# MERCENARY BREED (CORE SETTING GUIDE)

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed* second edition core setting guide compatible with SWADE. Changes are highlighted in red.

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## Traits

~~Now it's time to choose your mercenary's attributes and skills. Unless otherwise specified by a Xeno Template, each character begins with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to distribute among those attributes. It costs 1 point to raise each attribute a single die type, and none may be raised above a d12.~~

~~You have 15 points for purchasing skills. It costs 1 point to purchase a skill and raise it a single die type, as long as it doesn't exceed its linked attribute. To raise a skill die type above the linked attribute's die type costs 2 points per die type. Like attributes, skills may not be raised above a d12, even those offered for free by a Xeno Template.~~

Use the standard character creation as presented in the Savage Worlds core rulebook. All standard skills from Savage Worlds are usable in Mercenary Breed and any changes are listed below.

### LANGUAGES

All races of the House of the Alliance have adopted the Argosian language for purposes of trading with other races and when dealing with the House itself. All mercenaries start with Language (Argosian) along with whatever language is native to their race (as defined by their Xeno Template).

When choosing a Xeno Template for a race that is not part of the Alliance, the mercenary gains the Outside Hindrance and must purchase the Language (Argosian) skill to make themselves understood. When choosing to learn an additional language, you must also purchase an applicable Language skill.

### SECONDARY STATISTICS

~~The following stats are based on the value of the traits above or are common to each character, unless altered by an Edge or Hindrance.~~

~~**Charisma** is +0, unless modified by an Edge or Hindrance.~~

**Reputation** is a new secondary statistic and starts at 0; it increases as missions are completed. If creating a character higher than Novice, add +10 Reputation for each character rank. Otherwise, Reputation must be earned and cannot be gained through Edges.

~~**Pace** is equal to 6" unless otherwise specified by a Xeno Template, or modified by an Edge or Hindrance.~~

~~**Parry** is equal to 2 plus half your Fighting die. If you don't have the Fighting skill, your Parry is just 2.~~

~~**Toughness** is equal to 2 plus half your Vigor die.~~

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## Characteristics

~~Edges and Hindrances in Mercenary Breed work the same as they do in standard Savage Worlds. Major Hindrances are worth 2 points and Minor ones are worth 1 point. You can spend those points in the same manner to increase attributes or skills, gain an Edge, or increase your starting funds by 500c.~~

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### XENOLOGY (SMARTS)

At its roots, Xenology is the study of determining what else is "out there." To be more specific, and from the perspective of the House of the Alliance, Xenology is the study of determining what other xeno races exist within the Argo Galaxy to determine which ones are friendly and which ones are hostile. This is an extremely important measure for the House and all mercenaries as it established a baseline for how to approach a threat.

This type of knowledge is typically common knowledge to all mercenaries and is a part of a galactic database that all mercenary forces have access to through whatever means are provided by the Master of the Mercenary Force. This includes linked databases at corporate offices that provide download capabilities to handheld devices the mercenaries can use in the field.

For in-game terms, this means that information about any xeno identified and documented by the House of the Alliance, or more specifically the Academy of Interstellar Studies and Ecologies, is readily available to the mercenaries during the course of their missions. Tapping into this information falls under Common Knowledge roll, made easier if the mercenaries have the information on-hand (through a handheld device, on-board computer, or network database). ~~If the mercenaries do not have a device available, it should be determined that they studied the information leading up to their deployment and thus can recall that information through a standard Common Knowledge roll.~~

The Xenology skill is the ability to discern information about an alien being that has never been investigated or

documented by the Academy of Interstellar Studies and Ecologies. All adversaries found within the *Xenopedia* fall under the Common Knowledge rule as they have already investigated and documented. ~~Knowledge (Xenos), for example, should only be used to understand more about xeno races that have not been investigated or documented. This would be an attempt to discern more about an undocumented race using career knowledge. This could include guessing what type of armor the race wears, attempting to understand their battle tactics, or mentally disassembling their technology.~~

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## SKILL CHANGES

There are a handful of minor changes and additions to what skills are available and how they are used within Mercenary Breed compared to standard Savage Worlds.

~~**GUTS (SPIRIT)**~~

~~As a standard rule, Guts is not used within Mercenary Breed. However, if you choose to run a sci-fi horror or gothic sci-fi game, then Guts may be an appropriate addition. This is strictly setting and campaign dependent.~~

**HACKING (SMARTS)**

Due to the high-technology base in the Argo Galaxy, standard computer use is not sufficient to demonstrate how difficult it is to navigate through a highly-secured network, bypass a sophisticated security system, or break into an executive's computer. The Hacking skill is used to signify the more unethical means of navigating through a computer, computer system, network, and computer-powered security systems. For the less complex tasks, just use the Electronics or Research skills.

**RESEARCH (SMARTS)**

Research doesn't change from its standard Savage Worlds entry, but it is imperative to understand that it only encompasses the most basic use of computers. This includes public computer systems, library databases, the equivalent of an Internet, and anything that is readily available for everyone to use.

