowledge (Fragments) d6, Healing d4, Persuasion d6, Piloting d8, Repair d6, Shooting d8, Taunt d6

Languages: Angeli, Dracsos, Hosbec, Levitosian, Streamer, Valkyrie

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Anemic, Arrogant, Death Wish (defeat Anathraxa), Heroic, Loyal, Quirk (men are subordinates), Stubborn

Edges: Ace, Born to Fly, Hard to Tempt, Improved One Man Crew, Rocketship Navigator, Statuesque

Gear: Spacesuit (+2), bubble helmet (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 10 x air tablets, magnetic clamps, radiophone

GEAR



Technology in Slipstream ranges from stone axes through to ray guns and beyond. Gear commonly found on many fragments is presented below.

Few fragments have dedicated spaceports, but merchants, traders, street vendors, and marketplaces exist on virtually every world. These places aren't listed in the Game Master section—just assume such places exist on every fragment.

Note that this section is for *common* goods. If you want nifty alien artifacts, get off your heroic butt and go exploring. They're out there.

CURRENCY

A thousand races each with their own currency makes for a confusing marketplace. The races of Slipstream dispensed with racial coinage a long time ago and instead adopted a system based on the weight of metals used in the various coins. After much argument, a standard weight known as the "Slip" was introduced. Regardless of the type of coins in your pocket, a Slip remains standard currency across the fragments.

Gear with a cost of "Mil" is unavailable outside of Queen Anathraxa's service. Possession of these items is a capital offence.

SELLING GOODS

Adventurers often come across sellable goods, whether in the form of ships, alien artifacts, or more mundane goods such as weapons or armor. A Streetwise roll on any fragment allows a seller to unload all of his mundane goods for a quarter its normal value. A raise finds a buyer who will take it half the listed value. This roll may be attempted once per day.

SELLING SHIPS

Heroes sometimes acquire rocketships, whether by force or through fate. Finding a buyer requires a Streetwise roll. Success means a buyer is found who will pay 25% of the ship's list price. A raise finds a buyer who will pay 50%. This roll may be attempted once per week per fragment. Subtract 25% of that total for each wound the rocketship has suffered that has not been repaired.

BUYING HI-TECH GOODS

Hi-tech gear of any variety can be purchased on low-tech worlds for five times the listed price. Finding hi-tech items also requires a successful Streetwise roll. Only one roll can be attempted per item per day. Low-tech goods can be bought on any world at the listed price.

During character generation, heroes can buy any gear they can afford. How they acquired it is part of their backstory.

SELECTED GEAR NOTES

ARMOR

BUBBLE HELMET

Although the air between planets is breathable, few races are adapted to prolonged exposure. Some races even find the air on fragments unbreathable. Bubble helmets are the solution to these problems.

Oxygen (or whatever the alien breathes) is supplied through an air tablet, which is placed inside the helmet. A voice panel allows the wearer to

SLIPSTREAM

Speak normally when the helmet is worn without compromising atmospheric integrity. The helmet provides 360-degree vision, is lightly armored, and protects against gas attacks.

A bubble helmet no longer functions after any Called Shot to the head that causes a Wound to the wearer.

"LEATHER"

Leather armor actually covers everything from animal hide to plant fibers to advanced polymer weaves.

POWERED ARMOR

The one distinguishing memory that remains forever locked in the minds of those who have seen a Handmaiden is their powered armor. No other race has ever managed to produce a suit, and the mystery of where the Handmaidens acquire their armor remains a popular topic in settlements throughout the universe.

The rules for powered armor can be found in the *Savage Worlds* rulebook. No *Slipstream* equivalent of a Heavy Suit is known to exist.

SPACESUIT, NORMAL

Spacesuits in *Slipstream* are form-fitting garments comprising a body suit, gauntlets, boots, and a bubble helmet. Many races wear them as armor. As well as providing protection, spacesuits are also hermetically sealed. The wearer suffers no effects from gas or disease so long as the suit has not been breached (in game terms, the suit remains sealed until the wearer has taken a Wound).

SPACESUIT, SHIELDED

Superficially, the shielded spacesuit looks little different from the standard suit. However, an additional layer of polymer weave provides extra protection against harmful environments. In addition to all the bonuses described above, the spacesuit also grants +2 to Vigor rolls to resist the effects of cold, heat, and radiation.

MELEE WEAPONS

LASER SWORD

Few races retain the secret of how to create laser swords, and those that do guard it jealously. Queen Anathraxa has outlawed their use outside

of her service, imprisoning those who openly sport them. Handmaidens are masters in the use of these weapons.

MAN CATCHER

Comprised of a long metal shaft with a large set of "pincers" at one end, the man catcher is designed for catching foes with minimal damage and is a favorite tool of the Queen's Minions, not to mention slavers. A switch near the butt activates the mechanical pincers.

Not easy weapons to wield effectively, a success on the Fighting roll means that the target has been caught around his waist but his arms remain free. With a Raise the arms are pinned as well. Because the opponent is held on the end of a rigid rod, he is incapable of movement.

Pinned victims may attempt to break free. The victim must succeed in an opposed Strength roll if pinned around the waist. Escaping when the arms are pinned is much harder; the victim's Strength roll suffers a -4 penalty. The man catcher has a d12+4 Strength for resisting escape attempts.

NET

A popular weapon for capturing prey, the net is basically a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape. On a successful hit with a net, the target is entangled. It must succeed at an Agility or Strength roll at -2 (its choice) to free itself. Success frees the target but consumes the action—a raise frees it immediately.

PAIN STICK

A pain stick is a short pole tipped with an electrical charge generator. It only works on exposed flesh. Unless the target is naked, targeting exposed flesh requires a Called Shot (-4 Fighting). Against naked targets, a Touch Attack (+2 Fighting) is all that is required.

If the attack is successful, the victim must make a Vigor roll (-2 with a raise) or be Shaken. This lasts for 1d6 rounds, after which the victim can try to recover as normal. Robot Men suffer 1d6 damage in addition to the stun effect.

VIBRO BLADES

Vibro blades are constructed from a unique lightweight crystal found only on Gemopia. Small batteries are placed in the handle which, when activated, cause the crystal blade to vibrate at ultra

fast speeds. The blades require very little energy to set them vibrating. The batteries are designed with a finite life; regardless of use, they must be replaced every 12 months.

IMPROVISED WEAPONS

Heroes often find themselves fighting with objects that aren't intended for use as weapons. Torches, vases, tools, and other mundane items are frequently pressed into combat. Such improvised weapons cause the wielder to suffer a -1 Fighting or Throwing penalty and lower his Parry by one as well. The Game Master is the final judge of an improvised weapon's effectiveness.

RANGED WEAPONS

RAY GUN

Though many worlds in Slipstream are technologically retarded, ray guns remain ubiquitous weapons. Many races in Slipstream had invented their own ray guns before their arrival and the hi-tech markets are flooded with a wide variety of designs.

ROCKET PISTOL

Rocket pistols are bulky breech-loaded pistols similar to flare guns. They fire a warhead powered by a tiny rocket motor. Unlike normal ranged weapons, a missed roll is subject to deviation for the HE and Smoke rounds.

There are three standard rocket rounds available.

Armor Piercing: AP rockets cause 2d8 damage and have an AP of 8.

High Explosive: HE rockets cause 2d6 damage to everything in a Medium Burst Template.

Smoke: Smoke rounds cause no damage, but obscure vision. On impact, a thick black cloud of smoke fills a Medium Burst Template for 3 rounds, dissipating at the end of the fourth round. Visibility in or through the cloud is as per pitch-black lighting conditions.

SONIC WEAPONS

The Krelma, a now extinct insectoid race, originally invented sonic weapons to defend themselves against crystalline monsters native

to their homeworld. These weapons fire a highly focused beam of sound waves capable of penetrating low levels of armor.

The sonic lance is not actually a Krelmian weapon, though it is based on their smaller designs. The lance is actually an extremely large and bulky ray gun, usually tripod mounted, which functions like a drill, destroying armor through powerful vibrations. It is most effective when touching its target, and in this circumstance has an AP of 40. The AP drops to 30 at short range, 20 at medium range, and 10 at long range.

STUNNER

The stunner is similar in appearance to a standard ray gun. The most notable difference is the small antenna dish at the end of the barrel. Its non-lethal energy beam makes it popular with security forces, slavers, pacifists, and the Queen's Minions.

Victims suffer non-lethal damage and pass out for 2d6 hours when they reach Incapacitated. Recovery time is one hour per "wound" once the victim awakens.

TANGLE GUN

Invented for capturing criminals unharmed, the Queen's soldiers have adopted it for use in catching specimens as well. The tangle gun uses a compressed gas cylinder to propel a weighted net at a single target. When it makes contact, the net wraps around the target, entangling him completely.

Escaping from a net requires a Strength or Agility roll with a -4 penalty (victim's choice). If the roll is failed, the victim is too entangled to make another escape bid and must wait for rescue. The mesh is strong and has a Toughness of 7 (cutting weapons only). Bound targets cannot cut themselves free. It is not possible to reload a fired web.

EXPLOSIVES

BREECH BOMB

Breech bombs were originally invented as mining charges, but now serve a more violent purpose. The barnacle-shaped bombs are attached to a ship's hull by use of a powerful magnet and used to blast a hole through the armor to allow

SLIPSTREAM

boarders to enter. The underside of the bomb casing is substantially weaker than the top, which acts to funnel the explosion downward.

The resultant breach is 1" wide if the intervening obstacle's Armor is overcome.

STUN GRENADES

Upon exploding, these grenades fill an area equal to a Medium Burst Template with a cloud of disorientating gas. Those caught in or entering this cloud without a bubble helmet must succeed at a Vigor roll or be Shaken. The cloud remains in place for 3 rounds.

