

# ***SAVAGE STAR FRONTIERS***



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So, kick back with some old 80's music in your iTunes and relive one of the best settings TSR came out with.

I'll see you on the edge of the Xagy Dust Nebula!

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Super Secret Page!

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## History

Near the center of a great spiral galaxy where stars are much closer together than Earth's sun and its neighbors, a Human race developed. They were not identical to the Humans of Earth, but they were not very different either. When these Humans discovered that waves of sub-space pi-tachyon particles could cross interstellar space faster than light, they realized they had found a link to the stars. A radio message that would have taken years to travel between stars could be sent with subspace communicators in months or even weeks. The Humans started broadcasting news of themselves to the neighboring stars, and soon found they weren't alone.

The Humans made contact with an inventive race of insect-like creatures called Vrusk, who had developed limited space travel decades earlier. One of the Vrusks' mining colonies had already contacted another race, the shape-changing Dralasites. The two races had been exchanging information for several years. The Vrusk and Dralasites were pleased to learn of another race. They sent a wealth of scientific information to the Humans. Using this new knowledge, the industrious Humans quickly developed interstellar spaceships.

The three races met in a large area of space known as the Frontier. There they also discovered the Yazirians, a race of tall, maned humanoids. Soon settled worlds in the Frontier became melting pots for the four races, with dazzling mixtures of architecture and alien cultures.

To supply the needs of these worlds, the first interstellar company, the Pan-Galactic Corporation, was formed. It developed interests everywhere, from scientific research to farming to spaceship building. PGC even created its own language, Pan-Galactic, which soon became the most common language of all races on Frontier worlds. Many large companies, which started later, were modeled on PGC, but none approach the size or power of the Pan-Galactic Corporation.

Then, the Sathar appeared. No one knows where they came from or why. They attacked and destroyed lonely systems on the edges of explored space, moving slowly inward. Survivors described Sathars as wormlike creatures 3 to 4 meters long. That was all that was known about them because they would rather kill themselves than be captured. As the danger increased, the Humans, Dralasites, Vrusk and Yazirians formed the United Planetary Federation (UPF) to defend their worlds. The mysterious Sathar were forced back, but before long they returned in a more sinister form.

The Sathar had learned that they could not beat the UPF in battle. Instead, they began hiring Yazirian, Human, Dralasite and Vrusk agents to sabotage interstellar trade and interfere with local governments. The UPF created the Star Law

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Rangers, an interstellar police force, to track the Sathar's agents from planet to planet and fight them on their own terms. But despite the efforts of the Rangers, the sly Sathar agents have become the most dangerous threat ever to face the United Planetary Federation and the frontier corporations.

# ***SAVAGE STAR FRONTIERS*** ***THE BASIC STORY!***

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The treacherous double agent aimed his needler pistol at me as he prepared to escape. I didn't think he could kill me with one shot from the small weapon, but I didn't want to find out. Dalmor was working for the Sathar, that mysterious, evil race of intelligent worms who were trying to conquer and destroy peaceful worlds. I knew he was ruthless. Out of the corner of my eye I could see my Vrusk partner, C'hting. The eight-legged insect man had faster reflexes than I, and I knew he was calculating whether he could draw his blaster and fire before Dalmor could shoot.

The thought was still in my mind when one of C'hting's arms flashed in a lightning-swift draw. I dived to the floor as Dalmor swung his pistol, but the needles whizzed harmlessly past C'hting and me. C'hting's laser beam only grazed Dalmor as he dashed out the door. We charged after him, but C'hting echoed my curse as we watched Dalmor leap aboard the monorail.

We jumped into my waiting skimmer and maneuvered into traffic, gliding smoothly above the road. "It is fortunate Bakchu the Yazirian is guarding the spaceport," C'hting rasped.

"If that big monkey can't handle Dalmor, no one can," I replied. "That's only if Dalmor's going to the spaceport, though," I added. "There are two other monorail terminals on the way. Maybe we can get to one of them before his car does." The skimmer was running at top speed, but I clenched the controls in frustration at every corner as the magnetic control fields slowed us to a safe speed. We arrived at the terminal just as Dalmor's car was pulling in.

Leaping from the skimmer, we ran to the exit ramp. Both C'hting and I crouched behind the polycrystalline wall and aimed our weapons at a very surprised Dalmor as he stepped from the car barely 10 meters away. "You are under arrest, Dalmor. Do not move," clicked C'hting. With a desperate cry, Dalmor drew the needler from his coat. C'hting and I fired before he could aim. Both shots hit Dalmor and he sprawled across the platform, unconscious but still alive.

After filing our reports with our contact at the Pan-Galactic Corporation, C'hting, Bakchu and I drove to the Spacer's Rest to celebrate over a few mugs of thick Yazirian ale. We were discussing what we would do with the 100 credits each of us had earned for the mission when all three of our communicators signaled incoming calls at once. Bakchu snarled in dismay when the face of Beren Tiu, our contact at PGC, appeared on the tiny screens. "Ah, I'm glad I've got all of you together," he smiled. "Nice job on Dalmor, though it's a shame you had to shoot him in public. I called to tell you that while we were interrogating him we got a lead on a lime job you might..."

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"Hold it, Beren," I growled. "You promised us we could take a week off after this mission and, by the stars, I'm going to take a week off!" C'hting and Bakchu rumbled in agreement, and Tiu looked disappointed.

"All right," he said, "if you're not interested in 200 credits I'm not going to force you to..."

Two hundred credits! The three of us looked at each other, and Bakchu curled his lips in a knowing smile.

"What's the job?" I asked.

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## **Known Space**

This is a map of the Local Known Space.  
Copy this link to your browser window.

[http://cmdrcody.bravepages.com/images/known\\_space800x600.jpg](http://cmdrcody.bravepages.com/images/known_space800x600.jpg)

## **FRONTIER SOCIETIES**

### **THE FRONTIER WORLDS**

STAR FRONTIERS adventures take place in an area of space called the Frontier Sector, or imply the Frontier. The Frontier contains 17 inhabited star systems, with a total of 23 colonized planets. Some of these planets have been claimed and settled by only one of the four races, while others were set up in cooperation and have mixed populations.

Besides these settled areas, the sector contains 21 unexplored star systems that could have habitable (or uninhabited) planets. No one has explored the routes to these stars for navigational hazards, so no one knows whether these stars even have planets. Even the settled systems are not fully explored. There are many moons, asteroid belts and uninhabited planets that are largely ignored in the day-to-day business of earning a living in the Frontier. These areas could hold lost alien treasures or rich deposits of precious metals and gems. Because they are isolated, these spots quickly become hiding places for outlaws and space pirates.

Many of the settled planets themselves are not fully explored. Spaceships and satellites that take pictures from orbit have mapped most. Very few have been explored on the ground. When adventurers travel more than a few hundred kilometers from a settlement, they are entering an area where very few people have ever been. They could be the first people ever to cross that land, or they could be walking in the footprints of a race that built a civilization and then collapsed, leaving its relics to be discovered centuries later.

### **The Frontier Map**

The map shows the location of all the settled systems, unexplored systems, and neutron and binary stars and dust clouds. Each square is 1 light-year across.

Each inhabited planet is described below. Six characteristics are given for each planet: Colonizers (Col.), Population and Trade (Pop.), Gravity (Grav.), Moons and Length of Day.

Colonizer indicates which of the four races settled the planet. This race will be the most common on the planet, and will control the government. Abbreviations are

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used to indicate which race colonized the planet: D = Dralasites, H = Humans, V = Vrusk, Y = Yazirians, \* = a mixture of several races.

Population and Trade indicate how many intelligent beings live on the planet and what their major trade is. This information is given in a two- or three-letter code. The first letter describes the population, and the second and third describes the major trade.

The abbreviations are:

H --- Heavy population. The planet has many large cities that are very crowded, and hundreds of smaller cities. Individual cities may cover hundreds of square kilometers.

M --- Moderate population. The planet has several large cities and numerous smaller cities, but they are not overcrowded.

L --- Light population. The planet has only a few cities, and most would be considered small on a planet with a Heavy population.

O --- Outpost. The planet is a small outpost or new colony. It has only one city, but there may be small settlements scattered nearby.

I --- Industry. Most of the planet's economy is based on manufacturing. Cities are built around factories and processing plants, and most of the inhabitants work in these factories. Raw materials may be mined on the planet or shipped in from other planets.

R --- Resource Mining. The planet is rich in natural resources like metals, fossil fuels, gems, crystals or radioactive materials. Most of these raw materials are shipped to Industrial planets because there are not enough factories to process them where they are mined.

A --- Agriculture. The planet's economy is based on farming. Any renewable resource can be farmed: grain, lumber, livestock, fish, fruit, textiles, etc.

Some planets have more than one major trade item. The trade item that is listed first is most important.

**EXAMPLE:** Pale, the first inhabited planet at Truane's Star, has a Pop. code of MRI. This means the planet has a moderate population, and its major trade is mining natural resources. The planet also has some industry, but not enough to process all the materials that are mined.