~~**KNOWLEDGE (SMARTS)**~~

~~Knowledge specialties come in two basic forms within Mercenary Breed.~~

~~**Language (Choose)**: Language specialties are for speaking something other than your native language and Argosian, if you are from a race that is part of the Alliance. Languages of undocumented xeno races would not be available unless the player can truly explain why their mercenary should know that language. Otherwise, all languages known by the House of the Alliance are available.~~

~~**Xenos**: Xenos knowledge is the ability to discern information about a foe being faced that has never been investigated or documented by the Academy of Interstellar Studies and Ecologies. Any xeno that has been investigated and documented falls under Common Knowledge.~~

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**BOUNTY HUNTER**

**Type**: Professional

**Requirements**: Novice, Smarts d8+, Persuasion d8+ or Research d8+, Survival d8+

Some mercenaries are skilled at tracking a target across the galaxy. They know how to find the right information either electronically or on the streets, always attempting to stay one step ahead of their target.

When following a target across space or planet-side, the mercenary gains a +2 bonus to all rolls associated with finding the target.

**COMPUTER SPECIALIST**

**Type**: Professional

**Requirements**: Novice, Smarts d8+, Hacking d8+, Research d8+

Your mercenary is skilled with computers and knows how to design them, set up networks, and navigate through vast computer systems. He probably spent many years of his youth taking apart computers or other electronic devices, only to figure out how they work.

When working with computers and computer-related systems and devices, he gains a +2 bonus to all Hacking and Research rolls.

**GOOD REPUTATION**

**Type**: Social

**Requirements**: Novice~~, Charisma 0+~~

For some reason, your mercenary knows how to please the corporate executives or the Master of the Mercenary Force, always remaining on their good side. For this, they tend to favor his actions and are quick to overlook ones that may be less-than-desirable.

When receiving Reputation for completing a mission, he gains an additional +1 RP. A mercenary cannot take the Poor Reputation Hindrance and the Good Reputation Edge.

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**HOUSE POLITICIAN**

**Type**: Racial

**Requirements**: Novice, Gemini, ~~Charisma 0+,~~ Persuasion d6+

Many Gemini are part of the House of the Alliance and its politics in some form. Maybe they were born into it or maybe they serve in an administrative role. Either way, they are learned in the politics of the House of the Alliance.

Gain a +2 bonus to Persuasion when dealing with the House of the Alliance, government officials (from any planet), or corporate executives.

**LORE MASTER**

**Type**: Racial

**Requirements**: Novice, Festoon

Some Festoon mercenaries are extremely adept in learning and remembering rare information. They have heard stories about creatures across the entire galaxy and know something about almost every xeno out there.

Lore master Festoons do not need the Xenology skill and instead treat all xeno knowledge as Common Knowledge.

### Marine's Life

**Type**: Racial

**Requirements**: Novice, L'Nel, Piloting d6+, Navigation d6+

The strength of the l'nel race comes from its navy. Those who have grown up being an integral part of this navy are said to have a marine's life. When in outer space, they gain a +2 bonus to all Piloting and Navigation rolls.

### Medic

**Type**: Professional

**Requirements**: Novice, Smarts d8+, Healing d6+, Science d8+

Medics are extremely important to mercenary forces. When a force is pinned down by gunfire or delving deep into unknown territory, healing is essential and needs to be done quickly.

Medics are mercenaries trained in treating wounds from combat or the dangers of entering unknown environments. They gain a +2 bonus to all Healing rolls and ignore up to 1 point of penalties from being wounded themselves. Additionally, their Healing rolls can be done during combat, requiring 10 rounds to perform; neither the medic nor the wounded mercenary can move during this time. However, these bonuses do not apply to Natural Healing rolls. Please note that this bonus only applies if the medic is carrying a field medic kit.

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## Xeno Template

- **Feeble**: Festoons are thin creatures who spend more time concerning themselves with knowledge and inner-spirit. Festoon mercenaries can never take the Brawny Edge.
- **Intelligent**: Festoons are known for their mental prowess and excel in all areas of knowledge and lore. Mercenaries gain +1 die type to Smarts and can never take the Clueless or Illiterate Hindrances.
- **Language**: Festoons are fluent in the Bah'hala and Argosian languages.
- **Lore**: The festoon race has spent much time studying many areas of knowledge and lore. Gain a free d6 in Academics or Science.
- **Loyalty**: The festoon race is extremely loyal to everyone within their society, especially their elders. Gain the Loyal (Minor) hindrance.

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## Xeno Template

- **Amphibious**: Hhilachis are semi-aquatic creatures. They can hold their breath underwater for up to 15 minutes before gaining Fatigue, move at their full Athletics skill, and gain a +2 bonus to Athletics when swimming.
- **Cold-blooded**: Hhilachis are cold-blooded and can barely survive without heat. They incur a (-4) penalty to resist the effects of a cold environment.
- **Language**: Hhilachis are fluent in the Hhilachin and Argosian languages.
- **Sticky Hands**: Hhilachis can produce mucus that allows them to stick to walls. This gives them the Wall Walker ability.