ROCKETSHIP WEAPONS

Rocketship weapons come in three types—those mounted in the nose, those fired from swivel mounts, and those dropped on targets. Nose weapons only fire forward, swivel weapons can fire in any direction, and dropped weapons can only hit ground targets.

Graviton rays, heat rays, and ray guns are powered from the ship's rocket motor and have unlimited shots so long as the engine is intact. Surface emplacement variants require a large power source and tend to be used only by advanced races. All these weapons count as Heavy Weapons.

BOMBS

These are the sorts of bomb you drop from a WWII bomber, not laser-guided smart bombs. They are inaccurate and are usually employed against large static targets such as buildings.

Making a bombing run uses the Area Effect rules in the *Savage Worlds* rulebook with a modifier to the Shooting roll of -1 per 10" of rocketship movement. Deviating bombs are treated as if dropped from Long range. Bombs cannot be used to attack targets in space. Because rocketships lack laser targeting systems and "smart" bombs, accurate bombing requires a rocketship to slow to almost a crawl.

Large bombs fill 0.5 cargo spaces, medium bombs 0.25 spaces, and small bombs 0.1 spaces. One large, two medium, or four small bombs may be dropped each round.

DUST DISPENSER

Airborne chemical weapons come in the form of a dust or powder that is seeded into the atmosphere. Dust dispensers are usually only found on Queen Anathraxa's rocketships. A dust dispenser is actually a tube within the ship that connects to a dispersal device in the lower hull. A bag of dust is emptied into the tube and dispensed as the ship travels.

To use dust weapons against ground targets a rocketship must be no higher than 60 feet (10 game inches) from the surface; any higher and the dust disperses before it can be effective. Place the small end of a Cone Template at the rear of the rocketship pointing directly away from the ship's direction of travel; the dust affects everything within the Template.

Creatures immune to poison or sealed in an airtight environment (such as a spacesuit) are immune to the effects of the dust. Dust remains in effect for 5 rounds, after which it disperses.

Knockout Dust: All creatures within the Template must make a Vigor roll at -2 or immediately become Incapacitated as if through Fatigue. The effects wear off after an hour with no side effects.

Poison Dust: Everything in the Template must make a Vigor roll at -2 or suffer an automatic Wound.

GRAVITON BEAM

Graviton beam weapons are used to disable the crew of rocketships by subjecting them to high-energy gravity waves. Any damage remaining after Armor reduction is applied to the crew, not the rocketship. Victims suffer Fatigue rather than Wounds. Fatigue damage from these weapons can lead to Incapacitation, but never to Death. Victims automatically recover a Fatigue level every 10 minutes.

HEAT RAYS

Heat rays fire energy beams designed to cause molecules to vibrate and become super-heated. Any hit from a heat ray on a rocketship starts a fire (see p. 46).

MUNDANE ITEMS

Air Tablets: When placed in a bubble helmet, each tablet provides 8 hours of breathable air. Few areas of Slipstream require the use of oxygen, but the rarefied air of space and the sulfurous fumes of Cauldra are not to every alien's taste. Tablets providing anything other than oxygen can be found only on hi-tech fragments.

Antivenin & Vaccines: These drugs are used to combat poisons and diseases respectively. A single dose allows the victim to make an immediate Vigor roll (with any applicable modifiers) to overcome the effects of a toxin. Certain poisons and diseases cannot be treated with these drugs. Some toxins require special ingredients.

Canteen: Holds 1 quart of liquid.

Chronometer: All fragments operate on a 24-hour clock. The chronometer can be wind up or battery powered. There is no difference in price.

Climbing Gear: Consists of crampons, pitons, and a safety harness. Provides a +2 to Climbing rolls.

Cold Weather Clothing: A complete suit comprising a parka, trousers, gloves, and boots. The suit provides a +2 bonus to Vigor rolls to resist the effects of cold weather.

Fireproof Suit: This shiny all in one body suit and removable helmet provides protection against the effects of heat. It provides 4 points of Armor against fire and a +2 modifier to Vigor rolls to resist the effects of heat. The suit is non-flammable.

First Aid Kit: Using Healing without a first aid kit imposes a -2 penalty. Hi-tech first aid kits grant a +1 bonus to Healing rolls.

Flare: When struck against a hard surface the flare illuminates an area equal to a Large Burst Template. It lasts for 10 rounds. Flares come in a variety of colors. If used as an improvised weapon, it causes 2d6 damage and can be thrown (Range 2/4/8). Targets struck have a chance of catching fire.

Flashlight: Illuminates a Cone Template. The battery is good for 10 hours of continuous use and can be recharged from any rocketship motor.

Goggles: Worn to protect against sand, snow, glare, and other dangers to the eye.

Grapple Gun: Fires a 30-yard high tensile cable attached to a metal spike. The user fires the gun as if it were a pistol (Range 3/6/12). If it hits, the

spike has lodged and can hold up to 500 pounds of weight. The fixed cable can be separated from the gun and tied to a nearby object, allowing the gun to be reused.

Lockpicks: A hero who tries to pick a lock without these tools suffers a -2 penalty to his rolls.

Low Light Goggles: The wearer ignores Dim and Dark lighting penalties.

Magnetic Clamps: These special clamps allow the wearer to walk along the surface of a rocketship without being swept away. They can also be used to climb metallic walls and grant a +2 bonus to Climbing in such instances. They adjust to fit any species of alien.

Trying to dislodge someone wearing magnetic clamps from a metallic surface requires a successful Grapple roll at a -4 penalty. If successful, the attacker has lifted his opponent off the surface and the clamps no longer provide adhesion.

Parachute: Parachutes are the standard way to escape from crashing rocketships. Landing safely requires an Agility roll to avoid suffering a level of Fatigue from a rough landing. On a roll of 1, the parachutist lands badly and suffers an automatic Wound (sprained ankle, broken leg, etc.).

It is possible to deploy a parachute in space. There is no atmospheric re-entry friction to worry about, but it may take a long time to reach the surface of a fragment.

Paraglider: Paragliders are large single sails, much like a parachute. A paraglider has a Pace of 6 and descends 1" for every 2" of vertical movement. A Piloting roll during a round allows the paraglider to remain level. A raise allows the pilot to climb 1" but sacrifices 2" of horizontal movement. If there is no wind, the paraglider cannot remain level or climb.

Landing a paraglider requires a Piloting roll. Failure results in a level of Fatigue. A roll of 1 results in a bad crash and causes 2d6 damage. Paragliders operate as normal in space.

Periscope: Two eyepieces feed into a single lens placed at the end of the periscope. Doubles the range of normal vision. A periscope extends to a yard, allowing a viewer to peek over cover he is sheltering behind without exposing his head.

Radiation Suit: This heavily shielded suit and helmet provides a +2 bonus to resist the effects of radiation.

SLIPSTREAM



Radiophone: The standard portable communication device of Slipstream, with a range of 100 miles. The radiophone can be adjusted to a wide number of frequencies but comes preset to a common band. Altering the frequency requires 10 minutes of work and a Repair roll.

Rocket Belt: The rocket belt is a popular means of personal conveyance for many advanced races. Worn around the waist, the belt has enough fuel for 12 hours of flight. It enables the wearer to fly at a Pace of 20, has an Acceleration of 10, and a Climb of 5. A successful Piloting roll is required to perform any maneuvers other than level flying. The rocket belt has a Toughness of 7, which if overcome results in the engine cutting out.

Rocket belts work outside of a fragment's atmosphere and gravity but lack the fuel to actually allow for inter-fragment travel. Refueling the rocket belt is simply a matter of purchasing a new fuel pod, which is available on any hi-tech world.

Rocket Pack: The rocket pack is a larger and more powerful version of the rocket belt. Worn strapped to the back, the pack has enough fuel for 24 hours of flight. It enables the wearer to fly at a Pace of 50, has an Acceleration of 20, and a Climb of 20. A successful Piloting roll is required to perform any maneuvers other than level flying.

The rocket pack has a Toughness of 9, which if overcome results in the engine cutting out. Rocket packs propel the user through space at the rate of 1 square per day (see page 43 for details of space travel). They are refueled like rocket belts.

Rope: Rope can be made of hemp, vines, synthetic plastics, or some ultra-durable alien polymer, but it all serves the same purpose. The rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Survival Rations: Survival rations contain enough preserved food or nutrient pills for 1 week. Rations are available to suit every race on hi-tech worlds—choice is more limited on low-tech fragments.

Thermal Goggles: The wearer can see heat signatures. These goggles halve penalties for bad lighting when attacking living targets (including Mechanical Men).

Tool Kit: A character who tries to repair or build any item without these tools suffers a -2 penalty to his rolls.

Torch: The most common form of illumination on low-tech fragments is the old fashioned burning torch. A torch provides clear illumination in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and flammable liquid. These last half as long, however.

ROCKETSHIP EXTRAS

Autopilot: An autopilot is a large computer capable of flying a ship based on simple verbal instructions. Instructions can be no longer than 10 words or contain more than two clauses. For instance, "Fly us to Avia and avoid the Graveyard" is a perfectly valid command. Adding another clause voids the entire instruction. Autopilots always take the shortest route—they do not understand commands such as, "Avoid danger" or "Fly through the Barrier safely." Autopilots have a d6 Piloting and fill one cargo space.

Fire Extinguisher: A fire extinguisher contains enough powder for two uses. Check *Rocketship Combat* for details. Using a fire extinguisher takes 1 action.

Magnetic Grapples (10”): Used to aid in boarding maneuvers or to attach to passing space debris, magnetic grapples are large magnets attached to a thin line secured to a mounting bracket in the rocketship. They have a Toughness of 7 (cutting weapons).

Radiophone: All rocketships are fitted with a radiophone as standard (included in the price). Capable of communicating to another radiophone anywhere within three map squares of the vessel instantaneously, radiophones are the quickest way to relay messages across *Slipstream*.