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Gravity is simply the strength of gravity on the planet. It is measured in multiples of 1g, which is considered normal gravity.

Moons indicate the number of moons orbiting the planet. Many planets have small moons that have never been fully explored. Some large planets have moons that are big enough to have atmospheres. Planets can also have rings.

Length of Day is the number of hours the planet takes to complete one rotation, or the number of hours from sunrise to sunrise.

The color of the star that the planet orbits also is listed. This has no effect on the game, but the referee can use it to add to his descriptions.

Some planets have additional notes following the table. These describe unusual cultures or planetary features. The referee can make up any other information he needs about the planets when he designs adventures to place on them.

## **Space Travel**

Travelers can buy three types of tickets: First Class, Journey and Storage.

First Class tickets are the most expensive, but FC Passengers get the best food, the biggest cabins and on-board entertainment. A FC passenger can bring along up to one metric ton of cargo at no extra cost. The FC section is also closest to the lifeboats and emergency spacesuits, so FC passengers have the best chance to survive a catastrophe.

A First Class ticket is considered Expensive (-4) and Moderate (-2) against a Financial Ability Check. (Savage House rules)

Journey Class tickets provide smaller cabins, poorer quality food and no entertainment. They are allowed up to .5 metric tons of cargo. They are also farthest from the lifeboats.

A Journey Class ticket is considered Moderate (0) and Common (0) against a Financial Ability Check.

Storage Passengers traveling Storage ship themselves as cargo. The passenger is frozen and stored in a special berth. The frozen passengers are revived at their destination.

A Storage Class ticket is considered Cheap (+2) and Common (0) against a Financial Ability Check. They can bring only 100kg of cargo.

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## **Schedules**

Starship flights are not always scheduled at convenient times for adventurers. GM's may decide on a flight plan or can have the characters make a Knowledge (Researching) roll. If the roll is a success then a Flight is leaving that day, otherwise the difference is the number of days before a particular flight is due to leave. If the roll was a failure, the missed amount is the number of weeks.

## **Layovers**

If the ship travels through several different systems on the way, then roll 2d10 and subtract any bennies the characters wish to spend. The remainder is the number of days before the ship leaves port again.

## **Travel Time**

Starships can travel between star systems at speeds many times faster than the speed of light. A trip that would have taken hundreds of years in a spaceship could be made in only a few days in a faster-than light (FTL) starship. Because of their cost, however, large corporations, planetary governments or starship travel companies own most starships in the Frontier. The established travel routes are marked on the Frontier map. These are the only explored routes that have been mapped and certified as safe for starships to use. When adventurers travel, they are limited to scheduled or chartered trips following these routes.

The length of each route in light-years is printed on each route. Because FTL ships travel one light-year per day, this number also is the number of days needed to travel this route. This time includes take-off and landing, maneuvering in orbit, passenger loading and all other normal procedures. For example, the route from Prenglar to Cassidine is 7 light-years. A starship traveling from Prenglar to Cassidine, or from Cassidine to Prenglar, would take 7 days (140 hours) to reach its destination. Most starships never land on a planet. Passengers board shuttles on the ground that take them into orbit, where they board the starship. When the starship reaches its destination, shuttles again take the passengers either to the planet's surface or to an orbiting space station where they can wait for another flight.

## **The Frontier Worlds**

<b>System/Planet</b>	<b>Colonizers</b>	<b>Population and Trade</b>	<b>Gravity</b>	<b>Moons</b>	<b>Day Length</b>	<b>Star Type</b>
<b>Araks</b>						Yellow
Hentz	Y	HI	.7	0	25	
<b>Athor</b>						Orange
Yast	Y	MA	1.0	2	15	
<b>Cassidine</b>						Orange-Yellow

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System/Planet	Colonizers	Population and Trade	Gravity	Moons	Day Length	Star Type
Rupert's Hole	H	MIA	.9	0	20	
Triad	*	HI	1.1	1	30	
<b>Dixon's Star</b>						Green-Yellow
Laco	H	O	1.4	1	60	
<b>Dramune</b>						Orange-Yellow
Inner Reach	D	MAI	.8	1	20	
Outer Reach	*	MIR	1.0	5	35	
<b>Fromeltar</b>						Yellow
Groth	D	LA	1.2	0	45	
Terledrom	D/V	HI	1.0	3	60	
<b>Gruna Goru</b>						Yellow
Hargut	Y	HR	1.1	1	20	
<b>K'aken Kar</b>						Red-Orange
Ken'zah Kit	V	MA	.9	0	25	
<b>Kizk' Kar</b>						Yellow
Zik-kit	V	MIR	1.0	0	65	
<b>Madderly's Star</b>						Yellow-Green
Kdikit	H	MIA	1.0	5	30	
<b>Prenglar</b>						Yellow
Gran Quivera	*	HI	1.0	0	15	
Morgain's World	H	O	1.5	4	40	
<b>Scree Fron</b>						Orange-Red
Histran	Y	O	.6	7	25	
Hakosoar	Y	LAI	.9	5	50	
<b>Theseus</b>						Yellow-Orange
Minotaur	H	HI	1.2	0	15	
<b>Timeon</b>						Green-Yellow
Lossend	H	LFI	.7	0	70	
<b>Truane's Star</b>						Orange-Yellow
Pale	*	MIR	.9	3	55	
New Pale	H	LA	1.4	0	20	
<b>White Light</b>						Red-Orange
Gollywog	H	HR	1.0	0	50	

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## Notes:

Hentz (Araks) is ruled by a religious clan, the Family of the One. Everyone who lives there wears a uniform showing his job and position.

Triad (Cassidine) is a major industrial planet where very high technology items are manufactured and sold.

Inner Reach (Dramune) has an unusual local custom. The Dralasites that live there dye their skin various colors to show their mood for the day. The dyes wash off easily.

Outer Reach (Dramune) is a gathering place for criminals and outlaws of all types. People there do not ask strangers how they earn their livings.

Terledrom (Fromeltar) is ruled by a council of Vrusk companies and elected Dralasites. The companies control all trade with other planets, and consider smuggling a serious crime. The planet has rings that are visible from the ground during the day.

Zik-kit (Kizk'kar) has very rich mineral deposits. These are exported mainly to Terledrom for manufacturing. Zik-kit is controlled as a colony by the Terledrom government.

Gran Quivera (Prenglar) is the hub of the Frontier Sector. The Star Law Rangers, Pan-Galactic Corporation and the United Planetary Federation all have headquarters at Port Loren, the major city.

Morgaine's World (Prenglar) is a UPF and Star Law base. The planet has rings.

Pale (Truane's Star) is the starting point of the only possible starship route through the Xagy dust clouds. The route to Zebulon was just recently opened.

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## Time Line

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<http://66.49.172.78/StarFrontiers/rules/ZEBTOC/SFZEB-14.HTM>

([www.starfrontiers.com](http://www.starfrontiers.com))

For the official Zebulon's Guide Time Line

## Character Creation

Players can choose to make their characters members of one of four races: Human, Dralosite, Vrusk or Yazirian.

**Humans** are similar to Earthmen, but these Humans developed on another planet closer to the center of the galaxy. Humans are considered the average characters in STAR FRONTIERS games.

## **Physical Appearance and Structure**

Average size: 1.9 m tall

Average mass: 80 kg (male), 55 kg (female)

Average lifespan: 200 years

Reproduction: heterosexual, viviparous

Body temperature: 37 C

Typical adult Humans are approximately 2 meters tall, and have two arms and two legs. They are warm-blooded omnivores with internal skeletons. Both hands have four fingers and one opposable thumb, which allows them to grip and use tools. Their arms are jointed at the shoulder, elbow and wrist. Their legs are similar, being jointed at the hip, knee and ankle. Humans walk upright.

Human skin color varies over a wide range, including pale white and pink, tan, pale yellow, red, brown and black. This color does not change as the Human matures. Most Humans have hair covering the top and backs of the head, and males also have hair on their chins and throats. Hair color varies from white and yellow to red, brown and black, gradually changing to gray as the Human ages.

## Senses

Humans have color vision, sensing the spectrum between infrared and ultraviolet wavelengths. They have good depth and motion perception. Their hearing covers a range from 16 to 27,000 cycles per second, with good separation and direction-

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sensing qualities. Their skin is touch-sensitive. Their senses of taste and smell are not as highly developed as their sight.

## Speech

Humans speak by forcing air from their lungs through a larynx or voicebox and shaping sounds with their lips and tongue. They can create a wide range of sounds, and have no difficulty speaking Pan-Galactic and Yazirian languages.

## Society and Customs

Human society centers around the family. A family generally consists of a father, a mother and 1 to 10 children. Families usually group together into communities for mutual support and protection. Community size varies widely; several Human cities are known to have populations above 5 million.

Of all the star-faring races, Humans are the most varied. As a race they are not as warlike as the Yazirians, as businesslike as the Vrusk or as thoughtful as the Dralasites. Yet, individual Humans can be found who surpass even the most violent Yazirians, the most dedicated Vrusk and the most philosophical Dralasites. Humans tend to value individuality and personal freedom more than anything else, but they do not hesitate to work together to reach a common goal or to protect themselves from attack.