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## Xeno Template

- **Language**: Primas are fluent in the Priman and Argosian languages.
- **Large Hands**: The primas race is known for having large hands and lack fine dexterity skills. These big hands and thick fingers get in the way when attempting to work with smaller devices, tools, and especially electronics. Gain the All Thumbs (Minor) hindrance. In addition, mercenaries can never take the Ace, Gadgeteer or McGyver Edges.
- **Large Arms**: While large hands give them a definite disadvantage, their large arms are a product of increased strength. Gain +1 die type to Strength.
- **Long Arms**: While their arms may be large and strong, they are also long and used for running, but not walking. Mercenaries may not perform any combat action (other than defensive) during a round in which they also run.
- **Primate Nature**: The primas race is a primate race and accustomed to living in jungles and forests. Gain a +2 bonus to Athletics when climbing.

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### Card Value

| | |
|---|---|
| **2** | Short. (-2) Size becomes -1, imposing a -1 penalty to Toughness. |
| **3** | Tall. (+2) Size becomes +1, providing a +1 bonus to Toughness |
| **4** | Long arms. (+1) They gain +1 Reach. |
| **5** | Three arms. (+2) Gain one extra non-movement action per limb with no multi-action penalty. |
| **6** | Large hands. (+1) Gain a +2 bonus to Athletics when climbing. |
| **7** | Pointed ears. (+1) Gain a +2 to Notice for sound. |
| **8** | Large eyes. (+1) Gain a +2 to Notice for sight. |
| **9** | Thick skin. (+2) Gain +2 to Armor. |

**10** Strong hands. (+2) Gain the Brawler Edge.
**J** Increased brain capacity. (+2) Start with a d6 in Smarts.
**Q** Heat/Cold tolerance. (+1) +4 bonus to Vigor to resist the effects of the chosen tolerance.
**K** Resilient. (+1) Immune to either poison or disease.
**A** Flight. (+2) Gain the Flight ability.

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**CARD VALUE (SPADES)**
**2-3** Steady hands. (+1) Gain a +1 bonus to Driving or Piloting.
**4-5** Shaky hands. (-2) Receive a -1 penalty to Fighting, Shooting, and Athletics for thrown weapons.
**6-7** Supple fingers. (+1) Gain a free d6 in Healing or Repair.
**8-9** Big fingers. (-1) Receive a -1 penalty to Shooting.
**10-J** Good balance. (+1) Reduce the Unstable Platform penalty to -1.
**Q-K** Poor balance. (-1) Unstable Platforms impose an additional -1 penalty.
**A** Coordinated. (+1) Gain a free d6 in Fighting ~~or Throwing~~.

**CARD VALUE (DIAMONDS)**
**2-3** Aggressive. (-1) Gain the Mean Hindrance.
**4-5** Corrupt. (-2) Opponents receive a +2 bonus to Persuasion rolls.
**6-7** Vast Memory. (+2) Gain a +2 bonus to all Knowledge rolls to recall information.
**8-9** Foolish. (-2) Gain the Curious Hindrance.
**10-J** Naïve. (-1) Receive a -1 penalty to all Common Knowledge rolls.
**Q-K** Intelligent. (+2) Start with a d6 in Smarts.
**A** Perceptive. (+1) Gain a +2 bonus to Research.

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***Card Value (Hearts)***
**2-3** Devout. (+2) Start with a d6 in Spirit.
**4-5** Empathetic. (+2) Gain a +2 bonus to Persuasion.
**6-7** Immoral. (-1) Gain the Delusional Hindrance.
**8-9** Honest. (-1) Receive a -1 penalty to Persuasion.
**10-J** Dishonest. (-1) Receive a -2 penalty to Persuasion.
**Q-K** Agnostic. (-3) Spirit requires two points per step to raise during character generation and two Advances must be dedicated to raising Spirit during game play.
**A** Aloof. (-1) Gain the Outsider Hindrance.

**CARD VALUE (SPADES)**
**2-3** Aquatic. (+2) Gain the Aquatic ability.
**4-5** Jungle environment. (+1) Gain a free d6 in Survival.
**6-7** Toxic environment. (+2) Immune to poison and disease.
**8-9** Spacefaring. (+1) gain a free d6 in Navigating.
**10-J** Underground environment. (+1) Gain low light vision.
**Q-K** Tribal. (+1) Gain a free d6 in Survival.
**A** Sand environment. (+1) Gain burrowing.

## CALCULATE THE TOTAL

Using the table as-is can easily produce a racial template with a net result higher than +2. To remedy this, choose negative attributes that reduce the total to +2 or change the characteristic of that attribute to a negative ability instead of a positive one.