Tether Rope (10”): Tether ropes attach to brackets inside the ship. A clip attaches to the user’s belt, allowing him to operate in space without being “blown overboard.” They have a Toughness of 6 (Cutting).

ROCKETSHIPS

Below are a number of rocketships common in *Slipstream*. Note there are no computers, read-out screens, sensors, complex instrument panels, cryogenic sleep chambers, faster-than-light drives, spinal mounted weapons, and so on. Advanced gadgets are known, but are referred to as alien artifacts and are extremely rare and highly sought after items.

Atomic rockets propel ships through space, electric motors provide power to onboard systems, small thrusters provide tactical movement and huge rockets allow for long distance travel. Pilots navigate using a compass and looking out the front windows, most crew have to stand at their post, and the doors can be opened in space without killing everyone inside.

Acceleration/Top Speed: This lists the vessel’s Acceleration in inches per turn and the maximum number of inches a rocketship may move per turn on the tabletop. This applies to both space and atmospheric combat.

Climb: The distance the rocketship may ascend each round. This is only used in atmospheric combat.

Travel Speed: This is the base number of squares a vessel moves in an hour on the *Slipstream* map. See page 43 for a more complete description. Rocketships consume so little atomic fuel that no ship has ever required refueling.

Handling: Some rocketships are more maneuverable because of their lateral thrusters, the craft’s design, or the advanced knowledge of those who built it. Handling adds directly to the captain’s Piloting total, as well as the crew’s if making a group Piloting roll.

Toughness: The ship’s total Toughness. The number in parentheses is the ship’s Armor, which is already figured into the listed Toughness. Note that all rocketships have Heavy Armor, which prevents them being damaged by small arms fire.

Crew: The first score is the number of crew required to operate the ship’s systems, engines, and so on. The minimum crew is usually just a pilot and a radiophone operator/engineer, but some vessels require more personnel. The required crew does not include gunners. Each swivel weapon requires one gunner. Pilots can operate a nose gun with a multi-action penalty.

The number after the plus is the number of passengers the vessel can easily accommodate. Up to twice this number can travel for short distances (six hours or less). Gunners use passenger spaces.

Cargo Space: This is the number of cargo spaces the ship has. Trading is not a particularly heroic activity, but sometimes heroes come across discoveries that can be sold. Spaces can also be used to accommodate certain alien artifacts. Cargo spaces are located under the main deck and are ill-suited for carrying passengers. A large door in the belly of the ship allows access.

Weapons: The maximum number and type of weapons that may be mounted on the rocketship. Nose mounted weapons are always Fixed Weapons, firing forward only. See page 36 for determining random weapons.

Cost: The cost of a rocketship excludes its weapons.

ANATURAXAN WARSHIP

Warships are the *Slipstream* equivalent of destroyers—fast, nimble, and well armored. They resemble a thin cigar with four nacelles forming a

SLIPSTREAM

cross shape in the center of the hull. Each nacelle contains a rocket motor and a swivel gun station, reached by a ladder from the main hull.

Though these rocketships are impossible to purchase, a few pirates have gained possession of them. Anathraxa's ships may carry alien artifacts or bombs. Draw two cards from the action deck (one per cargo space). A red card indicates it carries bombs (GM's choice of which) and a black card indicates an alien artifact. Roll for the latter on the table on page 112 and adjust stats accordingly.

Acc/TS: 40/140 **Toughness:** 22(8)
Climb: 30 **Crew:** 5 (includes gunners)+4
Travel Speed: 4 **Cargo Space:** 2
Handling: +1 **Cost:** Mil
Weapons: 1 nose + 4 swivel mounted (plus dust dispenser)

ANGELI SCOUT SHIP

The scout ship is designed for space patrols and merchant escort duty. They are bullet-shaped, with the rocket motors at the rear and sets of fins to stabilize the craft positioned around the mid-section. It sacrifices armor for acceleration, but maintains a relatively sturdy superstructure.

Acc/TS: 30/120 **Toughness:** 16(4)



Climb: 20 **Crew:** 2+4
Travel Speed: 3 **Cargo Space:** 2
Handling: 0 **Cost:** \$16,000
Weapons: 1 nose + 2 swivel mounted

BIRD MAN YACHT

Designed for carrying small quantities of passengers or cargo over short distances, the yacht handles beautifully but is otherwise ill-suited for combat. Shaped like a cylinder with a rounded front, the engines are actually attached by long struts from the mid-section. Crawlspace allows engineers access. Comfortable seating is provided for the passengers and a steward is often employed to see to their needs during the flight. The roof is built of armored glass to combat the Bird Men's claustrophobia.

Acc/TS: 20/120 **Toughness:** 18(5)
Climb: 15 **Crew:** 2+8
Travel Speed: 2 **Cargo Space:** 4
Handling: +1 **Cost:** \$9,000
Weapons: 1 nose mounted

DRACOS DRAGON SHIP

The Dracos were once rulers of a star-spanning empire. Though their aspirations of conquest seem to be diminished, they retain rocketship technology. Dracos rocketships resemble a flying Fire Bird (similar to dragons of Earth legend), with a sleek body and curved wings, on which the rocket motors are attached. The armor is patterned to resemble scales.

Acc/TS: 25/90 **Toughness:** 22(7)
Climb: 30 **Crew:** 2+10
Travel Speed: 3 **Cargo Space:** 3
Handling: +1 **Cost:** \$19,000
Weapons: 1 nose + 2 swivel mounted

GYPTOSIAN MERCHANT

The extra rockets required to power this large delta wing-shaped vessel require a full time engineer to keep them running smoothly.

Eight rockets attached to the rear of the frame give enough thrust to propel it into space. Given its size, the ship handles surprisingly well, and a fully armed vessel is more than a match for a lone pirate raider.

Acc/TS: 10/40 **Toughness:** 20(5)
Climb: 10 **Crew:** 3+10
Travel Speed: 3 **Cargo Space:** 10

Handling: -1 **Cost:** \$25,000
Weapons: 1 nose + 4 swivel mounted

LEVITOSIAN SHUTTLE

The rocket shuttle was designed for short flights across Levitos rather than long-distance space travel. It is built to perform a function and provides a no-thrills ride. They are shaped much like 20th century Earth passenger airplanes.

Acc/TS: 10/80 **Toughness:** 13(2)
Climb: 20 **Crew:** 2+6
Travel Speed: 1 **Cargo Space:** 1
Handling: -1 **Cost:** \$5,000
Weapons: 1 nose mounted

PIRATE RAIDER

Pirate raiders are more often than not cannibalized wrecks of other ships and have no standard shape. They handle well but sacrifice armor for cargo spaces, in which they store their booty. "Passengers" on a pirate raider are usually members of the boarding party.

Acc/TS: 30/100 **Toughness:** 18(7)
Climb: 25 **Crew:** 2+8
Travel Speed: 3 **Cargo Space:** 4
Handling: 0 **Cost:** \$20,000
Weapons: 1 nose + 4 swivel mounted

ROBOT MAN SALVAGER

Salvagers make a living by collecting the wrecks of other ships and towing them back to be stripped down. A second engineer and two salvager engineers augment the crew when the vessel is operating in a salvage role.

The ship is saucer-shaped but does not rotate in flight. Six large rockets at the rear provide thrust.

Acc/TS: 10/50 **Toughness:** 23(10)
Climb: 10 **Crew:** 3+4/6+1 (salvage role)
Travel Speed: 3 **Cargo Space:** 6
Handling: -2 **Cost:** \$26,000
Weapons: 1 nose + 4 swivel mounted

SKALINITE FREIGHTER

The Skalinite freighter is the largest vessel commonly operating in Slipstream. It is an ugly, multi-decked craft, formed of sharp angles rather than graceful curves. Its strong superstructure is impressively armored and with a full compliment

of weapons it makes a formidable target. Its low speed and poor handling, however, make it an easy target for faster vessels.

Acc/TS: 15/50 **Toughness:** 24(7)
Climb: 10 **Crew:** 3+20
Travel Speed: 2 **Cargo Space:** 12
Handling: -2 **Cost:** \$22,000
Weapons: 1 nose + 6 swivel mounted

VALKYRIAN ROCKETSHIP

The Valkyrian rocketship is the smallest vessel in regular use and built for one purpose—warfare. The pilot actually flies by lying on a couch, using her hands to steer and fire weapons and her feet to control acceleration and braking.

The lack of engineer and radiophone operator keeps the lone pilot busy trying to juggle all three systems. The passenger space is usually filled by a gunner (seated), which eases the pilot's burden.

Acc/TS: 20/60 **Toughness:** 20(12)
Climb: 20 **Crew:** 1+1
Travel Speed: 3 **Cargo Space:** 1
Handling: +1 **Cost:** \$15,000
Weapons: 1 nose mounted



Slipstream isn't just about rocketships. Sometimes heroes have to explore fragments the old fashioned way—from the surface. Below are a number of vehicles common to the worlds of the *Slipstream*.

Slipstream Capable: The vehicle can operate in the space between fragments. It lacks the power to escape a fragment's gravity and must be carried into space aboard another vehicle.

Submersible: The craft is watertight and can operate underwater at any depth. It cannot function on land or in the air.

Cost: The cost of a vehicle excludes its weapons.

BUBBLE BUGGY

With its four vastly oversized tires, the bubble buggy is well suited to off-road driving. It lacks heavy armor, but has good acceleration and maneuverability. Ill-suited for a combat role, it is, however, perfect for exploration duties in friendly territory. A bubble buggy can be carried in one rocketship cargo space.

