

# MERCENARY'S HANDBOOK

The following is a conversion guide that details the revisions necessary to make the *Mercenary Breed: Mercenary's Handbook* revised first 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.~~

## 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.~~

### **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.

### **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 may 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 may 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.

**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.