***EXAMPLE**: Large hands can give you the +1 attribute to gain a +2 bonus to Athletics when climbing. An alternative -1 attribute would be the loss of manual dexterity, gaining the All Thumbs Hindrance.*

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**SHIELDS**

| | | | | |
|---|---|---|---|---|
| Ballistic Shield | - | ~~8~~ | 10 | ~~+2 Parry, +2 Armor vs. ranged shots~~ |
| Riot Shield | - | ~~6~~ | 5 | ~~+1 Parry, +2 Armor vs. ranged shots~~ |

*** use the entries in the SWADE core rulebook, but keep the RP requirements the same ***

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**BIOHACKER**
**Type**: Professional
**Requirements**: Novice, Tech Background (Biotechnology), Smarts d8+, Genomics d6+, Science d8+
Biohackers are scholars in genetics and fully understand what it takes to alter one's biology. Each raise a Biohacker gets on his Genomics roll reduces the cost to exert their will by 1 Power Point, to a minimum of 1. The Biohacker must have the Power Points to dominate his genes in the first place before rolling.

**BIOMANCER**
**Type**: Professional
**Requirements**: Novice, Tech Background (Biotechnology), Spirit d8+, Genomics d6+, Science d8+
Biomancers are masters of biology, able to dominate their genetics for the acceptance of different modules that produce various results (powers or weapons). When experiencing Rejection, the Biomancer is allowed a single Spirit roll to exert that dominance over their genetics. If they succeed on the Spirit roll, they do not experience the effects of Rejection, although their Genomics roll still fails.

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**CYBERHACKER**
**Type**: Professional
**Requirements**: Novice, Tech Background (Cybernetics), Smarts d8+, Electronics d8+, Neuroscience d6+
Cyberhackers treat cybernetics like a computer program. Not only are they able to accept these enhancements, but they add a layer of software that allows for easier access and

control. This additional layer of software allows for additional enhancements to be installed. Cyberhackers may have a number of cybernetic enhancements equal to their Smarts die instead of their Vigor die.

**NEUROMANCER**

**Type**: Professional

**Requirements**: Novice, Tech Background (Cybernetics), Spirit d8+, Science d8+, Neuroscience d6+

Neuromancers display incredible control over their nervous system. Their knowledge is equivalent to a doctor's, but only in-tune with their body. This allows them to overcome feedback with ease. When rolling a critical failure, the neuromancer may make an immediate Neuroscience roll to restart that cybernetic enhancement. If successful, it can be used again on the following round.

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**AQUATIC**

**Type**: Weird

**Requirements**: Novice, Tech Background (Nanotechnology), Programming d8+, Athletics d6+

Nanites can be programmed to make permanent alterations to the body, although the process takes much longer. Upon taking this Edge, the character programs the nanites to create gills and webbing around the hands. After two days, the gills are created and webbing is stitched between the fingers. He no longer drowns in the water (being able to breathe above and below the water), moves underwater at his full Athletics skill, and increases his Swimming skill by 1 die type. However, due to these abnormal modifications, he incurs a -2 penalty to Persuasion and gains the All Thumbs Hindrance. At the GM's discretion, this change my be reversible, requiring two days to remove.

**FLIGHT**

**Type**: Weird

**Requirements**: Novice, Tech Background (Nanotechnology), Programming d8+

Nanites can be programmed to make permanent alterations to the body, although the process takes much longer. Upon taking this Edge, the character programs the nanites to create wings and give him the ability to fly. After one week, the wings are finished and the character's bones are hollowed. He gains the ability to fly, but his Toughness is reduced by 1. Additionally, due to the unnatural wings on his back, he incurs a -2 penalty to Persuasion. At the GM's discretion, this change my be reversible, requiring one week to remove.

**MASTER PROGRAMMER**

**Type**: Professional

**Requirements**: Novice, Tech Background (Nanotechnology), Smarts d8+, Electronics d8+, Programming d6+

Master Programmers are able to manipulate their nanites with precision and ease. Their software is much more efficient and with the right commands, the nanites become more effective. Each raise the master programmer receives on their Programming roll reduces the Power Points cost by 1, to a minimum of 1. They must have the Power Points available first before the roll.

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**ENLIGHTENED**

**Type**: Weird

**Requirements**: Seasoned, Tech Background (Psionics), Spirit d8+, Occult d8+, Parapsychology d8+

The character has received extensive schooling in esoteric subjects, turning them into what many refer to as enlightened: he is able to understand things others do not. Once per week, the enlightened character may use the *divination* power. This does not require Power Points, but the character gains 1 level of Fatigue that goes away after 6 hours.

**ORACLE**

**Type**: Professional

**Requirements**: Novice, Tech Background (Psionics), Spirit d8+, Academics d8+, Parapsychology d6+

Oracles are masters in premonitions; it is as if they know what their opponent is going to do before he does it. Because of this, they are able to ease their mind into performing extraordinary feats instead of quickly pushing as a reaction to their targets. By 'knowing' what their opponent is going to do, they can 'prep' their mind in preparation for creating a power. Every raise he gets on his Parapsychology roll reduces the Powers Points cost by 1, to a minimum of 1. The oracle must first have the Power Points to spend on the power before rolling.

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**MASTER ENGINEER**

**Type**: Professional

**Requirements**: Novice, Tech Background (Science), Smarts d8+, Engineering d6+, Electronics d8+

Master engineers are very skilled in design and create fail safes in the case of malfunctioning equipment. This could be a simple quick restart to a full mirrored-image of the internal workings of the device. Upon rolling a 1 on the Engineering die and experiencing a malfunction, the master engineer may make a second Engineering roll with a (-2) penalty to activate the failsafe mechanism within the device. If that second roll is successful, the device doesn't malfunction and continues operating as normal.