SLIPSTREAM

Acc/Top Speed: 5/20; **Toughness:** 11(2); **Crew:** 1+3; **Cost:** \$300

Notes: Four Wheel Drive

Weapons: —

HOVER BARGE

Hover barges are popular for transporting cargo and passengers over difficult terrain. The deck and pilot station are exposed to the elements, though canvas coverings are included in the cost. They have a maximum ceiling of 10”.

Acc/Top Speed: 5/40; **Climb:** 2; **Toughness:** 16(2); **Crew:** 1+12; **Cost:** \$2,000

Notes: —

Weapons: Two swivel weapons

RANDOM VEHICULAR WEAPONS

Although the Game Master can always choose weapons for a ship, he can also choose to determine them randomly by using the table below.

A rocketship capable of carrying a nose-mounted weapon always has one fitted. Roll a d20 to determine the type. Rocket guns come with 20 rounds.

Game Masters may decide that all a vehicle’s available swivel mounts are full or roll an appropriate die to determine how many are carried.

VEHICULAR WEAPONS

d20	Weapon
1-2	Graviton beam
3-5	Heat ray
6-15	Ray gun
16-20	Rocket gun

For instance, if a ship can mount a maximum of 4 guns, roll a d4 to see how many are in place. For ease, all swivel guns are deemed to be of the same type. Roll a d20. Rocket guns come with 10 rounds.

POD

Pods are single-seat flyers shaped like an egg. Power is provided by two rocket motors. Steering is through a simple handlebar mechanism connected to the rudder by wires. The pod provides no protection to the rider. Three pods can be carried in one rocketship cargo space.

Acc/Top Speed: 25/50; **Climb:** 20; **Toughness:** 8(2); **Crew:** 1; **Cost:** \$500

Notes: Slipstream Capable

Weapons: —

ROCKET SLED

The rocket sled is a personal conveyance capable of flying in the Slipstream. Primarily used to ferry people between rocketships and a fragment, or between cities on the same fragment, it can be fitted with a single swivel weapon and used as an attack craft. A waist-high armored panel provides Medium Cover against shots fired against its front arc.

Rocket sleds can traverse the space between fragments, but do so at the rate of 1 square per week due to their lack of powerful rocket engines. Most larger vessels carry them as emergency escape vehicles. They can’t escape a fragment’s gravity, so must be ferried into space.

Two rocket sleds can be carried in one rocketship cargo space.

Acc/Top Speed: 20/80; **Climb:** 10; **Toughness:** 11(2); **Crew:** 1+3; **Cost:** \$2,500

Notes: Slipstream Capable

Weapons: One swivel weapon (treated as a Fixed Weapon usable only by the pilot)

SUBMERSIBLE

Submersibles come in a variety of shapes, from sleek, rocketship-type vessels to manta ray shaped craft. All are capable of diving to great depths. Required crew is a pilot and engineer, though in many oceans it is advisable to have a gunner (and a gun for him to operate).

Acc/Top Speed: 5/30; **Climb:** 5; **Toughness:** 14(4); **Crew:** 2+6; **Cost:** \$4,000

Notes: Heavy Armor, Submersible

Weapons: One nose-mounted rocket gun (10 rounds)

LOW-TECH GEAR

ARMOR

Type	Armor	Weight	Cost	Notes
Chainmail vest	+2	10	\$80	Covers torso
“Leather” suit	+1	3	\$30	Covers torso, arms, and legs
“Leather” vest	+1	1	\$10	Covers torso
Plate corselet	+3	20	\$300	Covers torso
Plate arms	+3	10	\$100	Covers arms
Plate leggings	+3	15	\$200	Covers legs
Pot helm	+3	4	\$50	50% chance of protecting against head shots

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Axe	Str+d6	2	\$15	
Baton/club	Str+d4	1	\$1	
Dagger/knife	Str+d4	1	\$8	
Man Catcher	None	6	\$40	See notes
Polearm	Str+d8	12	\$80	Reach 2; requires 2 hands
Rapier	Str+d4	3	\$35	Parry +1
Spear	Str+d6	5	\$5	Parry +1; Reach 1; requires 2 hands
Sword	Str+d8	8	\$15	

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Bow	12/24/48	2d6	1	\$20	3	—	d6	
Net	3/6/12	Special	1	\$10	5	—	—	Entangle
Sling	4/8/16	Str+d4	1	\$1	1	—	—	
Spear gun	6/12/24	2d6	1	\$10	2	—	—	
Throwing knife	3/6/12	Str+d4	1	\$3	1	—	—	
Throwing spear	3/6/12	Str+d6	1	\$5	3	—	—	

IMPROVISED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Small	3/6/12	Str+1	1	—	1	—	—	-1 attack & Parry
Medium	2/4/8	Str+2	1	—	3	—	d6	-1 attack & Parry
Large	—	Str+3	1	—	6	—	d8	-1 attack & Parry

SLIPSTREAM

AMMUNITION

Ammo	Weight	Cost	Notes
Arrows	1/5	\$1/5	For bows
Sling stone	1/10	\$1/10	Stones can be found for free on most worlds with a Notice roll and 1d10 minutes searching, depending on terrain
Spear	1	\$3	For spear gun, contains compressed air to power gun

MUNDANE ITEMS

Item	Weight	Cost	Item	Weight	Cost
Canteen	1	\$3	Tool kit	5	\$150
Chronometer	1	\$10	Torch	1	\$1
Climbing gear	3	\$15	Whistle	1	\$5
Flare	1	\$2	Clothing		
Goggles	1	\$3	Cold weather clothing	8	\$100
Handcuffs	1	\$20	Formal clothes	—	\$200
Flashlight	1	\$3	Medical Supplies		
Lockpicks	2	\$100	Antivenin, common	1	\$100
Periscope	3	\$200	First aid kit	3	\$30
Rope, 10 yards	4	\$8	Personal Conveyances		
Survival rations	6	\$20	Parachute	5	\$40
Tent, 2-being	10	\$25	Paraglider	10	\$100

HI-TECH GEAR

ARMOR

Type	Armor	Weight	Cost	Notes
Bubble helmet	+2	2	\$40	Covers head; included free with spacesuit; see notes
Powered armor (battle)	+12	0	Mil	Covers entire body; see notes
Powered armor (scout)	+10	0	Mil	Covers entire body; see notes
Spacesuit, normal	+2	6	\$200	Covers full body; see notes
Spacesuit, shielded	+2	9	\$300	Covers full body; see notes

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Laser sword	Str+d6+8	5	Mil	AP 12; see notes
Pain stick	Special	2	\$300	See notes
Vibro knife	Str+d4+2	1	\$250	AP 2; cannot be thrown; see notes
Vibro sword	Str+d8+2	6	\$400	AP 4; see notes

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Pistols								
Ray gun pistol	12/24/48	2d6+1	1	\$200	4	15	—	See notes
Rocket pistol	20/40/80	Varies	1	\$350	8	1	d8	See notes
Sonic pistol	10/20/40	2d6	1	\$300	4	10	—	AP 2; see notes
Stunner	3/6/12	2d6	1	\$250	5	10	—	See notes
Rifles								
Ray gun rifle	24/48/96	2d8+1	1	\$400	8	40	d6	
Sonic rifle	20/40/80	2d8	1	\$600	10	20	d6	AP 4; see notes
Tangle gun	2/4/8	None	1	\$100	9	5	d6	See notes
Heavy Weapons								
Heavy ray gun	40/80/160	4d6+1	1	\$900	18	50	d8	
Sonic lance	1/2/3	4d10	1	Mil	25	10	d10	See notes
Explosives								
Breach bomb	—	3d6	—	\$100	8	—	d6	AP 20; see notes
Stun grenades	5/10/20	—	—	\$25	0.5	—	—	Medium Burst Template; see notes

ROCKETSHIP AND EMPLACEMENT WEAPONS

Type	Range	Damage	RoF	Cost	Shots	Notes
Nose Mounted						
Graviton Beam	75/150/300	3d8	1	\$8,000	—	AP 12; see notes
Heat Ray	40/80/160	3d8	1	\$6,000	—	AP 12
Ray Gun	100/200/400	3d6	1	\$4,500	—	AP 10
Rocket Gun	75/150/300	3d10	1	\$3,000	1	AP 15; Large Burst, 1 round to reload
Swivel Mounted						
Graviton Beam	30/60/90	2d8	1	\$5,000	—	AP 7; see notes
Heat Ray	20/40/60	2d8	1	\$3,500	—	AP 7
Ray Gun	50/100/200	2d6	1	\$2,000	—	AP 6
Rocket Gun	30/60/90	2d10	1	\$1,200	1	AP 8; Medium Burst
Dropped (Rocketships only)						
Bomb, Light	Dropped	3d8	—	\$100	—	AP 8; Medium Burst
Bomb, Medium	Dropped	4d8	—	\$200	—	AP 16; Large Burst
Bomb, Heavy	Dropped	5d8	—	\$400	—	AP 30; Large Burst
Dust Dispenser	Cone	Special	1	\$80	—	See notes

SLIPSTREAM

AMMUNITION

Ammo	Weight	Cost	Notes
Dust, knockout	2	\$200	For dust dispensers; see notes
Dust, poison	2	Mil	For dust dispensers; see notes
Ray gun battery (pistol)	0.2	\$20	For ray gun pistols, stunners, and sonic pistols
Ray gun battery (rifle)	0.5	\$40	For ray gun rifles and sonic rifles
Ray gun battery (heavy)	2	\$70	For heavy ray gun and sonic lance
Rocket gun shell (nose)	4	\$100	
Rocket gun shell (swivel)	2	\$50	
Rocket pistol round (AP)	1	\$20	See notes
Rocket pistol round (HE)	1	\$20	See notes
Rocket pistol round (smoke)	1	\$10	See notes
Tangle gun	3	\$15	One web
Vibro blade battery	1	\$20	Lasts for one year

MUNDANE ITEMS

Item	Weight	Cost	Medical Supplies		
Air tablets	1/10	\$1	First aid kit	3	\$70
Grapple gun	3	\$60	Vaccine, common	1	\$100
Spare grapple line	1	\$5	Personal Conveyances		
Low light goggles	1	\$150	Rocket belt	8	\$300
Magnetic clamps	5	\$50	Rocket belt/pack refill	—	\$20
Radiophone	2	\$30	Rocket pack	12	\$700
Thermal goggles	1	\$200	Rocketship Extras		
Tool kit	5	\$250	Electronic autopilot	—	\$1,000
Clothing			Fire extinguisher	2	\$10
Fireproof suit	6	\$250	Magnetic grapples	—	\$30
Radiation suit	6	\$150	Radiophone	—	\$500
			Tether rope, 20 yards	—	\$20



SETTING RULES

The following Setting Rules apply in *Slipstream*. There's quite a few, but they're simple to learn.