To members of the other races, the most puzzling aspect of Human behavior is their curiosity and love of adventure. Many Humans are willing to put themselves in great danger simply to see something new or go somewhere no one has ever gone before. Some Humans (a very small percentage) seem to actually enjoy being in danger, thriving on the excitement of a life-or-death situation. This type of behavior has never been observed in normal members of the other races. Even the Yazirians, known for their violence and fits of rage, try to avoid taking unnecessary risks. This spirit of adventure has served Humans well, however, as most major exploration missions organized by local governments or a Human leads private companies.

Many alien biologists have wondered how the Human race could have survived long enough to build a civilization and colonize new planets; compared to other creatures in the galaxy, Humans are not especially strong or quick, and are no smarter than the other races. However, Humans are very inventive and adaptable. They manage to survive and even flourish in areas other races consider uninhabitable, by adapting themselves to the new conditions with surprising speed. This and the Humans' love for gadgets and hardware led to the appearance of a popular saying among Vrusk, "Mr. Human and his Indestructible Junk Show." Despite this condescending attitude, Vrusk and the other star-faring races have learned to respect Humans.

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## Attitudes

Humans are one of the most open and accepting of the known races. They get along very well with Dralasites, and their similarity to Yazirians usually is strong enough to overcome the usual negative reaction to a Yazirian's pushiness. Many Humans, however, are mildly nervous around Vrusk. Human psychologists blame this on the Vrusk's resemblance to a giant insect. (Many Humans dislike insects, and some are actually afraid of them.)

*(Savage SF: Humans receive two free edges)*

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## **Physical Appearance and Structure**

Average size: 1.3 m tall, 1 m wide

Average mass: 65 kg

Average lifespan: 250 years

Reproduction: hermaphroditic, budding

Body temperature: 30 C

**Dralasites** are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralosite's two eyespots.

The internal structure of a Dralosite is very different from the other races. The Dralosite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

All Dralasites go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralosite then "sprouts" from its mother, eventually maturing and dropping off.

## Senses

The most important sense for a Dralosite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognize familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasites to hear and feel.

Dralasites see only in black and white. They see shapes and light and darkness very clearly, and can see a difference between distinct colors (blue and green, for example) because one is darker than the other, but they do not see actual colors.

## Speech

Dralasites have a voicebox, but it works like a bellows because they have no lungs. A Dralosite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

## Society and Customs

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Dralasites are philosophical and thoughtful. Their communities are small, and many Dralasitas prefer to live alone. Dralasitas do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasitas often hold large public meetings to discuss new ideas. Discussions and debates are among their favorite ways to relax.

Steam baths are another favorite Dralosite recreation. They mix perfumes and intoxicants with the steam. These effect Dralasitas the same way alcohol does a Human or Yazirian.

Dralasitas are widely known for their strange sense of humor. They love old jokes and puns that make Humans groan. Many Human comedians who could not find work in Human cities have become rich performing on Dralosite worlds.

Dralasitas do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

## Attitudes

Dralasitas are very fond of Vrusk, because they think Vrusk have funny shapes. They get along well with Humans but are careful not to upset Yazirians, who they consider too violent.

*(Savage SF: Dralasitas are stronger than Humans but slower (Pace -2, Strength d6 instead of d4) and have the following Edges:*

## *Edges and Powers*

*Elasticity (Novice): Multiple arms and legs at will. They may have only as many pseudo-pods' equal to their Agility in any combination. It takes about 5 minutes to grow or absorb a limb. Only one limb may be grown at a time and they may only be up to 1/2" (1 meter) long and 10 cm thick (about 4 inches). They are not automatically ambidextrous.*

*Lie Detection (Novice): All Dralasitas can make a Notice roll at -2 to determine if they are being lied to.*

*Enhanced Lie Detection (Lie Detection, Seasoned): Notice roll with no penalty.*

*Truth Sayer (Lie Detection, Enhanced Lie Detection, Veteran): Notice roll at +2.*

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*Elder Truth Sayer (Lie Detection, Enhanced Lie Detection, Truth Sayer, Legendary): The Dralosite cannot be lied to. They don't need to roll.*

*Hindrances*

*(Quirk, Minor) Dralosites love old puns and bad Human jokes. No one knows why and the aliens aren't saying either....)*

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## **Physical Appearance and Structure**

Average size: 1.5 m tall, 1.5 m long

Average mass: 85 kg

Average lifespan: 175 years

Reproduction: heterosexual, ovoviviparous

Body temperature: 38 C

**Vrusk** look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. Four eating mandibles surround the mouth. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

### Senses

Vrusk have very good color vision, but they see more of the short wavelengths (blue and ultraviolet light) than Humans do, and less of the long wavelengths (orange and red). Their sense of smell is centered in their antennae, and is slightly better than a Human's. They also can touch with their antennae. Their hearing is about the same as a Human's.

### Speech

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths.

### Society and Customs

Vrusk are hard working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; whom he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

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Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws so complex no one besides a Vrusk has ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and to live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

## Attitudes

Vrusk get along well with the other three races. They respect the Yazirian custom of choosing a life-enemy, and feel at ease around Dralasites because they are careful and skillful planners (though they are annoyed by the Dralasites' sense of humor). They understand Humans the least because, to a Vrusk, Humans seem unpredictable and a little lazy.

*(Savage SF: Quicker than Humans but not as strong (Agility d6 instead of d4, Strength cost x2)*

*Insectile carapace armor (2 points of Armor in all locations)*

*(New Edge) **Comprehension** (Novice)*

*Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. It is the ability to figure out any type of social dealing that the player himself cannot. It adds a +2 to all Common Knowledge rolls in this situation.*

*For example, a Vrusk is following a Human he thinks is a spy for another company. He follows the Human into a bar and sees him talking to a group of*

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*rough-looking Yazirians, occasionally glancing over his shoulder. Then the Human hands some money to the thugs and leaves the bar. The Vrusk player is not sure what the Human was trying to do, so he tells the referee he wants to use his Comprehension ability. If he makes his Common Knowledge (Social Dealings) roll, the referee will tell him that the Human paid the Yazirians to attack the Vrusk if he tried to follow the Human from the bar*

*Ambidextrous (Like the Rule Book)*

*Hindrances*

*(All Thumbs, Minor): Vrusk cannot manipulate equipment (other than their own specialized ones) as well as other races.*

*(Loyal, Minor) They are loyal to their family conglomerate.*

*(Cannot Swim, Minor) Their nostrils are on their abdomens and are under their body, so they will drown if they are in water deeper than 1/2".*

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## **Physical Appearance and Structure**

Average size: 2.1 m tall

Average mass: 50 kg (male), 60 kg (female)

Average lifespan: 140 years

Reproduction: heterosexual, viviparous

Body temperature: 39 C

**Yazirians** are tall, thin humanoids. They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under Gliding). Yazirians can glide short distances using these wings.

Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.

Yazirians have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animal-like appearance, earned them the nickname "monkeys."

## Senses

Yazirians' senses of hearing, smell and taste are equivalent to a human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They cannot see in complete darkness. They usually wear dark goggles when they must work in sunlight. In bright light, Yazirians without dark goggles must subtract 15 from both their Dexterity and Reaction speed scores.

## Speech

Yazirians have no trouble speaking Human languages or Pan-Galactic. Their own language is a combination of Human-type sounds and snarls and growls.

## Society and Customs

Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to cooperate

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more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the Frontier as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly colored cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.

## Attitudes

In general, Yazirians like Vrusk and Humans. They occasionally lose their patience with Dralasites, because they are slow and would rather discuss ideas than act on them.

*(Savage SF: Smarter and Quicker (Smarts and Agility starts at d6) but not as strong (Strength cost x2)*

*Flight (Gliding) based on Gravity. They cannot glide above 1G or below .6G. They can glide 1/2" (1 meter) for every meter they are above ground when they start. They must start at least 10 meters (5") above ground.*

<u>Gravity</u>	<u>Max Glide</u>
.6	150m (80")
.7	100m (55")
.8	50m (25")
.9	25m (12")
1.0	10m (5")

*Battle Rage (Novice, Berserk) Yazirians train themselves to go berserk in*

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*battle. The Yazirian does not have to wait until it receives a wound to make the Smarts roll (which is a high roll... they want to do it!) If they make the roll with a raise, they may use skills that require concentration they would otherwise be unable to use.*

*Improved Battle Rage (Seasoned, Battle Rage) Ignore the Parry and Smarts roll penalty.*

## *Hindrances*

*(Bad Eyes, Minor : Low Light Vision) Unless the Yazirian wears shaded goggles inside or outside (except in low light environments), they receive a -2 to any trait roll to shoot or Notice anything.*

*Code of Honor (Vow, Minor) Must choose a "life-enemy" that they must defeat before they die. To die before is considered a loss of honor for their clan.*

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## Genre Bits

Every game system has them, little fiddly bits on how to handle certain situations in a particular setting. And the Star Frontiers setting is just another fine example of one.

