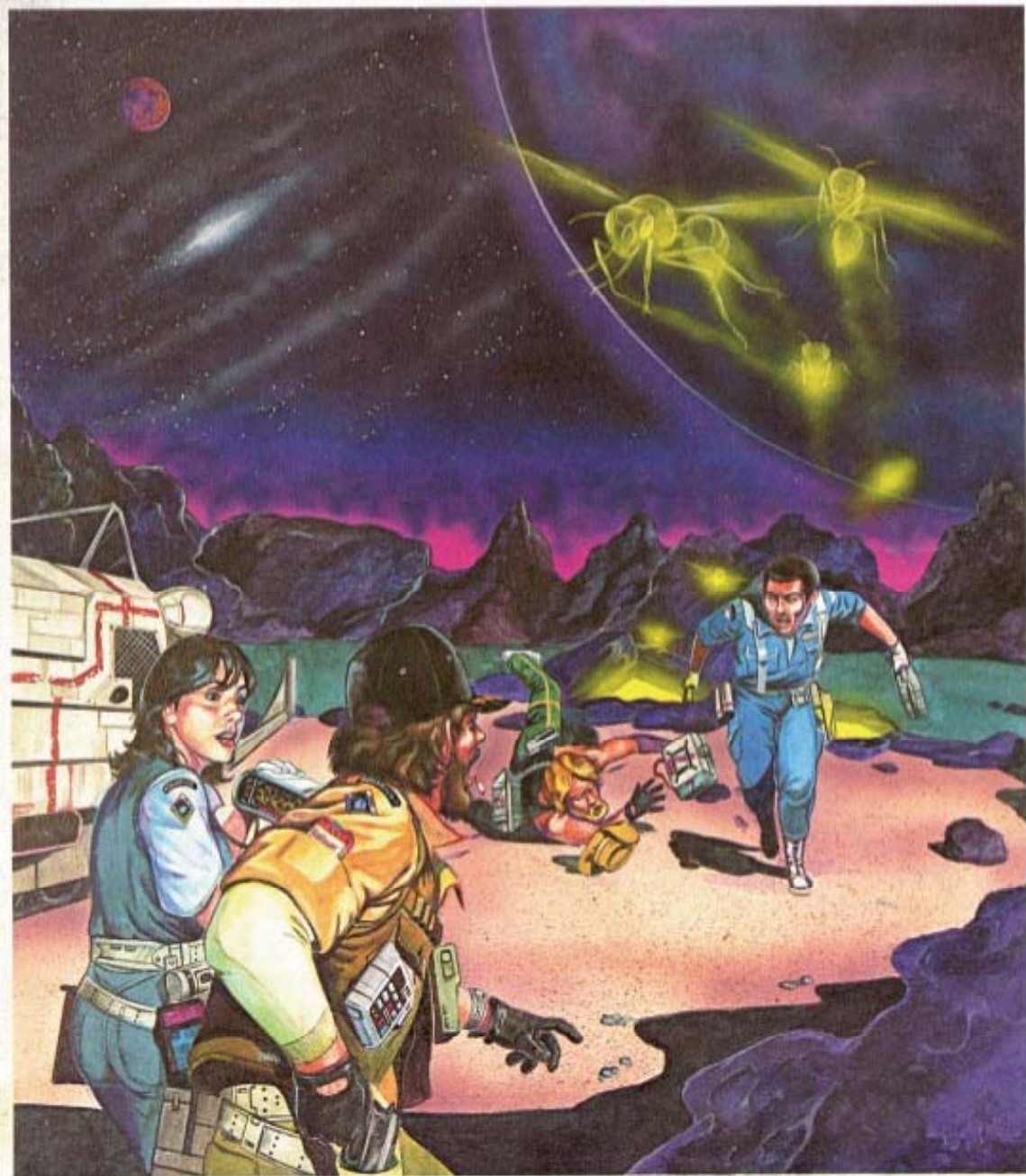


SAVAGE TRAVELLER!