SECOND SERIES

Slipstream follows the pulp convention that villains and heroes rarely die. No matter how they are "killed," Wild Cards just keep coming back for more. Maybe the hero found cover from the explosion and was only Incapacitated, or perhaps the beautiful princess used an alien artifact to resurrect him.

The following replaces the usual Incapacitation Table after your hero has made his Vigor roll, applying wound modifiers as applicable. Heroes only ever suffer very short-term injuries, which represent "dead" limbs and minor bumps. Permanently losing a leg isn't the space pulp way!

Raise: The hero is stunned. He still has 3 wounds, but is not Incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table in the *Savage Worlds* rulebook. The effects are short-term and cease when combat ends.

Success: The hero is unconscious. He regains consciousness with a successful Healing roll or after an hour has passed. Roll 2d6 on the Injury Table. The effects last until all wounds are healed.

Failure: The victim is unconscious. He regains consciousness with a Healing roll at -2 (one roll only) or after 2d6 hours have passed. Roll 2d6 on the Injury Table. The effects go away when all wounds are healed. With nonlethal damage, treat this as a Success except the hero is unconscious for 1d4 hours.

Critical Failure: The victim is in a coma. He regains consciousness with a Healing roll at -4 (one roll only) or after 1d6 days have passed. Roll 2d6 on the Injury Table. The effects go away when all wounds are healed. With nonlethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

Death in *Slipstream* is possible, but it requires a Finishing Move against an Incapacitated hero. Such dastardly behavior is the hallmark of a villain.

HEALING

Slipstream ignores unnecessary complications like xenobiology. So long as you have Healing you can patch up any organic life form without penalty. Repair is required to fix Robot Men.

LANGUAGES

Although most inhabitants of Slipstream speak Streamer, aliens are more impressed when a member of a different race converses with them in their own language. Heroes who use the native language of another race receive +1 Charisma when dealing with members of that species.

LIGHTING

Slipstream has no star. This doesn't mean it is a gloomy place. The thin atmosphere between fragments is actually light pink, a result of radiation from the black hole reacting with the inter-fragment atmosphere, and further colored by vast clouds of yellow, red, blue, and green luminous

SLIPSTREAM

gases. As a result, the universe is bathed in pale light equivalent to a bright full moon on a cloudless night on Earth.

The races, even recent arrivals such as Earthlings, have adjusted to this glow, and there is no attack roll penalty for operating in normal Slipstream lighting, whether in space or on a fragment's surface. There is no visible difference between day and night on any fragment.



IMPORTANT VICTIMS

At some point during your *Slipstream* adventures, someone important will inevitably get kidnapped. It might be the hero's sidekick, the daughter of an imminent scientist, or the plucky reporter who has uncovered part of Anathraxa's background.



Naturally, if there's been a kidnapping, the heroes are involved in the rescue attempt. Where there are heroes, there's usually a large amount of gunfire as well.

In order to ensure the person they are trying to rescue isn't accidentally mown down in a hail of ray gun blasts the GM should make sure that any kidnap victim central to the plot is a Wild Card character.

They don't have to be any use in combat, and indeed it's better if they're the helpless sort who needs rescuing, but the wound levels given by Wild Card status give you a safety net. Alternatively, the GM can simply ignore the Innocent Bystander rule, which means they won't get hurt unless someone deliberately targets them.

VILLAINOUS THUGS

Of course, allies aren't the only characters your heroes will meet during an adventure. Here are some tips for handling low status villainous NPCs.

HENCHMEN

Henchmen are a step above your standard Extra, but a step below Wild Cards. They're handy for giving the heroes a tougher opponent, but without all the perks of a Wild Card. To promote a villain up the ranks, simply give him a Wild Die, but keep everything as an Extra.

HOARDS OF EXTRAS

Watch any good pulp film and you'll see the heroes taking down scores of thugs without pausing for breath.

Now, *Slipstream* is already fast, furious, and fun, and Extras don't take a lot to take down, but there is room for maneuvering. Even with such a fast system, a few bad die rolls can mean that Extras remain a threat for a long time, and a hoard of Extras armed with laser pistols can cause a lot of damage to heroes in a very short time.

One way of ensuring that Extras go down quickly is to remove the Shaken status. An Extra would either be healthy or knocked out. In short, if you equal or exceed an Extra's Toughness, he's out of the fight.

You don't have to use this for every Extra, just the real mooks that are totally incidental to the main plot.

SETTING RULES

FANATICS

You planned the climatic end-of-adventure battle to the last detail. The battle was set to be an epic struggle between the villain and his thugs and the heroes, all set to the ticking of an atomic bomb countdown heading toward zero.

What should have been a tense fight against the clock ended in two rounds as the gun-toting heroes blasted the villain to pieces and scattered the demoralized mooks.

Here's a very simple trick for the GM to prevent the untimely death of villains. You can use this simply to extend a fight (so they get to use their cool powers) or to allow them a chance to get away (and come back later seeking revenge).

Any Extra within 1" of a villain becomes fanatical, sacrificing his life so his master can live. Any attack made against the villain is instead made against one of the Extras of your choice, as he leaps in the way of the sword, fist, or laser pistol with his master's name on it.



The Slipstream universe may be finite, but few accurate maps exist. Most races simply don't care and spacejocks keep their maps hidden from prying eyes. Fortunately, huge distances rarely separate the worlds, at least in astronomical terms, and navigators tend to plot courses by dead reckoning, using other fragments as landmarks, and old-fashioned style compasses calibrated to point toward the black hole as north.

Use the map found on the inside cover to determine how many squares of travel is needed between destinations. Rocketships cross as many squares as their Travel Speed each hour. The pilot must make a Piloting roll for each hour of travel and add the modifiers listed below. In combat, ships use their Top Speed for movement.

NAVIGATION MODIFIERS

Mod	Circumstance
+2	Borooshian navigator
+2	Flying parallel to the Slipstream Wave (no more than one square distant)
+2	Holomap alien artifact on ship (p. 114)
+2	Major fragment in current square
+1	Major fragment in adjacent square

-2	Rocketship has no compass
-2	In the Ice Cloud
-4	In the Graveyard
-6	In the Dust Cloud

With a success, the ship moves as expected. A raise adds +1 to the vessel's movement. Failure means the ship travels its expected movement in a random direction—roll a d8 to determine the square to which it moves. Read as a clockface, with 1 being the original intended direction of travel.

THE SLIPSTREAM WAVE

The Slipstream Wave, more properly known as the Slipstream Graviton Wave, flows from the black hole and spirals toward the Graveyard at the centre of the universe. The Wave is strongest near the black hole, and lessens as it swirls inward. Even at its weakest it can cause a rocketship to drift off course unless the rocket engines are quickly recalibrated to counter the Wave's effects.

The pilot must make a Piloting roll whenever he enters the Slipstream Wave. The ship's Handling and the Drift Table below modify the roll.

DRIFT TABLE

Current Zone	Mod	Drift
Red	-8	3 squares
Orange	-6	2 squares
Yellow	-4	2 squares
Green	-2	1 square
Blue	-1	1 square

With a success or better, the pilot recalibrates the rocket motors and the ship moves as normal. No further roll is required so long as he stays in that zone. When re-entering normal space, the press of a button returns the rockets to their standard calibration. On a failure, the ship stops all forward motion and automatically drifts the number of squares indicated on the Drift Table in the direction of the flow.

The pilot may reattempt the Piloting roll at the start of the next hour of movement. He continues suffering the effects of Drift until he succeeds.

SLIPSTREAM

STREAMING

Pilots entering the Wave in the same direction as the flow have been known not to calibrate their rocket motors to take advantage of the Wave. Spacejocks refer to this as “downstreaming.” The ship adds the Drift number of squares to its Travel Speed so long as it remains flying in the direction of the flow.

Conversely, a ship trying to fly against the flow (called “upstreaming”) subtracts the Drift number of squares. This can result in negative speed (i.e. the ship moves backward).

If the pilot tries to change course while up or downstreaming (such as trying to turn horizontal to the flow to escape to normal space) he must make a Piloting roll, modified by the zone he is currently in. On a success, he turns the ship as desired but all Drift bonuses for that hour are lost. With failure, the ship maintains its present course until it has completed its hourly movement.

BREATHING IN SPACE

The space between world fragments is not a vacuum. The air is thin, rather like that found at high altitudes, and few races are adapted to breathing it easily. Physical exertion is difficult and labored, and even thinking is difficult as the brain struggles for oxygen.

A character operating in the atmosphere without breathing apparatus suffers a -1 penalty to all trait rolls. The penalty also applies to everyone in the rocketship if the door is open. Closing a door automatically activates oxygen tanks, which immediately replenish the ship with normal air.

GRAVITY

Every fragment, regardless of size or spin, has gravity equivalent to that of Earth. Once a ship has left a fragment’s atmosphere it is subject to micro gravity. All rocketships are fitted with Graviton Enablers, which automatically kick in to maintain standard gravity within the ship, even when the doors are open. Operating in micro gravity gives a -1 penalty to all Agility based rolls but doubles jumping distances.