## Gravity, Weight and Mass

The strength of gravity on a planet depends on the planet's size. Increasing or decreasing gravity can affect characters several ways. These effects are explained below. (This rule is optional. Referees who do not want the added detail can ignore it and assume all adventures happen on planets where gravity equals 1 g.)

For every tenth of a gravity (.1 g) less than 1.0

- A character's carrying capacity is increased 5 kg (10 lbs.)
- The distance a character can leap and vault is increased 5 m (2 1/2")
- The distance a character can jump safely is increased 1 m (1/2")
- The damage a character suffers in a fall is decreased 2 points

For every tenth of a gravity (.1 g) above 1.0

- A character's carrying capacity is decreased 2 kg (5 lbs.)
- The distance characters can leap and vault is decreased .5 m (1/4")
- The distance a character can jump safely is decreased 1 m (1/2")
- The damage a character suffers in a fall is increased by 2 points

## Weightless Movement

Moving in an area where there is no gravity is different than normal movement. Handholds are built into the walls of most space stations and spaceships, so characters can pull or push themselves along in freefall. Once a character starts moving, he will not stop until he bumps into a wall or grabs another handhold and stops himself. Characters moving this way can move at their normal Pace. They must follow a wall or, if they move across an open area, they must move straight at a constant speed until they reach the opposite wall. Some ships have Velcro strips along the hallways, so characters wearing special boots can walk normally. Characters walking this way can move at one-half their Pace.

Characters can move outside ships or space stations using space suits. Space suits have magnetic boots so characters can walk on the metallic surface of the ship or station at one-half their normal Pace. Characters can connect themselves to the ship with a tether; if they are knocked off the ship they can simply pull themselves back along the tether.

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## NPC's

This table adds some complexity to the reaction system, so its use is optional. Referees must decide whether they want to use it in their campaigns. Roll on the Reaction Table (pg 114 SWR) and add (or subtract) the modifiers below.

### RACIAL REACTION MODIFIERS Player Character Race

Race	Human	Dralasite	Vrusk	Yazirian	Sathar
Human	0	0	-2	-2	-4
Dralasite	0	+2	+2	0	-4
Vrusk	-2	0	0	0	-2
Yazirian	-2	-2	0	0	-6
Sathar	-4	-6	-2	-4	0

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## Weapons

### Gyro-jet Pistol

This fires bullets that are actually small rockets. They cannot be fired at any target less than 5" from the gun because it takes some distance for the bullet to accelerate up to an effective speed. The clip holds only 10 rounds because of the size of the bullets.

Damage 2d8 (AP 2)

Range 20/40/75

RoF 1

Cost 200 (10 Clip)

Weight 10

Shots 10

Min Str d6

Notes: Cannot be fired at a target less than 5" (10 m) away. Armor Piercing 2.

### Laser Pistol

Lasers fire a pencil thin beam of intense energy in a burst that lasts for only a fraction of a second. Each power pack contains enough energy for 20 shots. Lasers are the most common sidearm on the frontier worlds, and are often called "blasters". They have a longer range than most pistols, but do less damage.

Damage 1-3d6

Range 15/30/60

RoF 1

Cost 600 (20 Power Cell)

Weight 4

Shots 20

Min Str -

Notes Semi-Auto

### Laser Rifle

Laser Rifles are like laser pistols, but they have longer ranges. They use the same clip as laser pistols, but they only get 10 shots per clip.

Damage 1-3d6

Range 30/60/120

RoF 3

Cost 800 (20 Power Cell)

Weight 8

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Shots 10

Min Str d6

Notes Fully automatic or single shot, has a three round burst selector.

## Needler Pistol

Needler Pistols fire a small cluster of small needles. They are less effective at long ranges because the needles spread like shotgun pellets. Each clip holds enough needles and power for 10 shots. Some clips of needles are coated with a knockout drug. It does less damage, but the target must make a Vigor roll to avoid unconsciousness.

Damage 2d8 (1d6 + sleep)

Range 5/10/20

RoF 1

Cost 200 (10 Regular Power Cell, 20 Special Power Cell)

Weight 2

Shots 10

Min Str -

Notes Vigor roll to avoid unconsciousness with special clip.

## Doze Grenades

Doze Grenades release a small cloud of fast acting knock out gas. Any being within the small burst template must make a Vigor roll or be knocked out for 1 hour. A stimulant will wake them. The gas will dissipate in 3 rounds (18 to 20 seconds).

Damage Special

Range 5/10/20

RoF 1

Cost 10

Weight 2

Shots 1

Min Str -

Notes Vigor roll to avoid unconsciousness.

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## **Money**

Standard currency is the Credit; abbreviated Cr. Prices for common items are shown below.

## **Cost Table**

Hospital Healing	10 Cr per wound level
Monorail	1 Cr per day
Skimmer Rental	10 Cr per day
Laser Pistol	600 Cr
Laser Rifle	800 Cr
Laser Power pack	20 Cr
Needler Pistol	200 Cr
Needler Clip	10 Cr
Doze Needler Clip	20 Cr
Gyro-jet Pistol	200 Cr
Gyro-jet Clip	10 Cr
Doze Grenade	10 Cr
First Aid Pack	20 Cr
Survival Rations	1 Cr per day

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## Equipment

### Standard Equipment Pack

This pack contains many useful items, but does not include any weapons other than a single Doze Grenade.

### Chronograph/Communicator

This looks like a large wristwatch, but it can do many things. (Remember this is from the 80's...) It is a watch with a lighted face that can be used as a stopwatch; it is a mini-calculator; it is a radio/video communicator that has a range of up to 5 km. It can be used to summon the police or a rental skimmer as well.

### Coveralls

This is a highly durable, waterproof suit. It will keep you warm in cool weather and cool in warm weather. It has large pockets on the hips, legs and chest as well as several smaller pockets on the sleeves.

### First Aid Pack

This kit contains a spray bandage, an antiseptic spray and a spray hypodermic. The spray hypo does not use a needle, and is painless. When used it recovers one wound level per use. Each pack has enough for three wounds.

It contains one dose of each of these two survival drugs:

### Stimdose

One injection will give the being back all wound levels suffered for three hours. After that the being loses the wounds and gains one level of Fatigue.

A stimdose will not revive a being who three wounds or more. It will revive someone knocked out by a Doze Grenade, but will not give them any wound levels back.

### Staydose

Staydose puts a being to sleep for 24 hours, slows down the heartbeat and breathing, and helps to stop the bleeding. This must be given within 10 turns of the being achieving 3 wounds and it will keep them stabilized until they arrive at a hospital.

### ID Card

Everyone carries an ID Card (real or forged...). An ID card can be used only by its owner, because of the computers that read the cards also scan the beings retina and thumbprint and compare it to the one on file on the card.

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ID cards are commonly used as credit cards. When they buy anything, the ID card is inserted in the computer, the computer scans them to verify the identity, and then the money is deducted automatically from their bank account. Money can be deposited in the account without the card, but the card is needed to get the money out.

## Pocket Tool

This device is similar to a pocketknife, but it also includes many tools besides a penknife blade; a universal screwdriver, a small adjustable wrench; vice pliers; a hole punch; an electromagnet and a small flashlight that will shine up to 25m (12.5"). This acts to remove the -2 to repair rolls unless the GM declares you need better tools.

## Survival Rations

This small package contains enough concentrated food and water for 5 days.

## Monorail

The monorail is the fastest way to travel long distances in most cities. 1 Cr per day will let you ride as much as you like. There are 10 cars per trip and each car holds 6 beings while moving at 5 meters per turn. A new car arrives every minute.

## Skimmers

Skimmers are similar to automobiles, but have protected hover-fans instead of wheels. They float on a cushion of air 30 cm (about 1 foot) above the ground. It can hold up to 5 beings. They move at 10 m per turn, and must stay on the roads except when parked. Skimmers must slow down when they make a turn or move through an intersection. (Magnetic field generators built into the road do this automatically) and decrease their speed to 5m per turn though intersections or turns.

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Players in Star Frontiers play characters that perform special jobs for companies and planetary governments. They may work to prevent trouble, solve a mystery, explore a new planet or perform any other sort of dangerous task. In this series of adventures (from the Basic Game) the player characters work for the Pan-Galactic Corporation, the largest company on the Frontier.

## Adventure 1: Pan-Galactic Security Breach

### Purpose

You have been contacted by Pan-Galactic Headquarters to investigate a breach in security at several top PGC research centers. Someone has broken into these centers and destroyed valuable equipment. The raiders never set off any alarms and never were stopped by anti-intruder security systems. Your mission is to find out why the raids are taking place and to end them.

### Teams

One person must be chosen to be the reader. Everyone else plays agents working for Pan-Galactic. The reader reads the numbered events to the players as they reach them and plays all opponents. Information on opponents is included in the story below.