**MECHANICAL ENGINEER**

**Type**: Professional

**Requirements**: Novice, Tech Background (Science), Smarts d8+, Engineering d6+, Repair d8+

Mechanical engineers are masters of mechanisms and moving parts. They often create intricate designs within their devices to increase efficiency and confuse anyone that would attempt to steal the device. Mechanical engineers gain a +1 bonus to all Engineering rolls due to their efficient

designs. Additionally, if one of their devices is ever stolen, it can never be used by someone that isn't trained on how to use it.

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**SAGE**

**Type**: Professional

**Requirements**: Seasoned, Tech Background (Sorcery), Smarts d8+, Science d8+, Manipulation d8+

Sorcerers who are master manipulators of their control boxes in terms of programming and use are referred to as sages. Besides their knowledge of the control boxes, these sages also have a scholarly knowledge of the elements or substances inside the control boxes. Their control boxes are said to be modified for extreme efficiency and effectiveness.

A sage's control box has modifications to improve the expenditure of the elements and substances inside. Whenever a distance is provided in a power's range, that distance is increased by half. Thus, a range of 12/24/48 is increased to 18/36/72. For powers that have a range of 'Touch', their new range becomes Reach 1.

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## DIPLOMACY

Diplomacy missions are those that combine persuasion, lying, knowledge, empathy, and a basic understanding of your compatriots to succeed in your discussions. The purpose of those discussions can vary, but they are always resolved with everything except combat. This could be diplomatic relations with a new species, trying to acquire the rights to land, negotiating between nations to establish peace, or quelling a rebellion with only your words. Although Persuasion appears to be the best skill for diplomatic relations, these types of missions often benefit from different Smarts-based skills to either understand and relate to the compatriot, or strike up a conversation to earn this trust. These familiarizations could include military tactics, religion, science, or even an understanding of different species and cultures.

## EXPLORATION

Exploration and investigation missions are those where the characters use their senses alongside skills used for searching: Persuasion, Survival, and Research. While this could be a matter of discovering clues and piecing them together, it could also be a matter of deciphering a new planet's environment, exploring a nearby jungle, or spelunking into the depths of a dark chasm. The end result could be the recovery of an artifact or lost asset, the rescue of a kidnapped victim, or the discovery of a new species.

## EXTENDED SKILL TEST

Extended skill tests are similar to dramatic tasks, except the action being performed is being directly or indirectly opposed. Additionally, each character may offer their own skill test to achieve success as long as those skills complement each other. Success on an extended skill test requires the character to achieve a certain number of successful rolls before experiencing a certain number of failure rolls. The limit of rolls is a sum of the two, although each Raise usually counts as an additional success. Gambling for a large prize that takes 24 rounds to achieve would be an example of an extended skill test. Maybe the character needs four successes before experiencing two failures across four rounds of gambling. Infiltrating a villain's base is another example wherein the characters must roll Thievery, Stealth, Notice, and Athletics several times to break in, steal an artifact, and get out without getting caught. The extended skill test may be cumulative whereas across all four skills there must be no more than five failures before achieving fifteen successes.

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## SOCIAL

Social missions sit between role-playing and diplomacy. They are often guided by the words of the character, but a skill roll, such as Persuasion, is called for because their words are being opposed or are meant to change or cloud the minds of those they're directed toward. This may include attempting to convince a rival to join their employer's cause, persuading a politician to pass a certain bill, or wearing disguises during an intimate event. While Persuasion is probably used most often, Stealth and Academics may be useful as well.

## STEALTH

Stealth missions are those that focus on avoiding direct contact at all costs. Theft, recovery, espionage, and surveillance are common purposes, utilizing Stealth to move about and Notice to ensure you don't get caught. Skills designed for specific uses, like Hacking, Electronics, Thievery, and Repair, may become very important as well. The key is to avoid engaging the enemy and get in and out without getting caught.

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## PUZZLES

Another tactical encounter option is to remove combat all together. Allow characters to get involved in incredible puzzles, forcing them to use their skills to figure it out. This can include Athletics, Hacking, Healing, Research, Science, Thievery, Notice, Repair, and Survival. This is another way of giving purpose to the skills the players chose, especially when choosing a Knowledge specialty that doesn't normally come into use.

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## SHIP-TO-SHIP COMBAT

Ship-to-ship combat could be quite common in a sci-fi campaign. If the characters are piloting a small craft, the chase rules should cover it. However, if the characters are a part of the crew within a much larger craft, they're likely to not have a direct hand in the combat and instead serve as Wild Cards able to help the ship win the battle.

During that 'Attack' phase of the chase rules, the characters should be given the opportunity to help influence the direction of the battle to give their ship an advantage. This can be done with the use of various skills to perform whatever action the characters are capable of performing.