Astro-geophysical crewmen, or skitterbuggers, derive their nickname from the Terran water bug that walks on water. The skitterbug darts about on bent spindly legs like a homeless nomad. Its human namesake sees an analogy to his life, darting from star to star, an astral nomad...

From the introduction to *The Astro-Geophysical Handbook* by the L-5 Foundation, *Luna One*, 2112.

SAVAGE TRAVELLER!

Skitterbugging

A Savage Traveller Conversion

By John Parker

Cmdrcody_2000@yahoo.com

2/3/05

From Dragon Magazine #59 (March 1982) came a short story by Gene O'Neil, Skitterbugging. The story caught my attention, not only because I was religiously following up on anything Traveller, but the James Holloway Art kicked a\$\$! Anyhoo, there was a conversion for the story arc over to the Traveller rules, so naturally I had to switch it over to Savage Worlds. Red-24 has a kick-a\$\$ conversion to Traveller and I can only hope my little adventure lives up to his ideas.

cya

jp

"The future ain't what it used to be."

--Yogi Berra

This document is free to all who wish to use it, change it, publish it, sell it, burn it, etc ...

"Dragon Magazine" is copyrighted and trademarked by Wizards of the Coast (a subsidiary of Hasbro).

Savage Worlds™ is Copyright ©2005 Great White Games & the Pinnacle Entertainment Group, Inc. The Savage Worlds logo & Smilin' Jack are trademarks of GWG and PEG, Inc.

No challenge to these ownership rights is intended or should be inferred. Proprietary material is used here without permission.

<http://cmdrcody.bravepages.com/>
<http://cmdrcody.bravepages.com/savage.html>

Enjoy!

Proudly made on a Mac!

SAVAGE TRAVELLER!

Skitterbuggers are members of the Imperial Scout Service and are based in teams aboard large star ships that ply the unknown frontier sections of Imperial Space.

Usually the teams are found in groups of four to six, but some larger teams have been known.

All team members have a working knowledge of the other team member's specialties (*Common Knowledge Rolls*) and of life in the "void" (*Survival Knowledge skill*). Any others are up to the individual.

Teams are assigned a shuttle that carries the crew and any equipment to a spot on an uncharted world. It returns after a predetermined amount of time (usually 45 days or six weeks) for team retrieval. From the drop site the crew sets up a base camp and performs planet side surveys and in some cases make first contact with native life forms.

There are many different types of survey teams. The sample team is for a group of prospectors pinpointing a world's natural wealth with seismographs.