The Pan-Galactic team should have four characters, created by the players using the rules for creating characters. If there are not four players, some players must control more than one character.

Each character starts the game with a standard equipment pack and a fully loaded laser pistol.

### How To Play

This is a programmed adventure. The story is written in a series of numbered paragraphs. The reader reads the first paragraph to the players, and then they are presented with several choices. All the players must agree on one choice. This choice will direct the reader to another numbered paragraph, which he then turns to and reads to the players. At some points the players will get into combat, and this must be played out before moving to the next event. The passages boxed in gray should not be read aloud; they are special instructions for the reader only.

The reader controls the movement of the raiders and rolls the dice for them when they attack. The reader decides who an NPC will attack, but should try to have each NPC shoot at a different player character if possible; if it is not possible, the NPC should shoot at the nearest enemy.

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The raiders always move first, until a fight starts. Once the player characters get into combat with the raiders, the players and the reader must draw for initiative.

The player characters and the raiders have fully loaded guns, but they do not have any extra ammunition. All players must keep track of the shots they fire; when they use all their ammunition, they can only run away.

## How To Win

The players win if they learn why the raids are taking place and stop the raiders from striking again.

## Set-Up

Each player should pick a counter that looks like his character. The reader should pick a Vrusk, a Dralasite, a Yazirian and three Human counters. All counters are placed inside the Security building. The reader then picks a skimmer counter and places it at the curb on the road north of the Security building.

Now you are ready to play.

## The Adventure

START. You have met at the Security Service building to discuss your new assignment and talk to some PGC experts about why the security at the research centers failed. You are in the main computer room where data collection and analysis is handled. The chief of security and the head programmer, both humans, are helping you. Also in the room are four technicians, one of each different race.

The programmer shows you a small computer cabinet containing thousands of crystal wafers. "The security information and command controls for all of Pan-Galactic' research centers are stored here," he says. "We ran a thorough check of all the systems and couldn't find anything wrong. There is no way the raiders could have broken in." The programmer and chief seem puzzled.

What are you going to do?

- Wait for the raiders to strike again (Read 01).
- Investigate the site of the last attack (Read 02).
- Ask the computer if there is a pattern in the raiders' attacks (Read 03).

01. Having decided to wait until the next attack, you thank the experts for their help and leave. As you walk down the hall you hear a cry of surprise behind you. You rush back to the computer room. The programmer and chief lie unconscious on the

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floor. The technicians, with their laser pistols pointing at you, tell you not to move. (Read 04)

02. You thank them for their help and turn to leave. Behind you there is a pop, a puffing sound and a cry of surprise. Turning, you see the programmer and chief, surrounded by a cloud of gas, fall unconscious to the floor. The four technicians draw laser pistols and point them at you. "You're not going anywhere!" the Yazirian growls. (Read 04)

03. The programmer nods, pleased with the suggestion, and input the question. In a moment the holo-tank lights, displaying a map of the Frontier with red lights showing the planets where raids have taken place. The lights form a circle around the planet you are on.

"This is suspicious," exclaims the chief. "If all the attacks center around our planet and the alarms are never set off, it must be an inside job."

Suddenly there is a soft pop and a cloud of gas surrounds the chief and programmer. They gasp in surprise and fall unconscious. Looking up you find yourself surrounded by the technicians, who have drawn their laser pistols. "Clever deductions," clicks the Vrusk. "Too bad you found out." (Read 04)

04. "Geiger! Konchinho! Keep them covered!," barks the Yazirian to the Human and Dralosite. "Gramic, get to work!"

The Vrusk moves to the crystal matrix cabinet and attaches a small metallic cube, then turns to the controls. You study the cold features of the Human and the dark hollow eyes of the Dralosite, weighing your chances to draw a weapon before they can shoot.

Suddenly you hear the sound of someone coming down the hall. Smiling slyly, the Yazirian slides a black jelly-like object from a canister at his side and turns to face the door.

The door swings open and a startled guard stares in surprise. Too late, he reaches for his gun. The black blob strikes him in the chest. Horrified, you watch the thing sprout tendrils that tangle around the terrified guard, pinning his arms to his side and constricting around his throat. He falls to the floor and the Yazirian chuckles.

What do you want to do?

-Stand still and wait to see what happens (Read 05).

-Try to talk to the technicians (Read 06).

-Try to draw a weapon and attack (Read 07).

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05. You hear a humming sound from the small cube and it glows brightly. The Vrusk clicks in satisfaction, disconnects the cube and slides it into a vest pocket. Waving an antenna at the Yazirian it starts smashing consoles and crystal matrices.

"Konchinho," the big monkey calls, "get their weapons." The Dralasite reaches out with long pseudo-pods, lifts your pistols from their holsters and tosses them across the room. Then the raiders back out of the room.

"Bite on this," shouts the human, and you dive to the floor barely avoiding the laser bursts he fires over your head. You scramble for your guns and race after the raiders. (Read 08)

06. Let the players ask you; questions, but don't answer them. Instead, tell them, "You better keep quiet, if you know what's good for you." Then ask them what they want to do:

- Stand still and wait to see what happens (Read 05).
- Try to draw a weapon and attack (Read 07).

07. If the players try to draw their weapons, the raiders will attack. The abilities the raiders use in combat are listed below. If for some reason you need to know their other ability scores, go ahead and create them. Remember, everyone has light cover because they are in a building (-1).

The side with the highest draw gets to move and fire first. After this turn, initiative must be checked at the start of each turn to see who moves and fires first.

## The Raiders

Manetoe, Yazirian Raider Leader (Wild Card)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6(+2), Vigor d6

Skills: Fighting d6(+2), Shooting d8, Intimidation d6, Piloting d6

Pace: 6 (10) ; Parry: 5(3) ; Toughness: 5(7)

Edges: Berserk, Quick

Hinderances: Bad Eyes (Low light Vision)

Special Abilities: Gliding, Battle Rage (Added in parenthesis)

Gear: Tangler Grenade (Entangle Power vs. one opponent) , Laser Pistol

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## Mooks

### Konchinho, Dralosite

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

Skills: Fighting d6, Shooting d6

Pace: 4 ; Parry: 5 ; Toughness: 5

Special Abilities: Elasticity, Lie Detection

Gear: Laser Pistol

### Gramic, Vrusk

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

Skills: Fighting d6, Shooting d6

Pace: 6 ; Parry: 5 ; Toughness: 7

Special Abilities: Armor (+2), Ambidextrous

Gear: Laser Pistol

### Geiger, Human

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

Skills: Fighting d6, Shooting d6

Pace: 6; Parry: 5; Toughness: 6

Special Abilities: Edge, Brawny

Gear: Laser Pistol

When each raider has been shot once, tell the players that one of the raiders grabs the cube and they flee. Gramic will take the cube and run if he can. If he cannot, then the reader should have either Geiger or Manetoe grab it. (Read 08)

08. The raiders flee down the corridor and out the front door. You run after them, but they have a head start and are a turn ahead of you. Seeing you following, the raiders split up. One runs across the road and the rest jump into a waiting skimmer and pull away from the curb.

What do you want to do?

--Call Star Law and alert them to the crime (Read 09).

--Pursue the lone raider (Read 11).

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--Pursue the raiders in the skimmer (Read 12).

09. You call Star Law on your communicator and report the crime. They thank you for the information and tell you the raiders probably will head toward the spaceport. They will alert spaceport security to watch for them.

Now what do you want to do?

--Try to discover what the raiders were after (Read 10).

--Pursue the lone raider (Read 11).

--Pursue the raiders in the skimmer (Read 12).

10. You return to the computer room and administer stimdose to the two unconscious men and manage to cut the guard free from the black strands.

After examining the damage, the chief announces, "I'm afraid all of the security data on every PGC research center has been stolen! I hope the Star Rangers catch them at the spaceport." (Read 21)

11. Since the players have decided to chase the lone raider, the reader can remove the skimmer from the board. Now the reader must move the running raider, determine whom he will shoot at and tell the players what is happening.

The lone raider is the character that took the metallic cube. He will run north to the road and then cross the road. When the raider reaches the other side, he will turn and fire at the player characters, then run into the monorail terminal.

The raider will be one turn ahead of the player characters. If the player characters stopped to call Star Law he will be an extra turn ahead of them. Be sure to move the raider these extra turns at running speed. He must stop at the road, and then spend one turn crossing the road.

--If the raider is caught (Read 20).

If the raider boards the monorail, ask the players what they want to do:

--Call Star Law to intercept the raider (Read 13).

--Board another monorail car and follow the raider (Read 14).

--Call a cab to chase the raider (Read 15).

12. Because the players decided to chase the skimmer, the raider can be removed from the board. The reader must choose where the skimmer moves and who the raiders will shoot at.

Remember, characters in a skimmer have cover (-1 for light cover) and are moving (-2 when the raiders try to shoot), The raiders will be one turn ahead of the player characters, an extra turn if the players called Star Law. Be sure to move the raiders

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ahead.