- **Hacking**: Hacking can be done across the vastness of space with the right connections and protocols. If a character can succeed at a Hacking roll, maybe they can get into the enemy's ship's computer and plant a bug or even shutdown a weapon system. This should have an appropriate penalty though.
- **Xenology**: If the combat is against a xenos ship, the character with this skill has a better understanding of the enemy's weapons, tactics, and available technology. This may help to overcome any inherent penalties they have otherwise.

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## MASS BATTLES

Mass battles can be pretty exciting affairs in a sci-fi setting. There are so many high-tech weapons to be used and the opposition can vary significantly from the characters' allies, making tactics that much more important. After establishing the battlefield and prepping the Battle rolls, let the characters have some type of effect using their skills.

- **Athletics**: Gaining an advantage can be difficult to do when an army is so large that you can't see the end of it. Climbing to a higher vantage point where neither army can reach and getting a better overview of the enemy can provide a huge advantage for support weapons. For example, the artillery cannons can be adjusted to fire upon a command tent that can't be seen from the ground. These orders can easily be relayed across the communication channels.
- **Driving**: Vehicles in a mass battle could offer some interesting support if they're properly equipped and protected. Additionally, if the characters have a slight height advantage, leaving a large truck in the firing lane of the enemy can serve as a good obstacle; as long as the character can get away without getting killed. The driving skill would also be used if the character hopped into a tank and decided to add support.
- **Hacking**: If the enemy speaks a language the characters understand or can quickly translate, hacking into their communication network allows the characters to decipher the enemy's movements before their made.
- **Shooting**: Characters knowledgeable in the use of artillery can man or command one of the support batteries to place the attack in just the right spot.
- **Repair**: Demolitions can be laid throughout the battlefield before the enemy begins to advance. The use of this skill could be preemptive to strike at the enemy as they cross the battlefield.
- **Xenology**: If the enemy is an unknown xeno, this knowledge skill can be very helpful to overcome any penalties due to the enemy's advantage or even as a bonus to Morale because the characters understand the enemy's tactics. ~~This could also be used in place of Knowledge (Battle Tactics) where applicable.~~

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## RESOLUTION

Resolution is the mission's structure for how the characters can resolve it. This is not to say that have to resolve it this way; it's just how the mission is structured. This helps guide the GM for what type of encounters to build and what stat blocks they'll need to create. If the mission is purely a series of skill tests and dramatic tasks, obstacles may be necessary but may not involve NPCs with full stat blocks. Avoid attempting to railroad the encounters by creating enough information within the GM's notes to allow for multiple resolutions. For example, if the characters decide to take a diplomatic route instead of military, create dramatic tasks that can be performed or give the main NPC Persuasion ~~and Charisma~~.

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## OFFICER ROOMS

Which room the characters find the following information in is at the GM's discretion. There are a total of three officer rooms in each of the buildings for a total of nine. If the mission needs to be longer, have the information scattered throughout all three buildings, forcing the characters to maneuver their way into and through each without getting caught.

The following pieces of information can be found in the officer rooms either with a successful Notice, Research, or Hacking roll or through role-playing:

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### Officer

*The officers are politicians with a small amount of military training.*

**Attributes**: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
**Pace**: 6; **Parry**: 6; **Toughness**: 5
**Skills**: Academics d6, Fighting d8, Notice d6, Shooting d8
**Armor**: None
**Weapons**: Knife (Str+d4), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi- Auto)

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### Bug

*These bugs grow and reproduce extremely fast. Upon fully maturing, they are the size of a gemini's fist and no longer swarm together.*

**Attributes**: Agility d4, Smarts d4 (A), Spirit d4, Strength d4, Vigor d6
**Pace**: 2; **Parry**: 4; **Toughness**: 4 (1)
**Skills**: Fighting d4, Notice d6
**Armor**: Thin chitinous shell (All +1)
**Weapons**: Bite or sting (Str+d4)
**Special Abilities**:

- **Flight**: Bugs have a Flying Pace of 12" with a Climb of 12". They cannot run.
- **Insect**: Bugs are capable of walking on walls and ceilings, and move at their full Pace when doing so. No Athletics rolls are necessary.
- **Size -2**: Full-grown bugs are the size of a fist.
- **Small**: Attackers incur a (-2) penalty to hit the full-grown bugs.

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### Bug Swarm

*These bugs grow and reproduce extremely fast. Before they grow, they swarm together in large groups of tiny bugs.*

**Attributes**: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
**Pace**: 2; **Parry**: 4; **Toughness**: 4 (1)
**Skills**: Notice d4
**Armor**: Thin chitinous shell (All +1)
**Weapons**: Bite or sting (2d4; MBT, automatically hit)
**Special Abilities**:

- **Flight**: The bug swarm has a Flying Pace of 12" with a Climb of 12". They cannot run.
- **Insect**: Bug swarms are capable of walking on walls and ceilings, and move at their full Pace when doing so. No Athletics rolls are necessary.
- **Split**: The bug swarm may split into two smaller swarms (Small Burst Tem plates). The Toughness of these smaller swarms is reduced to 3.
- **Swarm**: Parry +2; the bug swarm comprises hundreds of the small bugs. Cutting and piercing weapons do not real damage while area-effect weapons work as normal and a character may stomp (if the swarm isn't flying) and inflict his damage in Strength each round.