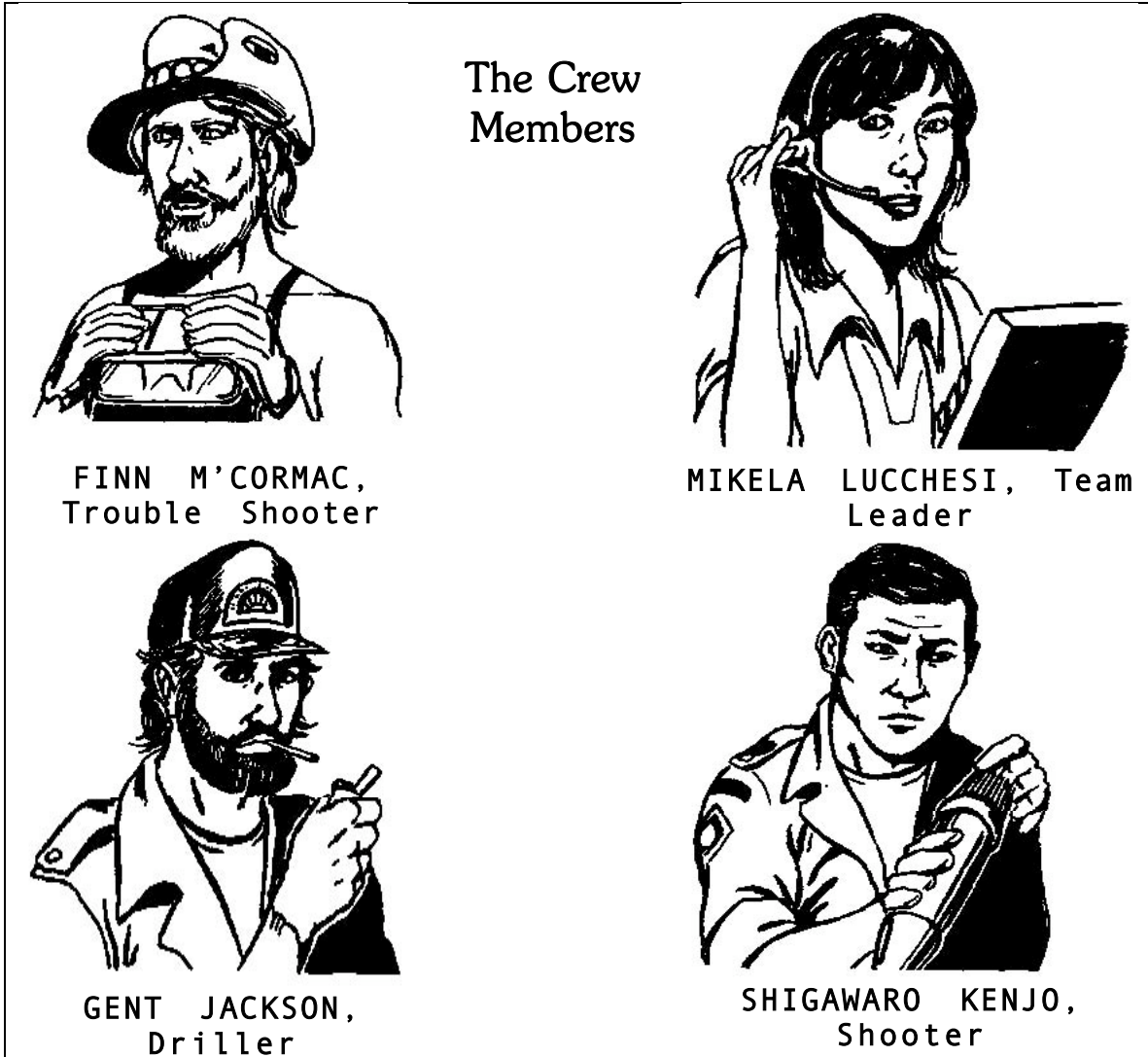
Each team will have specific equipment based on the mission, but most have the standard allotment.

Each team lands with at least two skimmers (Air/Rafts) and one pressurized Geodesic Dome with room for up to four and a common area for meals and relaxation. The dome comes equipped with a High Range Communicator capable of transmitting to the orbiting shuttle or individual communicators within a 1000km range. The dome also has life support and amenities for almost 800 man-days.

Each member is allowed an allotment of up to 10kg of personal material (and this may include personal weapons) to be brought along.

Each team member has one Vacc Suit assigned to him or her. All members are trained in EVA and Vacc Suit Operations (Spacer Edge).

SAVAGE TRAVELLER!



Finn M'Cormac, Trouble Shooter (Wild Card)

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

Skills: Fighting d6, Guts d6, Investigation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d6, Pilot d6

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

Edges: Spacer, Jack-of-All-Trades

Hindrances: Curious

Gear: Comm Gear, Rucksack

SAVAGE TRAVELLER!