The raiders can drive along the main roads, or take shortcuts through the underground parking areas. They can only drive one way on one-way streets. Ask the players:

--Do you want to chase them on foot? (Read 18).

--Do you want to call a cab to chase them? (Read 19).

13. The Star Rangers say the raider probably is headed to the spaceport to meet his friends. They will watch everyone getting off the monorail. They should catch him if he doesn't get off at one of the earlier terminals.

What do you want to do now?

--Wait to hear from Star Law (Read 21).

--Board another monorail car and follow the raider (Read 14).

--Call a cab to chase the raider (Read 15).

14. The reader should move the raider's counter along the monorail 5 meters (10") per turn. The raider will be one turn ahead of the players, plus an extra turn if they stopped to call Star Law. The raider will get off the monorail at the Government Building terminal. Once the raider has exited, place the skimmer at the curb there and check below to see what to read next.

--If the player characters exit one turn after the raider does (Read 16).

--If the player characters exit two or more turns after the raider (Read 17).

15. The reader should move the raider's counter along the monorail 5 meters (10") per turn, as the player characters pursue in a skimmer. It will take one turn for the cab to arrive. The raider should be moved one extra turn if the players called Star Law.

The raider will exit at the Government Building terminal. The reader should place the skimmer at the curb there.

--If the player characters arrive one turn after the raider (Read 16).

--If the player characters arrive two or more turns after the raider (Read 17).

16. You see the raider run out of the monorail terminal ahead of you and leap into a waiting skimmer. The other raiders are in the skimmer waiting for him.

The players can shoot at the raiders in the skimmer. Remember that characters in a skimmer have light cover (-1). The reader should pick one of the raiders to be the driver. If he is knocked unconscious the skimmer will stop and the raiders will surrender. The raiders will try to drive off the board to the spaceport. Check below to see what to read next depending on the result of combat.

--If the raiders escape and Star Law was not called (Read 21).

# ***SAVAGE STAR FRONTIERS***

- If the raiders escape and Star Law was called (Read 20).
- If the raiders were captured (Read 22).

17. You are too late! You see the raider with the cube dash out of the monorail terminal and leap into the waiting skimmer with his friends. They spin onto the Spaceport Expressway. You try to chase them, but their skimmer soon disappears into traffic.

- If the players called Star Law (Read 20).
- If the players have not called Star Law (Read 21).

18. If the players run after the skimmer, the reader should make sure that the rules for crossing roads, getting onto walkways, and running through buildings are followed.

The reader should pick one of the raiders to be the driver of the skimmer. If the driver is knocked unconscious the skimmer will stop and the raiders will surrender. The raiders will try to drive to the Government Building monorail terminal. Check below to see what to read next depending on the result of combat.

- If the player characters are one turn behind the raiders when they reach the Government Building (Read 16).
- If the player characters are two or more turns behind when the raiders reach the Government Building (Read 17).
- If the skimmer was stopped and the raiders are captured (Read 22).

19. If the players call a cab, it will take one turn to arrive. Move the raiders one extra move. The reader should make sure that rules for moving through intersections, around curves on ramps, and through underground parking areas are followed.

The reader and the players should each pick a character to drive their skimmer. Drivers cannot shoot. If the driver is knocked unconscious the skimmer will stop. If the raiders' skimmer stops, they will surrender. The raiders will try to drive to the Government Building monorail terminal. Check below to see what to read next depending on the result of combat:

- If the player characters are one turn behind the raiders when they reach the Government Building (Read 16).
- If the player characters are two turns or more behind when the raiders reach the Government Building (Read 17).
- If the skimmer is stopped and raiders surrender (Read 22).

20. When you return to Pan-Galactic Headquarters, there is a call from Star Law for you. They congratulate you for your quick thinking and are happy to report that they managed to capture the rest of the raiders as they tried to board a star-ship. Unfortunately, when they tried to question the criminals each pressed a button on

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their collar. The button injected them with a drug that turned them into idiots. Now they won't be answering any questions.

The Star Rangers say they also found something in the raiders skimmer when they searched it. It seems to be some type of recorded message. They play it back for you. (Read END)

21. When you return to Pan-Galactic Headquarters your superiors put in a call to Star Law. Unfortunately, they report that they failed to catch the raiders but did find the skimmer the raiders used. When they searched the skimmer they found something that looks like a recorded message. They play it back for you. (Read END)

22. Pan-Galactic is very pleased that you caught the raiders and that the raids have finally been stopped. They are especially happy that you recovered the metallic cube because it contained data on all PGC security systems. If the cube had fallen into the wrong hands, nobody knows what could have happened.

When you try to question the raiders, each smiles slyly and touches a button on his collar, then stares dumbly at you. When you examine them you discover they have been injected with a drug that turned them into idiots. They won't be answering any questions now.

While you are reviewing the case with your superiors there is a call from Star Law. They searched the raiders' skimmer and found something that looks like some kind of recorded message. They play it for you. (Read END)

END. The trivia screen grows hazy and then a hideous worm-like creature appears, its segments glistening with slime. You hear its hissing whisper congratulating the raiders for infiltrating Security. Then it describes the raiders' next mission. They are to fly to a top-secret military asteroid where research is underway on a special weapon that can reduce entire populations to mass hysteria. They are to meet other agents who have already infiltrated the base and steal the device.

Cold chills run up and down your spine as you eye each other silently. This case is more diabolical and far-reaching than you first thought; the raiders are working for the Sathar!

Reward

When the adventure is over each player character will be rewarded for his part in stopping the raiders. The characters can use the reward to pay for healing their Stamina back to normal and to buy new ammunition and equipment. The characters will be rewarded only if they performed the actions, not if Star Law did. Each

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character will be rewarded the following credits:

For each raider captured +20 Cr

For retrieving the cube +50 Cr

For alerting Star Law...

    During the battle +20 Cr

    After the battle +10 Cr

Experience Points and Bennies

1 XP if the Raiders got away with the Cube

2 XP if the Raiders got away, but Star Law was alerted.

3 XP if the Raiders were captured.

Roll 1d6 per Benny not used. On a "6" (only!) give 1 XP.

Playing The Adventure Again

It is possible to play this adventure again. To make sure that there are surprises each time you play you should make several changes.

Teams. Play the adventure as two teams --- security force and raiders --- with an equal number of characters on each side. Create your own characters for both teams. This way neither side will know what the other team is like.

Instead of giving everyone the same weapon each character can select his weapons. Each team starts with 6 points per character to buy weapons. The number of points each weapon costs is listed below. Players can choose one weapon type for their team or pick several different weapons by sharing points. Thus everyone on a team could have gyro-jets or some could carry needlers while some have lasers. Extra doze grenades can be chosen also.

Weapon	Points
Needler	4
Gyro-jet	6
Laser Pistol	8
Laser Rifle	12
Doze Grenades	2

Set-Up. The Pan-Galactic team starts in the Security Building. The raiders should write down which door they will enter from or if they start inside the building. Then the PGC team must guess where the raiders start. If they guess right they can draw their weapons and both teams draw for initiative. If they guess wrong the raiders get

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to leave the building and take one extra move before the PGC team can move.

**How To Play.** Until the first shot is fired the raiders always get to move first every turn. Once a shot has been fired the players must draw for initiative.

The raider team should decide which character is carrying the cube and write his name on a piece of paper. The only way to find the cube is to knock a character unconscious and search the body for it. To search a character must move into the same space as the unconscious body and end his move. At the start of the next turn the raiders must tell whether the cube is found. If it is, the character can pick up the cube and move and attack normally during the turn.

It is possible to change the game even more. Players can change the goal to capturing all the raiders, defeating all the PGC agents, or anything else. If the players want, they can add special restrictions such as not allowing skimmers or doze grenades to be used. It is up to you, but be careful that any changes affect each team the same way.

**How To Win.** The raiders win if they get the metallic cube off the board on the Spaceport Expressway (not the monorail). The PGC team wins if they capture the cube and carry it to Pan-Galactic Headquarters.

**Rewards.** No money is awarded at the end of these games but everyone who is wounded is taken to the medical complex and healed at no charge.

# ***SAVAGE STAR FRONTIERS***

## Basic Adventure 2: ALIEN CREATURE ON THE LOOSE

### Purpose

You are agents of Pan-Galactic Corporation relaxing at the trivid Gaming Hall after a dangerous mission. Suddenly there is a blaring alarm from your wrist communicators followed by an emergency public broadcast.

"An alien creature has broken out of confinement at the Zoological Park! Last seen headed north! The creature is reported to have attacked it's handler earlier this morning and should be considered dangerous! Stay inside! Police have been notified but a major accident on the Spaceport Expressway is occupying most of the patrols!"

You look at each other and nod agreement. The creature cannot be allowed to run loose until the police can arrive. You must try to stop it.

### Teams

In this adventure one player must be chosen to be the reader of the adventure and to play the part of the alien creature. Information on the creature is listed in a special section for the reader.

The rest of the players are working for Pan-Galactic. The players can roll up new characters or use their characters from the last adventure.