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### Space Pirate

*Space pirates are a dime a dozen. Each one differs little from the other and most are pulled from the belly of society.*

**Attributes**: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
**Pace**: 6; **Parry**: 5; **Toughness**: 6 (1)
**Skills**: Athletics d8, Fighting d6, Navigation d4, Notice d6, Repair d6, Shooting d8, Taunt d6
**Armor**: Leather (All +1)
**Weapons**: [2] Knife (3/6/12; Str+d4), hand pistol (12/24/48; 2d6+1; RoF: 1; Shots: 17; AP 1, Semi-Auto)
**Other Weapons on Ship**: Hunting rifle (50/100/200; 2d8; RoF: 1; Shots: 5; AP 2, Snap fire), crossbow (15/30/60; 2d6; RoF: 1; AP 2, 1 action to reload)

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# Fort Brandt

Once past the barrage from the Self-Defense System, the characters can land, and the first thing they need to decide is what they want to accomplish first. Fortunately, they can land directly at Fort Brandt, on the fort's landing port. The characters should have a few minutes (no more than ten) to patch up wounds and make plans.

A successful Common Knowledge roll (or Research if they use the ship's computer to answer the question) tells them the Self-Defense System for Titan is controlled directly from Fort Brandt. However, the ship's sensors also pick up nearby weapons fire—in fact, if the characters step outside their ship, they can hear it.

### Captain Jackson [Wild Card]

Use the Experienced Soldier stat from the core Savage Worlds book under the Allies section, but increase his Spirit and Smarts by one Die Type, and give him Battle d10, as well as the Command and Inspire Edges. He's also armed with an assault rifle (24/48/96, 2d8, AP 2, Auto, 3RB) and wears a battle suit (Armor +6).

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Getting to the Self-Defense System's control room is surprisingly easy — even if the characters don't have a guide, a successful group Smarts roll gets them there. The interior of Fort Brandt is eerie, though. The lights are all on since the backup genera tors have kicked in (so there aren't any lighting penalties), but the hallways are empty except for the occasional blood splatter.

For that matter, getting into the control room itself turns out too easy as well, since the doors have been smashed in. There's blood all over the place in there, but no bodies. Examining the computers and control systems reveal that

they've also been smashed — it'll take some repairs to get them up and running again.

However, once at least half of the group has entered the room, Cr'judi Youth (one per character) emerge from the ventilation shafts and several Cr'judi rush up the corridor from behind to attack.

- Cr'judi Youth [Wild Card] (one per character)
- Cr'judi [Wild Card] (one per two characters, rounded down)

There is one Cr'judi for every two characters. For this combat, Captain Jackson (if he's still alive) counts as a character and every two gemini soldier Extras count as a single character. An additional Cr'judi Youth enters the fray each round unless there are no more Cr'judi left standing. Otherwise, all stats and rules from the previous combat apply.

Repairing the computers is a Dramatic Task using the Electronics skill. If the characters attempt it while the combat is going on, they suffer an additional (-2) penalty on each pass, with each pass taking two rounds.

### Eradicating the Infestation

The fleet arrives only minutes after the characters finish the Dramatic Task (for good or for ill), but how the Allied Navy chooses to deal with the situation depends on whether the characters were successful in shutting down the Self-Defense System.

If the characters were successful, troops can be landed, and a battle fought to destroy the Cr'judies. This can be run as a Mass Battle, if desired. The Cr'judi forces have 10 To kens and a defensible position, but no place to retreat; the Alliance has 9 Tokens, superior firepower, and air supremacy. If Captain Jackson is still around, his Battle can be used if the characters desire.

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## Another Man's Treasure

The characters are contacted for something of an easy job. Chermona Inc. is interested in a fertile moon called Selardi II in one of the more remote arms of the Argo. They wish to hire the team as guards for their research team. The lead researcher is Jessica Childs, a severe woman in her early thirties. The team will do their best to keep on friendly terms with the characters. The problems start when they reach the moon.

Their ship is an Arminius-class ship, which grants +1 to Research rolls using the ship's labs.

### Lunar Landing

Once the characters are on the ground, they have to find their way to the main ship that housed the drone. This is a Dramatic Task using Survival at (-2), although if the characters take Ms. Childs along, she can add +1 to the roll. If the task is failed on a clubs, the characters are ambushed by the pirates, who try to take the characters as prisoners, if they can (-1 to their attack rolls, but they have the drop). If the task is failed, the characters stumble into a scouting party, and a melee breaks out. They have to act fast if they don't want reinforcements showing up. If the task succeeds, they find the base and can attack the guards, who are on duty, with the drop!

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### Open Sesame

The pods open once they settle, letting the characters out onto the desert planet of Gimell. A quick trek through the terrain brings the characters to one of the surface generators. An elevator is located nearby to allow technicians access for repairs and maintenance. Breaking into the elevator is pretty tough — both a Thievery and Electronics roll is needed to bypass the various forms of security to activate the elevators without sounding an alarm. If the characters decide to pry open the shaft and climb down instead, they make the Strength roll to open the doors at (-2) and three Athletics rolls at (-4), taking damage for a 60 foot fall (minus 10 ft. for every successful Athletics roll they make.)