Mikela Lucchesi, Team Leader (Wild Card)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Investigation d6, Notice d8, Shooting d4, Pilot d6, KS (Prospecting) d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Spacer, Arcane Background, Psionics (10 PP): Telepathy Only

Hindrances: Curious

Gear: Notebook, Comm Gear

Gent Jackson, Driller (Wild Card)

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

Skills: Fighting d6, Guts d6, Investigation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d8 Repair d10, KS (Prospecting) d6

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

Edges: Spacer, Mr. Fixit

Hindrances: Quirk (Carouser)

Gear: Comm Gear, Drilling Laser

Shigawaro Kenjo, Shooter (Wild Card)

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

Skills: Fighting d10, Guts d8, Investigation d6, Notice d6, Shooting d6, Stealth d6, Streetwise d4, KS (Demolitions) d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Edges: Spacer

Hindrances: Loyal

Gear: Comm Gear, Demolitions Charges

The All-American Boy

A light work robot built on a Type II chassis with legs. It's sensors approximate human senses, and include a short-range communicator and voice simulator. It has two light work arms capable of lifting 5kg each. Its brain is programmed with the skills listed below.

Type II Robot (The All-American Boy)

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

Skills:

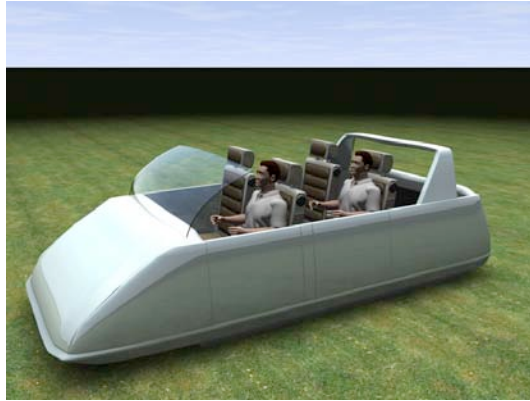
Pace: 3; **Parry:** 2; **Toughness:** 8 (+4 Armor)

Skills: Repair d6, KS (Valet) d6

SAVAGE TRAVELLER!

Equipment

- **Air/Raft**



Also known as a skimmer, the **air/raft** relies on solid-state anti-grav modules for lift and propulsion. Four independent, individually replaceable modules insure a maximum of safety, in that each provides one-quarter of the vehicle's total lift. A standard air/raft masses about 4 tons, and can carry a payload of about 4 tons, including the pilot and 3 passengers. Cruising speed is usually 100 kph, with unlimited range and endurance. The normal air/raft is open-topped and subject to the effects of weather and climate.

The major drawbacks to the air/raft are its low load capacity, its relatively slow speed, and its susceptibility to weather (both the negative effects of bad weather on passengers and the slowing effects of high winds and buffeting).

Most air/rafts are capable of reaching orbit (occupants must wear vacc suits) but the trip will take several (6 to 8) hours. Also, most can be overloaded with passengers (a maximum of 8 can fit with minimal comfort) so long as the tonnage maximum is not exceeded.