All new characters are armed with laser pistols. The pistols are fully loaded, but characters do not have extra ammunition and must keep track of how many shots they fire. Once their gun is empty they must look for another weapon or run away.

### How To Play

The player characters always move first, until they attack the creature. The hydra will not attack until after the characters attack it for the first time. After this first attack, the game proceeds normally with players drawing for initiative at the start of each turn.

**Borrowing Weapons.** Once the player characters discover that their lasers are useless, the reader should ask: "What are you going to do? Your weapons don't seem to be hurting the hydra." When the players ask where they can get different weapons, tell them: "You can go to the Wilderness Outfitters, Weapons Shop, or the Security Building."

When a character enters one of these three buildings and asks for a weapon, the reader should determine if the shop owner would let them borrow one. Roll on the

# ***SAVAGE STAR FRONTIERS***

NPC reaction table (pg 114 of SWB) and add in the players Charisma modifier to determine if the shop owner will loan the character a gun. If the roll is Neutral, Uncooperative or Hostile, the shop owner will refuse and the character will have to try somewhere else.

## **Creature Information**

### THE HYDRA

#### *For Reader's Eyes Only*

The hydra is a strange creature that looks like a 10-meter tall silver tree with clusters of limbs around its mouth. The creature has a soft body and moves by slithering about on its trunk. It sees with many eyespots located just below the limbs on its head. Periodically the hydra goes through a reproductive cycle when it grows new branches with limbs and mouths, which eventually mature and drop off to form new hydras. This hydra is undergoing that reproductive cycle and has grown several branches.

Earlier in the day, when the hydra started to bud, the creature's handler tried to move it to a larger pen. The sonic prod he used enraged the creature and it attacked the handler. The creature was finally penned and the handler taken to the medical complex. The zoo owners then brought a subsonic projector to soothe the creature with low-frequency sounds, but these only made the creature madder and it broke out. The creature now hunts for its handler, believing that if it can destroy him it will be freed of its torment.

The reader should run the creature so that it wanders through the town, giving the player characters a merry chase, leading eventually to the medical complex. Once at the medical complex it will slither in one of the doors and search for its handler. Each turn the creature is in the medical complex, the reader should roll 1d10; if a 1, 2, or 3 is rolled the creature has found and eaten its handler. If this happens Star Law will arrive and capture the creature.

Hydra (Nasty Alien Beast!) Wild Card

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d8, Intimidation d10, Tracking d8

Pace: 4; Parry: 7; Toughness: See below

Special Abilities:

In order for the hydra to be an equal challenge to the players, its Toughness and Number of Attacks will vary with the number of player characters.

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The hydra starts with 10 Toughness per player character. Thus, if there are three characters, it will have a Toughness of 30.

The hydra also has as many heads as there are player characters. It gets one attack per head. It can attack a different target with each head. For example, if there are three characters, the hydra will have three heads and will get to attack three times every turn.

## Darts

Description The creature attacks by firing nematocysts (muscle-fired darts) from its mouth at its prey.

Damage 1d10 (AP 2)

Range 10/20/40

RoF 2 per Head

Cost - (-1)

Weight -

Shots 10 per Head

Min Str -

Notes -

Immunity. Laser beams simply bounce off the creature's silvery hide without harming it. However, the heat of the beam excites the creature's cells and causes it to bud again, gaining +10 Toughness and another attack. If, for example, a hydra with a Toughness of 30 and three attacks was hit by a laser beam it would gain 10 points of Toughness and one attack for a total of 40 Toughness and four attacks.

Because the creature is so big, it is immune to the effects of a single doze grenade. At least three grenades must land in the hydra's square on the same turn to knock it out. The grenades will not affect the hydra if they are thrown on different turns.

If any single shot from a needler or gyrojet causes 15 or more points of damage to the hydra it will lose one of its heads and one of its attacks. This will happen only if the damage is caused by a single shot.

If the creature loses all of its heads or if it receives three Wounds the hydra becomes unconscious and can be captured.

Movement. The hydra has a pace of 4" per turn. It does not need to stop before it crosses a road. Instead, the reader rolls 1d10; on a roll of 1, 2, or 3 a skimmer on the road has swerved to avoid the creature and crashed. One of the player characters near the crash must stop and spend one turn calling the medical complex on his or

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her communicator. That character may not fire that turn. The players decide which character must make the call.

**How To Win.** The Pan-Galactic team members win if they stop the creature. If the creature reaches the medical complex the reader should be sure to tell the players that the creature seems to be looking for something.

## **Set-Up**

The player characters each choose a counter and place it in the Game Hall. The reader picks a piece with a picture of a giant creature on it and places it five spaces north of the Zoological Park exit.

## **Reward**

At the end of the adventure the city will pay each character a reward for their brave actions. The following rewards will be given depending on the outcome of the adventure.

Players defeat Hydra before it devours handler 150 Cr each  
Hydra devours handler (but players still stop it) 50 Cr each

1 XP if the Creature devours the Handler  
2 XP if they save the Handler, but cant stop the creature  
3 XP if they save the Handler and stop the creature

If the player characters borrowed any weapons during the adventure, they must return them afterward.

## **Playing The Adventure Again**

It is possible to play this adventure again. You can make several changes so there will be surprises each time you play.

**Team.** You can vary the equipment the characters start the game with by using the method explained at the end of Adventure #1.

**Creature.** The creature player can design a whole new creature. The creature will have 10 Toughness points and one attack per player character. The person controlling the hydra then gets to select its Pace, Attacks, Defenses, up to three special abilities and its goal.

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## **Designing Your Own Creature**

### Attacks (Roll 1d4)

1. Acid Spray 2d8 damage (Use the Cone Template) AP 3 5/10/20
2. Darts 1d10 AP 2 10/20/40
3. Sonic Beam 2d8 12/25/50
4. Gas Cloud (Vigor Roll or Unconscious for 1d6 hours, Success = Shaken, Success with Raise = No Effect) Use the Medium Burst Template. 5/10/15

### Special Abilities (Roll 1d10 three times, re-roll repeats or double effects (your choice))

#### 1. Smashes Through Walls

Walls don't effect movement; moving through a wall creates rubble where characters must stop before crossing.

#### 2. Shakes Ground

Characters can move no faster than half of their Pace

3. Teleport Creature can teleport up to 1d8" away every three turns. (Use a d12 and read like a clock face for Random Teleportation.

#### 4. Spins Web

Creature can permanently block the square it is in by spending one turn standing still and spinning a web. Also can throw a web and catch a character for two turns (treat as a grenade for range and hits).

#### 5. Doze Gas

Same as doze grenade but always misses the target square.

#### 6. Grows Stronger

Gains 10 Toughness points if hit by a weapon it is immune to; if hydra has no immunity it gains 20 points by damaging a monorail station\*.

#### 7. Grows New Attacks

Gains one attack when hit by a weapon it is immune to; if creature has no immunity it gains one attack when hit by a skimmer.

#### 8. Takes Extra Damage

Takes 2 extra points of damage when hit by a weapon other than one the creature is immune to (choose which weapon at start); if hydra has no immunity it takes 10 points of damage from each skimmer accident.

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## 9. Loses One Attack

Loses one attack if a single shot causes 15 or more points of damage.

## 10. Changes One Ability

On its next turn after being hit by a weapon it is immune to, the creature can change its attack, its defense, or one of the special abilities (by rolling dice); if it has no immunity this happens when it damages a monorail terminal.

\* To damage a monorail terminal the creature must move into the terminal's space and stop. On the next turn the player controlling the creature rolls 1d10; on a roll of 1, 2, or 3 the creature has bitten through the terminal's power cables and shut down the terminal. The creature can move and fight normally on the next turn. No monorail cars can travel across that terminal for the rest of the game. If players ride the monorail to that terminal, they must get off there.

Pace (Roll 1d6+1)"

Defenses (Roll 1d4)

1. Layer of Insulation (Immune to Needlers)
2. Protective Shell (Immune to Gyro-jets)
3. Reflective Hide (Immune to Lasers)
4. Regenerates (Vigor Roll every turn to remove one wound level, +2 to recover from being Shaken)

Goals (Roll 1d6, Re-roll 6's)

1. Eat enough to lay eggs. The PGC players must pick 15 pieces to represent civilians in the downtown area. He places each piece in a different building on the map. When the alien creature moves into the same space as a civilian piece the player rolls 1d10: on a roll of 1-4 the creature eats the civilian. The PGC player can move civilian pieces only if they are being attacked by a creature or are next to a PGC character. Civilians may not move off the board. PGC characters may not be eaten. The creature wins if it eats eight civilians.

2. Find someone. The PGC player chooses five counters and secretly marks one. He then mixes up the pieces and without looking places each face down in a different building that covers 16 spaces or more. The creature must search the buildings for the marked piece. Once in the building the hydra player must roll 1 2 or 3 on 1d10 to find the face down counter and reveal its identity. If the creature finds a dummy counter it discards it.