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### Cavern Theta

It's night when the characters land, but since they're planning on heading underground, it doesn't make much difference. There is an entrance into the cavern, but it's normally hidden by brush, rocks, and other detritus piled up over the ages. Once they locate it, the small matter of clearing away the entrance still remains, but that is easily accomplished by making a group Strength check and taking some time – four hours, less one hour for each raise to a minimum of one hour. While the characters are about this business, anyone with the Survival skill can roll to realize they aren't the first people to come through here recently: the entrance shows signs of having been exposed and then perhaps reburied.

Beneath the entrance slab are stone steps leading down into the earth. The walls, although covered with moss and grime, appear to have once been carved with reliefs. If someone has Academics, he can make a check with a success indicating he's pretty sure they depict some sort of ritual or acts of worship. Otherwise, the characters can't make heads or tails of the carvings.

As the characters head deeper into the ruin, they find the stonework is surprisingly intact. A successful Survival roll confirms that someone has been through here before, and eventually the passage widens into a moderately-sized chamber – about 20 yards by 20 yards. Columns line the room, and a passage exits from the other side.

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## PICKING UP THE PIECES

The characters are going to need information if they want to try and figure out what's going on. Here are some sources they can turn to:

**Police**: One place the characters can go is to the detectives to see what forensics has dredged up. If they want to get any information, though, the characters are going to need to make a Social Challenge to convince Detective Lucas to let them in on the case. If they get 1 to 2 successes, he tells them this is the third case where a band was killed in just the last month. If they get 3-4 successes, he confides that he's pretty sure they were all killed by some sort of psionic attack, but he doesn't have enough information to make an arrest. He's trying to track down the band's manager, since he was in the room earlier in the evening, according to video surveillance in the lobby, but apparently left several hours before the time of the murder. Only if they make 5+ successes does he actually allow them into the crime scene directly.

**Crime Scene**: The characters can head to the Paradise Hotel to get details of the crime directly from the source (or maybe talk with Detective Lucas if he's still gathering evidence at the scene). See above for the Social Challenge to get into the crime scene itself. If they're successful, they're allowed into the room which is still splattered with blood. It appears that whatever caused the band's death ruptured their blood vessels and caused massive bleeding. A raise on a group Investigation roll turns up something the police missed – a napkin that's been tossed into the trash with a note saying "Shuttleport @13:00". If they show it to the police, they'll take it and send a patrol to the shuttleport to see if they can track down someone connected to the group there. This gives the characters four police officers as backup in the final confrontation.

**Jax**: Jax isn't answering his phone, and if the characters stop by his luxurious apartment, he's not answering the door either. Breaking in is an option if they have Thievery (at (-2) because of the quality of the lock). Once inside, it seems Jax isn't in residence and his place is a mess. At first blush, it looks like the place has been tossed, but a group Notice roll reveals that he's probably skipped town, unless the burglar was interested in taking the contents of Jax's dresser and bathroom.

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## LEG WORK

It's likely that most teams want to see if they can scrounge up a little more information to work with, either through Research or Persuasion. For the most part, Research can be used to dig into Chronus or the Laboratory (Genesis Labs), however, any Research rolls suffer a (-2) penalty if the team is trying to accomplish them from anywhere except Old Meniton. In any case, the Investigation should be handled as a cooperative roll and results in the following information:

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## THIRD EYE BLIND

Sooner or later, the team has to start physically looking around. The place is six-stories tall and looks ancient (a successful Research or Persuasion roll tells the characters it's almost one-hundred-fifty years old). It doesn't seem to have weathered the years very well, either: it visibly sags and seems to lean against a neighboring building that's almost twice its size. The structures around this place have been reinforced or even rebuilt into large apartments and low-rent offices, leaving it only a small shadow.

The front doors to the building are locked and sealed with a heavy chain and rusted padlock. A successful cooperative Notice roll reveals a side emergency exit that's locked, but not chained. There's also a number of broken and boarded up windows (or not boarded up, once you get three floors up), and an old fire escape that looks like it'll fall over at the slightest suggestion. However, it appears that the windows on the top floor have been removed and replaced with brick and plaster. If the characters decide to just break into the building, the doors and locks can be smashed down (they have Toughness 12). The main door suffers a (-4) penalty to Thievery because of the rusted lock.

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## GOING UP

If the characters climb the outside, boarded windows have Toughness 8, but require an Agility roll to safely get through (Failure results in 2d4 Damage). Upper windows don't require breaking, but do require both a successful Athletics roll for each floor ascended, as well as the above Agility roll to enter.

The fire escape can be used to more easily ascend the building (eliminating the need for Athletics rolls), but roll a d6 every time they go up another story: if the number rolled is equal to or less than the current floor, the whole fire escape collapses and any characters on it take Damage of 1d6 per story (in other words, falling from the fourth floor results in 4d6 damage).