SPACE BRAWLS

Heroes and villains may on occasion find themselves fighting outside of a rocketship while in space. Whether using rocket packs to make “cavalry” charges or magnetic clamps to fight on the top of a speeding rocketship, such daring behavior is part and parcel of the space pulp tradition.

Combatants using magnetic clamps to fight on a rocketship’s hull suffer a -1 penalty to all attack rolls per 20” of ship movement due to the wind, in addition to micro gravity penalties.

ALIEN OVERBOARD

Characters trying to move around on top of a rocketship without using magnetic clamps must make a Strength roll each round with a -1 penalty per 20” of rocketship movement. Failure results in the character being “blown overboard.” Being lifted off the deck and thrown clear of the hull by some dastardly foe has the same effect.

Hauling in a tethered character requires a Strength roll. Up to four characters may cooperate on this task. On a raise, the character is successfully dragged back aboard the rocketship. A success means the character is still outside the ship but does not suffer any injury. If the roll fails, or is not even attempted, the dangling character suffers 1d6 damage per 20” of rocketship movement each round from banging against the ship’s hull.

If the character has no tether, the pilot must fly to within 10” of the stranded character. A crewmember may then throw out a tether or magnetic grapple. This requires a Throwing roll, modified by -1 per 20” of movement (rocketships can “hover” in space). If successful, the floater grabs the tether and may be pulled in as above.

Characters blown overboard in a fragment’s atmosphere fall at a rate of 20” per round. Trying to fly under a falling character to let him drop through the door requires a successful Piloting (-4) roll. Failure results in a collision between the ship and the character.

SETTING RULES

TRADING

Characters in Slipstream are heroes, not merchants, so there are no detailed rules for carrying cargo between the various fragments. Should the players decide they want to buy and sell cargo, use the following simple system.

Buying: Purchasing cargo costs a base \$400 per space; 2d6+3 spaces worth of cargo (called a consignment) are available each day on any fragment. Make a cooperative Streetwise roll once per consignment. Each success and raise on the roll reduces the cost per space by \$100 to a minimum of \$100.

Selling: Selling a cargo space of goods brings in a base \$400 per space. Make a cooperative Streetwise roll once per consignment. Each success and raise on a cooperative Streetwise roll ups the unit price by \$100 to a maximum of \$700. Fragments buy 2d6+3 cargo spaces per day. Goods cannot be resold on the same fragment they were purchased.

ROCKETSHIP COMBAT

The sections below illustrate how rocketship combat works using the existing rules, and a few new details as well.

CONTACT

Rocketships do not use radar or other forms of sensor—all sighting is purely visual. In keeping with the space pulp tradition, rocketships encounter each other at short ranges—chasing another ship while separated by thousands of miles just isn't the way things are done. Most ship encounters occur at just 5 Range Increments. If either ship wants to escape, use the Chase rules from the *Savage Worlds* rulebook.

BOARDING

When one thinks of boarding actions, one tends to think of old-fashioned sailing ships. If one ship wants to board another, it must maneuver itself to be on the same initiative card as its foe and perform a successful Force maneuver as described in the *Savage Worlds* rulebook. If successful, the boarders must get across to the enemy vessel before the initiative cards change.

Air Mobile: Rocket packs, belts, or wings all allow for the boarder to reach the enemy ship with ease.

Jumping: If the Force maneuver succeeds with a raise, the ships are close enough for boarders to leap the distance. Anathraxa's Minions favor this tactic as it allows Primals to leap across in large numbers.

Magnetic Grapples: Alternatively, the boarders can throw magnetic grapples and swing across. This requires a successful Throwing roll, with a -1 penalty per 20" of movement. Both ships are considered to be moving at the slowest ship's Top Speed. The boarder must use the rules under Alien Overboard to haul himself up the line.

MANEUVERS

Rocketships use the rules for aircraft with regard to loss of altitude, stalling, hitting the ground, crash landings, and aerial maneuvers. Rocketships cannot hover in a fragment's atmosphere—the best they can do is fly in a tight circle—but may come to a complete halt in space with no ill effects.

In addition, they may use the following maneuvers: Bootlegger Reverse (space combat only), Hard Brake, Ram, and Tight Turn. The standard modifiers apply.

NEW MANEUVER

Evasive Maneuvers (0): A pilot who performs evasive maneuvers makes a Piloting roll. Until his next action, all attack rolls made against his ship use his Piloting roll as their target, rather than the usual 4. All other modifiers apply as normal. A failed Piloting roll means the ship goes Out of Control and attackers require a 4 to hit as normal.

Unfortunately, the rapid jinking and turning hampers his own gunners as much as it does his foes'. All attacks made from the evading rocketship use the Piloting roll as their target number as well.

WEAPONS

The pilot of a ship may fire nose-mounted weapons, but he cannot fire swivel weapons. Gunners may operate swivel or a nose-mounted weapon. Regardless of the number of gunners

SLIPSTREAM

aboard, each gunner may only fire one weapon per round and each weapon may only be fired once per round.

As stated elsewhere, nose mounted guns are fixed forward facing weapons, whereas swivel guns fire in all directions. Rocketships do not fly in a straight line when engaged in combat—they constantly weave and tilt. This gives all swivel weapons an opportunity to fire during the round.

Only a ship tailing its opponent can use a nose mounted weapon during a round. If you're being chased, you might want to consider getting out of there!

FIRES

Heat rays have the added effect of setting fire to combustibles within a rocketship. Other weapons can start fires, but only rarely. Any hit from a heat ray or Critical Hit from any other weapon starts a fire.

Fighting Fires: Any hero can grab a fire extinguisher (if the ship has one) and try to put out a fire. The firefighter must make an Agility roll to aim the extinguisher correctly. On a success, the d6 roll at the start of next round has a -2 penalty, or -4 on a raise.

An alternative way to fight fires is to open the doors to the thin air of space. This imposes a cumulative -1 penalty to the d6 roll at the start of each round, starting the round after the door was opened. Closing the door before the fire is extinguished immediately negates all penalties, as the cabin is automatically flooded with air.

OUT OF CONTROL

Rocketships use the standard Out of Control rules with two differences noted below. Loss of altitude is only a problem in atmospheric combat.

Roll Over: The blast from a weapon or a failed maneuver causes the rocketship to roll sideways. All crew must make an Agility roll or suffer a Fatigue level from Bumps and Bruises.

Flip: Overcompensating in a maneuver or a weapon hit flips the rocketship end over end. Use the rules for Roll Over, but apply a -2 penalty to the Agility roll.

WRECKED

Any rocketship that has taken 4 wounds is Wrecked. Those containing the heroes or important NPC Wild Cards are left derelict in space (in atmosphere, the pilot may attempt a standard emergency landing). Others automatically explode, killing all aboard.

REPAIRS

Characters may repair their rocketships given sufficient time and at least some basic tools. Each wound requires a separate Repair roll with a penalty equal to the vessel's wound modifier and 2d6 hours of work. Field work requires at least a toolkit and basic supplies, or the hero must subtract 2 from the roll. Each wound repaired also fixes the Critical Hit associated with it.

A wrecked rocketship won't run anymore, neither can its weapons fire, as they're powered by the vehicle's main engine. In order to reach a fragment, emergency repairs are required (see below). Most shipyards charge \$250 per hour to fix ships and take 1d6 hours per wound and associated Critical Hit.

EMERGENCY REPAIRS

In *Slipstream*, crews may try to patch up damage after combat. A damage control team must include someone with the Engineer Edge.

Patching up the ship requires a Repair roll at -2, with additional penalties equal to the damage modifier. Assistants may make a group or cooperative Repair roll to assist the engineer. Only one Repair roll per combat may be made. Each success and raise repairs one wound inflicted during the current combat. Repairing a wound also repairs the Critical Hit associated with it.

Emergency repairs aren't perfect. If the pilot rolls a 1 on his Piloting die, regardless of Wild Die, the strain on the vessel causes a patch to fail. The ship suffers the last wound to be repaired again (and the same Critical Hit). This cannot be Soaked by any means.



2d6	Effect
2	Scratch & Dent: The attack glances off. There is no permanent damage.
3	Maneuvering Jets: Acceleration is

SETTING RULES

- halved (round down). This does not affect deceleration, however.
- 4 **Main Thrusters:** Halve the rocketship's Top Speed immediately. In addition, each hit also reduces the vessel's Travel Speed by one, to a minimum of zero.
- 5 **Controls:** The controls are hit. The vehicle suffers a -1 penalty to its Handling.
- 6-8 **Hull:** The vehicle suffers a hit in the main body. A random cargo space is destroyed. Ships with no cargo or ship artifacts (p. 115) suffer no effects.
- 9-10 **Weapon:** A random weapon is destroyed and may no longer be used. If there are no weapons, this is a Hull hit.
- 11 **Crew:** These hits inflict 1d6 casualties, scattered randomly among all crewmen. Remove that many crew immediately. They may recover after the fight in the normal method. If a 6 is rolled or there are no Extras, a random player character or other named personality was hit as well. Reroll the damage and subtract the Armor value of the ship. The hero takes this much damage.
- 12 **Wrecked:** The rocketship is totally wrecked and automatically goes Out of Control. See page 46 for details.

PSIONICS

Psionics exist among many races. Among a few races, such as the Psiclops, psionics is a racial trait, whereas in others, including Earthlings, only rare individuals display the talent. Most psionics look no different than any other being. This is fortunate, for Queen Anathraxa has declared all psionics to be criminals and subject to execution if caught.