3. Build a nest. The creature selects a building that covers 16 or more spaces and

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writes its name on a piece of paper. The creature must wreck three buildings from a different complex and carry the rubble back to build its nest. To destroy a building it must move next to the building and roll a 1 2 or 3 on 1d10. The creature also must cause one accident and carry a destroyed skimmer back to its nest. The creature can carry only one load at a time. When carrying material back to its nest the hydra moves at half speed. The creature wins if it finishes its nest.

4. Destroy the town. The creature must destroy 40 or more points of buildings to win the game. The size of the buildings, their point values and the numbers that must be rolled on 1d10 to destroy them are shown below:

## **BUILDINGS**

No. Of Spaces	Point Value	Die Roll
1-6	5	1-9
7-15	10	1-5
16 or more	15	1-3

5. Destroy all skimmers. The PGC player places five skimmers at different locations on the map. The creature can destroy a skimmer simply by moving into the same space with it. Player characters can drive skimmers but the skimmers cannot be driven off the map.

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## Basic Adventure #3 CREATING YOUR OWN ADVENTURES

After playing the two adventures you may want to play something new and different. You can, by making up your own adventures. Adventures are easy to make up if you do it step by step. If you played either of the adventures more than once, you have a general idea of how to make up new adventures. A step-by-step method for designing new adventures is given below.

### Purpose

First, pick a story outline to be the basis for your adventure. This will make it easier to fill in the other parts of the adventure. The story can be about anything, such as a crash on a desert planet. You can make up your own stories, or use ideas from your favorite books and movies.

### Teams

Decide how many characters each team will have and what sort of equipment they own. The adventure can be played with two teams of adventurers (possibly from different companies) trying to get the same thing, or with only one team of player characters and another player, like the reader in the first two adventures, controlling all other creatures and characters. As in the first case, both teams will be trying to beat each other. In the second, the player characters are trying to reach a goal, not defeat the reader.

Try to make sure that one side is not stronger than the other. Their Stamina point totals and numbers of attacks should be about the same. Dexterities and damage from attacks will vary, but you should try to balance them.

Choose weapons and equipment that will be useful in the adventure.. You can use the system from Adventure 1, if you want. You should remember to include vehicles, if they are needed. One party may have a skimmer while the other has riding animals.

### How to Win

Set goals for each team, so the players know what they must do to win. The goal should be related to the story. In our example, the players may need to find an abandoned radio beacon and call for help. The examples from the two adventures can help you pick a goal.

### Set-Up

Choose the pieces and map you will use for the adventure. For a crash on an alien planet, you could use the desert map or the crater map.

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If you want, you can even draw your own maps. Be sure to draw them big enough to put counters on, and include a 1/2" grid for movement and combat. Include everything on the map that you need to play, like doors, roads, vital control panels, etc. Some maps you might want to make for adventures are an island, a space station or the inside of a large building.

Once you have picked your playing area, decide where each piece starts the adventure.

## How To Play

Once you have a story and have picked your teams, goals and set-up areas, you must create any special rules needed to play the adventure. You also must decide which side will move first until combat starts and when special events will happen.

For a crash on a desert planet adventure, you may want to create several rules. To simulate moving through a large desert, each move in this adventure will take half an hour and player characters can move only four spaces per turn. If a creature attacks the characters, they cannot move until they defeat the beast.

The players have enough water to last 25 turns. Each turn the players must subtract 1 from their water supply. If their water supply reaches zero, they are out of water and will pass out. Before this happens they want to find a radio beacon that was torn off their ship in the crash. With it, they can radio for help. The reader picks a space where the player characters start and secretly picks another space at least 10 spaces away where the beacon fell.

To search for the beacon the player characters must tell the reader which direction they are scanning at the end of their turn. The reader then rolls 1d10 without letting the players see the result. If the players were looking in the right direction, and the number rolled on the die was greater than the number of spaces between the characters and the beacon, the reader tells the players their scan has detected the beacon in that general direction. If the result of the die roll is equal to or less than the distance between the characters and the beacon, or if the players were not scanning in the right direction, the reader tells them their scan does not detect anything.

Finally, at the end of every turn the characters must check to see if something happens to them in their wanderings. To simulate this chance the characters must roll a d12 and check the EVENT TABLE below to see what happens.

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<b>Die Roll</b>	<b>Event</b>	<b>Situation</b>
1	Lost	Characters wander off course in shifting sand dunes; move the party two spaces in a direction determined using the Grenade Bounce Chart.
2	Sandstorm	Characters lose 1 turn in blowing sand.
3	Cool Cave	Rest in the shade, and add 5 to water supply.
4	Creature	Attacked by one Funnel Worm in its pit.
5	Mirage	Lose one turn.
6	Creature	Attacked by 2 Sand sharks.
7	Sunstroke	Each character must make a Vigor Roll.
8	Creature	Attacked by 5 Winged Rippers.
9	Poison Water	Each character must make a Smarts Roll gain one Fatigue Level
10	Oasis	Refill your canteens; increase water supply back to 25.
11	Circle	Characters wander in circle; return to space they started in this turn.
12	No Event	Proceed to next turn.

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## Creatures

### **Funnel Worm**

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

**Skills:** Fighting d8, Guts d6, Notice d8, Stealth d10

**Pace: 6 ; Parry: 6 ; Toughness: 12**

#### **Special Abilities**

- **Armor +4:** Funnel Worms have thick skins, and are partially underground for more protection.
- **Bite:** Str+2. Funnel Worms have large mandibles that they use to bite their prey with.
- **Bash:** Str+2. Funnel Worms come out of the ground underneath their prey and send everyone flying around. Use the Medium burst template.
- **Burrow (10"):** Funnel Worms can dig through the earth and come out anywhere within 10" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Funnel Worms weigh in at over 800 lbs each.

### **Shark, Great White**

Sand Sharks burrow around under the shifting sands and are about 18 to 25 feet long. Larger specimens surely exist.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d10, Guts d8, Notice d12, Stealth d10

**Pace: 10; Parry: 7; Toughness: 12**

#### **Special Abilities**

- **Invulnerability:** Sand Sharks are immune to the effects of Needlers, as the shots tend to strike the hide of the creature, but not any internal organs.
- **Bite:** Str+3.
- **Hardy:** The creature does not suffer a wound from being shaken twice.
- **Large:** Attackers add +2 to their attack rolls when attacking a Great White due to its large size.
- **Burrow (20"):** Sand Sharks can dig through the earth (just like Funnel Worms, but much faster) and come out anywhere within 20" to attack with surprise. When this occurs, the Burrowing creature makes an opposed Stealth roll versus the target's Notice. If the creature wins, it gains +2 to attack and damage that round, or +4 if it gets a raise. If the victim wins and was on Hold, he may try to interrupt the burrower's attack as usual.
- **Size +4:** Great Whites can grow up to 25' in length.

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## **Winged Ripper**

**Attributes:** Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d8

**Pace:** -; **Parry:** 6; **Toughness:** 8

### **Special Abilities**

- **Quick:** They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Sky bound:** Anyone attacking a Ripper must subtract 2 from his attack rolls while they are in the air.
- **Flight:** Rippers can fly with a Pace of 10”.
- **Bite or Claw:** Str +2.
- **Improved Frenzy:** Lions may make two Fighting attacks each action at no penalty.
- **Dive:** Rippers often dive on their prey to best bring their mass and claws to bear. It can gain a +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +2:** Rippers can weigh over 500 pounds.

Notice that the reader also can have characters run into events and obstacles as well as opponents. Anything you can imagine can happen during a STAR FRONTIERS adventure.

# ***SAVAGE STAR FRONTIERS***

## Rewards

At the end of an adventure the player characters can be rewarded for their actions during the adventure. The reason for giving rewards is to enable characters to pay for healing, to replace lost or damaged equipment and to buy new items the players need. Rewards can vary depending on how successful the characters were. A minimum reward for each character should be 50 Cr., and a maximum of 200 Cr.

If the character's employer is providing weapons, ammunition and free healing, the reward should be reduced. In some cases, like the desert planet example, the characters will not receive any payment for finding the beacon; their reward is getting off the planet alive.

## Suggested Adventures

Some ideas you can develop into adventures of your own are listed below. Science fiction books and movies also are good sources for adventure ideas.

1. A strange alien disease is infecting people in the city and making them violent and destructive. The players must stop the victims before they cause permanent damage and find and capture the carrier of the disease to prevent him from infecting others.

2. An ancient alien artifact has been found by Pan-Galactic Corporation and brought to a base to be studied. No one has heard from the base since the artifact was delivered. The characters must break into the base and find the artifact (which has taken over control of the base and its robots).

3. A special meeting of delegates from the United Planetary Federation Council on Frontier Law and Peace is being held on a nearby planet. Someone or something is murdering the delegates one by one. The players must find the murderer and prevent further assassinations.

4. An abandoned alien city-ship has entered the planetary system on a collision course with a colonized planet. The characters must find the giant ship's control center and change its course before it hits the planet.

# ***SAVAGE STAR FRONTIERS***

This is the Printer Friendly Version with text only. Enjoy!

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