NEW POWERS

In addition to the new powers presented in this book, here is a list of suitable Powers for a game of Slipstream., Armor, Beast Friend, Blast, Bolt., Boost/Lower Trait, Deflection, Detect/Conceal, Environmental Protection, Fear, Healing, Invisibility, Light, Puppet, Quickness, Smite, Speak Language, Speed, Stun, Telekinesis



BLOCK

Rank: Novice

Power Points: 1

Range: Self

Duration: 3 (1/round)

Trappings: Concentration

Some people are born able to block others from their mind. Others, including psionics, have to be taught how to prevent unwanted intrusion.

With a success, the hero adds +2 to his trait rolls to resist opposed powers, and acts as if he had 2 points of Armor when hit by psionic attacks. This does not stack with the Arcane Resistance Edge. On a raise, the bonuses increase to +4.

CONFUSE THE MIND

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Dazed look, loss of coordination

Those of weak mind are playthings for powerful psionics. The psionics must pick a target within range and make a Psionics roll opposed by the victim's Smarts. If successful, the psionics

SLIPSTREAM

causes the victim to lose concentration. All the victim's trait rolls are made at -2 for the duration, -4 on a raise.

EMPATHY

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration, body reading, change in body language to match target's responses

Empathy is the ability to read surface emotions. With a successful Psionics roll, the character learns the emotional state of one target within range. So long as the power is on, the psionicist gains +2 Charisma when dealing with that person as he understands his current state of mind.

MIND READING

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration

Mind reading allows a psionicist to read the minds of others. With a successful Psionics roll, the psionicist reads the target's current surface thoughts. Such an intrusion goes unnoticed as the psionicist is only receiving broadcast signals.

MIND RIDING

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration, trance

Mind riding is the ability to place your mind inside someone's else body. If the victim is an unwilling or unknowing subject, this requires an opposed roll of the character's Psionics against the victim's Spirit. A *mind rider* gains no control over his victim, but has access to his victim's senses and can see, hear, smell, taste, and feel everything his victim does. Although very handy for spying, it has a drawback. If the victim is injured in any way, including being Shaken by physical injury, the psionicist must make a Spirit roll or be Shaken and lose contact. A penalty of -1 applies for each wound the victim suffers. If the victim dies, the psionicist is automatically Shaken.

OBJECT READING

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: Instant

Trappings: Concentration, trance

Object reading is the ability to see the past of a specific, inanimate object, discovering who held it, where it has been, and such like. A success allows the psionicist to see previous owners of the object, starting with the most recent and working backward. A raise provides more accurate details. The psionicist sees only images—he cannot learn the person's name or current whereabouts through this power.

PROBE

Rank: Seasoned

Power Points: 3

Range: Special

Duration: Instant

Trappings: Concentration

Mind reading allows for the scanning of surface thoughts, but to reach deeper into a victim's mind the psionicist must use *probe*.

The psionicist must make a Psionics roll opposed by his victim's Spirit. The character must beat his victim's roll and score a success. The target knows he has been probed, but not necessarily by whom.

TELEPATHY

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Trance, concentration, mental image

Telepathy is the ability to communicate over distances. It allows thoughts to be transmitted, in the form of words. Once contact has been established, mental communication works in both directions. For as long as the power lasts, communication occurs as if the characters were talking face-to-face. This allows skills such as Intimidation, Persuasion, Streetwise, and Taunt to be used. More importantly, it also allows for silent communication between allies.

GAZETTEER

The GM has more information on the people and places of Slipstream. Presented here is the basic knowledge of the main fragments known to all inhabitants. New fragments, usually no larger than a quarter the size of the main worlds, are constantly discovered, and many more alien races inhabit Slipstream than there are worlds.

The tech level for each fragment is represented by a symbol.

↑= Hi-tech: Unless otherwise stated, the natives manufacture and repair rocketships.

↓= Low-tech: Most fragments retain some hi-tech, such as domed cities or defense cannons, but no longer manufacture these items. Hi-tech items cost 5 times the normal price.

Akwis (↑ submersibles only, no rocketship repair): Akwis has no landmasses. Several aquatic and semi-aquatic races, including the Akwisians, make their home here. The semi-aquatic races dwell in domed underwater cities reachable only by submersible.

Amazonia (↓): A hot, steamy world inhabited by the Raptor Men and the primitive Cavors, cave dwelling aliens stuck firmly in the Stone Age and hunted by the Raptor Men. Crumbling ancient ruins lie covered by the vegetation. Several species of carnivorous lizards inhabit the jungles.

Amicus (↓): The fertile home of the Amici, a peaceful race with a love of the arts. Though ripe for conquest, no race has ever managed to subdue the Amici. Amici musicians are popular in noble courts.

Angelis (↑): Angelis is an uninhabited rocky wasteland. The natives, the humanoid Angeli, live in floating cities high in the clouds. Their culture is based around honor and dueling. They mine the fragment for mineral resources.

Arachnea (↓): is home to the Arachnids, or Spider Men. The surface is thick forest, interspersed with high hills. The Spider Men are fearsome hunters and anything caught in their webs is considered prey. A massive artificial structure in the densest part of the forest is home to their living god-queen, Arachnee.

Arid (↓): The inhabitants, the Aridians, import all of their food and water, but export precious radioactive ore mined from the southern hills. Violent sandstorms are frequent and can last for days, blanketing parts of the surface in swirling clouds of fine sand.

Avia (↑): Home to the Bird Men. The fragment is covered in thick forests comprised predominantly of towering Nest Trees, which grow to over a thousand feet. Travel across the surface is difficult due to the dense vegetation.

Babel (↑ no rocketship repair): Home to the Babelonians, a race of highly intelligent creatures with a fondness for languages and knowledge. Their libraries and museums are said to contain artifacts from across Slipstream, from its origins to the present day. The surface of Babel is exceptionally rough, with Babelonian tower-cities, called Depositories, perched atop rocky crags.

Barrier: Formed by heavy chunks of debris thrown clear of the Slipstream as it spirals toward the Graveyard, the Barrier is a swirling mass of space debris. Only mining outposts and frontier cities exist here.

Barter (↑ rocketship repair only): Also known as Trade World, Barter consists of a single city centered around the only water supply on the otherwise desert fragment. The original inhabitants are unknown, but it is currently a major trading centre. Pirate attacks on merchant ships visiting Barter are on the rise.

SLIPSTREAM

Borealis (⚡): A forest world ravaged by electrical storms, which produce fantastic lightning shows. The Borealians, yellow-skinned humanoids, are capable of harnessing the static electricity to power their machines or deliver shocks to opponents.

Boroosh (🕸): The surface of this dusty world is crisscrossed with a labyrinth of gullies and ravines, all of which lead into massive cave networks that run for many miles beneath the surface. The Borooshians live in these cave networks. They are considered to be the best navigators in Slipstream.

Cauldra (👤): is a world choked by plumes of sulfurous fumes venting from numerous volcanoes and fissures. The native Cauldrons live in a large domed city, protected from the poisonous fumes. Surface lighting is Dim (-1).

Charadon (🐟): A world of deep seas and thick tangles of seaweed. The Shark Men, an aquatic race that follow an ever-hungry god, live in the depths, while the Charadonios, a race of semi-aquatic fish men, make their homes on the large seaweed islands. The two races share no love for each other.

Crystalus (👤): Save for the Crystalloosians, every form of animal and plant life is crystalline in nature. The Crystalloosians are tall, willowy

beings with the power to stun opponents with their voices. Their Singing Forests are one of the natural wonders of Slipstream.

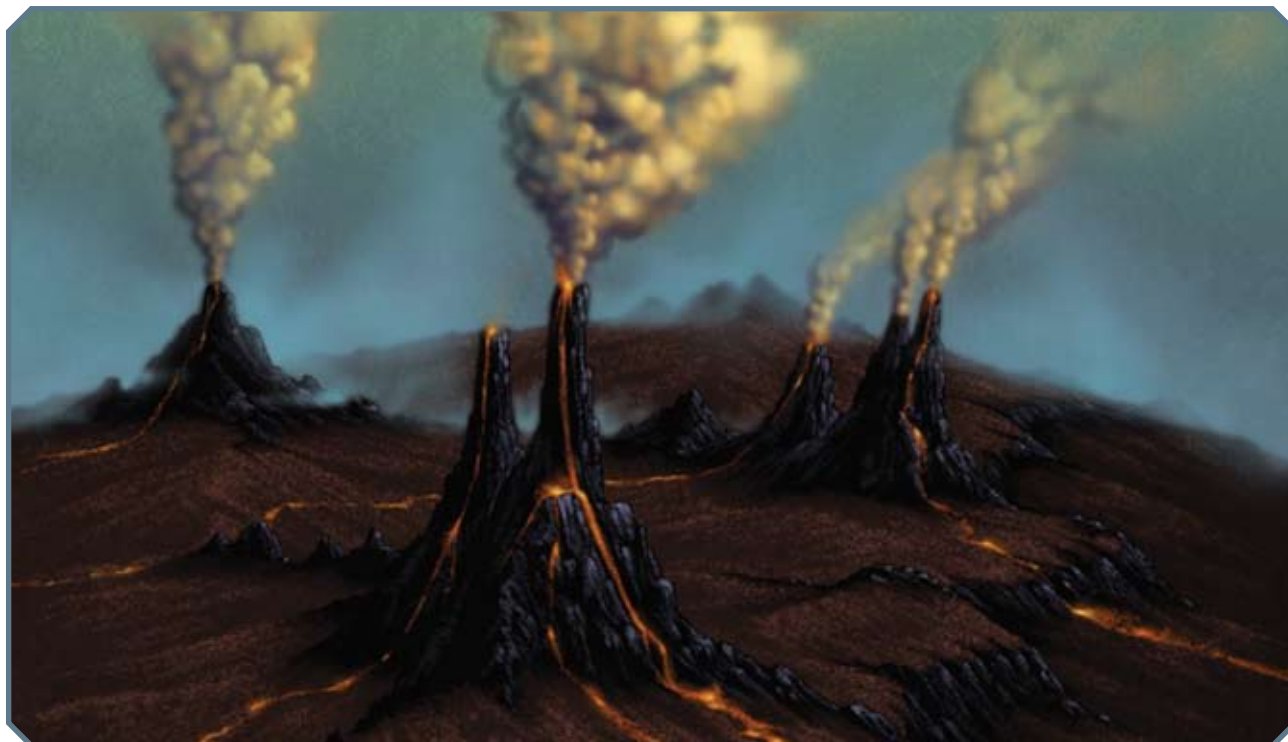
Dracos (👤): is the home of the Dracos, a race of reptile men. They are the remnants of an advanced psionic race, though few modern Dracos possess the talent. Ancient cities dot the fertile landscape and a small number of artifacts have been discovered in them.

Dust Cloud: A swirling mass of thick dust lying between two currents. Pilots flying through the cloud must do so by instruments alone. Visibility in the cloud counts as Pitch Blackness (-6).

Equus (👤): A world of rolling grasslands populated by the Equines, a race of horse men. They are a nomadic people, moving with the seasons to find new grazing lands. They are led by Spirit Whisperers, shamans who can talk to the ancestors.

Frigim (👤): A world of open tundra and constant snowfall. The native Frigims, a hairy, ape-like race, share their world with several species of carnivores which they hunt for food.

Gemopia (👤): is a world comprised of crystal spires and caves. Unique crystals used in the manufacture of vibro weapons grow here, but harvesting them is dangerous, as many crystalline entities haunt the wilds. The major native race, the Gemopians, is crystalline in structure.



Glade (♣): A fragment of forests and meadows caught in perpetual spring. Two warring races make their homes on Glade; the Antelopus, a race of horned herbivores, and the Tigra, carnivores with the features of Earth tigers. The forests and meadows are home to many species of plants and flowers, some of which are carnivorous.

Graveyard: Lies at the centre of the universe. Debris brought in by the black hole swirls through the Slipstream wind until it is deposited here to form a massive cloud. Rumors circulate about a planet hidden in the centre of the debris field, but no pilot has ever flown that far into the cloud and survived.

Graviton Energy Wave: Spiraling wave that exists out of the black hole into the Slipstream universe, pushing space debris to the Graveyard.

Gyptos (♠): Primarily a desert world. A single river flows from the polar mountains, allowing some agriculture along its banks. There is one population centre, New Gyptos City, which is surrounded by the ruins of an older civilization.

Handmaidens: The Queen's most feared warriors, serving as her bodyguard and enforcers. Clad in power armor of unknown design and armed with deadly weapons found nowhere else in Slipstream, these fearless warriors are hated by all races.

Hosbec (♠ rocketship repair only): is home to Hosbecites, a furry race with a natural affinity for trading and a desire to see the destruction of Barter. Much of the fertile surface has been built over with warehouses and trading posts. Recent attacks on rocketships traveling to and from Barter have been blamed on Hosbecite-sponsored pirates.

Hvergilmir (♣): A world inhabited by several races. The most populous race is the Hvergelmirions, small, agile creatures with a prehensile tail. The steam rising from the jungle makes surface lighting Dim (-1).

Ice Cloud: A massive cloud of icy debris caught in the gap between two currents. Floating chunks of ice make travel hazardous.

Idunn (♣): Can only be described as a paradise. Comprised mainly of tropical islands lying in shallow pale green oceans, the world is rich in exotic fruit and animals, all of which fetch great prices on other worlds. The native Idunnians, a race dwelling in simple log cabins, are said to be the most beautiful race in Slipstream. Many races believe the Idunnians have discovered the secret to perpetual youth.

Koldos (♣): is a world gripped in a perpetual ice age. The native Koldosites build their cities over geothermic springs. Without this source of heat, the planet would quickly become uninhabitable. Blizzards and crevasses make surface travel dangerous.

Krieg (♣): is home to the barbaric tribal race known as the Kriegers. Though they possess no hi-tech weaponry, their warriors are fearless and highly skilled with melee weapons.

Levitos (♠): is actually a massive floating city. It was originally a colony ship, but the engines have not worked properly since entering Slipstream and so the fragment remains hovering close to Amazonia. The Levitosians are the native species.

Lill (♣): The fragment is one vast steppe inhabited by the Lill, a race of two-headed beings. Each head has a separate personality, which often leads to arguments over who gets to control the body. The fragment is best known for its alcoholic beverages.

Lupos (♣): is the native fragment of the wolf-headed Lupines. A mixture of forests and plains, it is populated by great herds of herbivores which the Lupines hunt for their meat and bone.

Magroz (♣): is a lump of iron riddled with caverns and fissures. Its vast hill ranges are home to the Magrozites, a metallic race possessing the power of magnetism.

Mechanos (♠): The surface is one enormous city populated primarily by the Robot Men. Small enclaves of other aliens exist throughout the city. The fragment operates on a very structured system and civil disturbances are severely punished.

Memnon (♣): Home to the Memnites, a race of brutish giants (by human standards). Colossal statues of their former rulers litter the grassy landscape. The Memnites pride physical strength over any other trait and delight in blood sports. Visitors willing to risk their life in the arena and surviving are showered with wealth.

Mire (♣): The entire surface consists of large, grassy islands floating in a mangrove swamp. The entire surface is in motion; the islands moving around the planet on the currents. Several races, predominantly reptilian and insectoid beings, call Mire home, each race living on its own island.

Neptuna (♣): A world covered by violet-colored oceans. A single mixed-race city stands on a small, mountainous landmass and serves as the market for visitors. At least two aquatic races,

SLIPSTREAM

the Drel and the Squelmon, dwell deep in the oceans. Fierce storms are common and travel by sea is inadvisable without a local mariner.

Nivek (♣): A sweltering jungle world and home to the multi-legged insectoid Nivekians. A giant winged statue lies deep in the jungle and is said to be an oracle. The Nivekians believe it is a god and treat it with great reverence.

Psidonia (♠): is the former homeworld of the Psiclops. It is under interdiction by Queen Anathraxa's forces and no one is permitted to land there. So far as anyone can tell, the fragment is now uninhabited.

Pyre (♠ rocketship repair only): is a world of oozing lava flows. The native Pyrites, a race of stone-like beings, live in cities that hover just above the molten surface. Pyre has great mineral wealth but few other natural resources.

Quan (unknown): Queen Anathraxa interdicted Quan as soon as the fragment was discovered and a blockade of heavily armed rocketships fires upon any ship approaching the fragment. Some suspect it is the location of her palace. Slipstreamers usually refer to the world as "Anathraxa's Nest."

Queen Anathraxa: Anathraxa does not so much rule Slipstream as terrorize it. She strikes with impunity, carrying off technology, food, natural resources, and male specimens. Few have seen the Queen and lived to tell the tale.

Radiation Cloud: A large cloud of radioactive particles streaming from the black hole. Frequent and unpredictable radiation storms make travel through the cloud dangerous.

Radios (♣): Home to the Queen's slave mines. Only prison ships are allowed to visit, flying a secret route through the morass of the Barrier.

Refler (♣): Also known as Glass World. Its entire surface is comprised of a single glassy plain with few discernible depressions or ridges outside of the glass mines. A large cylindrical object of unknown origin has been glimpsed beneath the surface, but explorers have yet to reach it.

Ruros (♣): The main agricultural fragment in Slipstream. Its lush meadows and arable plains are well-fed by a network of rivers and streams. The Rurites are a multi-limbed race of vegetarians with an extensive knowledge of agriculture. Their markets teem with fresh produce.

Sandpit (♣): was once a tropical paradise called Tropico, its surface covered with lush forests and crystal clear water. That was before

the Queen bombarded the planet with her Death Gas. Now the vegetation is dead and the waters brackish and barren of life.

Scar (♠ rocketship repair only): has a heavily cratered surface. Space debris ejected from the Slipstream toward The Barrier often collide with the fragment. The surface cities are domed and protected by batteries of heat rays. Those willing to risk being crushed to death by crashing rocks can find great mineral wealth in the craters. Anarchs are currently settled here.

Septis (♣): is a stinking swamp populated by the equally foul Septosians, a race of sluglike beings. Their cities are built on vast wooden platforms projecting from the oozing mire.

Simba (♣): is the home of the proud Lion Men. Its surface is nothing but grassy plains broken by small oases and clumps of brush. The native fauna comprises many different types of game beast, but hunting is restricted and poaching highly illegal. The Lion Men live in a series of townships spread across the fragment.

Skalin (♠): is a world covered in smog. The Skalinites are renowned as expert crafters and their cities boast huge numbers of workshops and factories. The constant smog means the surface is Dark lighting (-2).

Stygia (unknown): Located in the heart of the Dust Cloud is Stygia, a world in perpetual darkness. Surface lighting is Pitch Blackness (-6).

Tempest (♣): is a mud ball. Its rolling hills receive near constant rainfall, resulting in the surface being a thick layer of mud. The original inhabitants, the Mud Men, have been forced to live in caves by recent settlers, who have taken over the land to grow hardy grains of cereals that thrive in the nutrient rich mud. Due to the constant rain clouds, surface lighting is Dark (-2).

Vitin (♠): is also known as Pirate World. The Queen exterminated the Vitin race long ago and pirates moved into to their abandoned cities.

Xaq (unknown): is inhabited by bands of Primals. The fragment is off limits to visitors and little is known about the surface, which lies hidden beneath clouds. The surface is Dark lighting (-2).

Zeebor: is populated by the Zeeborites, a race of jellyfish-like beings. The surface is comprised entirely of warm shallow seas rich in nutrients. The Zeeborites live in cities built on stilts.