Acc/Top Speed: 10/25; **Toughness:** 8 (4); **Crew:** 1+3

Cost: 5-9000 Cr

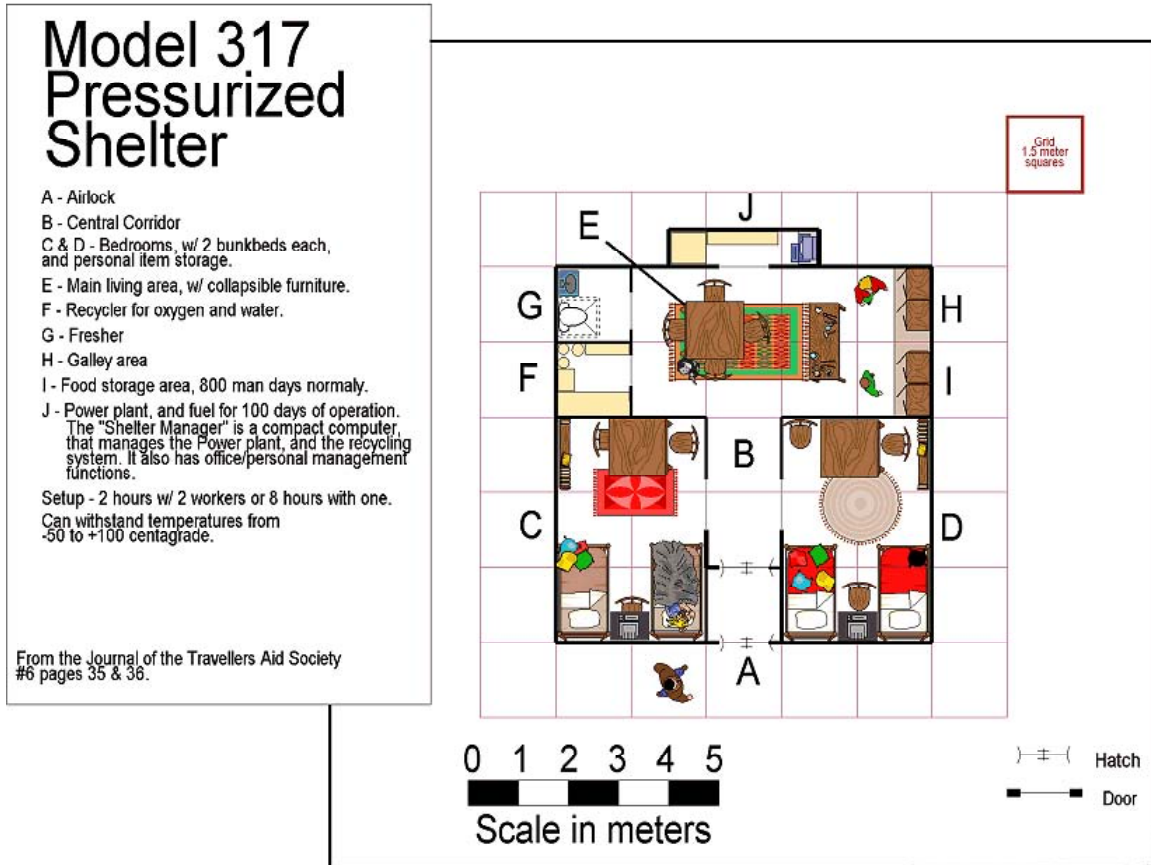
Notes: —

- **Comm Gear**

Individual communications gear consists of a palm-sized unit that attaches to your clothing and is activated by pressing a switch near the top. It has a range of about 8km, but can be patched into a main comm station to increase the range output. Each comm. unit also has an emergency beacon attached that will send a pulsed SOS signal out at 10-second intervals until the battery wears out (about 20 years).

SAVAGE TRAVELLER!

- Geodesic Pressure Dome



This is the prefab unit sent with all teams. Pretty much self-explanatory. (BTW, I have no idea where this came from. It was emailed to me during a Traveller Discussion one day. If you know who's it is let me know so I can give proper credit! It and the air/raft are just too cool!)

- Vacuum Suit

This is a typical EVA suit. It has enough life support for about 24 hours. It has a Toughness of 5 (2). It has built in Comm gear with a range of 25km.

- CO2 Backpack

This is a 3kg backpack fire extinguisher, effective against electrical and chemical fires. It has 20 shots and cost 500Cr.

- CO2 Bomb

SAVAGE TRAVELLER!

This is normally used to put out large fires in drilling areas. If it is set off near a creature it acts as a 3d6 Explosion of Cold using the Medium Burst Template. It weighs 5kg and costs 500Cr.

- **Heal jell**

This can be smeared on small wounds to anesthetize and disinfect. It contains a jellied Medical Slow Drug to accelerate healing. The wound will undergo 15 days of healing in 24 hours; a second dose must be applied if further healing is required. It cost 150Cr per dose.

(In SW terms. Gain back all wound levels to Shaken. Anything rolled on the Injury table is reduced by 1 level per dose applied.)

Mist Wasps

Mist wasps are hive creatures. While in the hive, all the wasps merge into one amorphous creature. One cubic meter of this hive “plasma” can divide into about 40 wasps. Only the queen mother does not blend completely into the hive; it is a true individual with initiative and independent thought.

The queen mother is a level 5 telepath (*Arcane Background, Psionics 30PP Telepathy Only*). All other mist wasps are level 2 telepaths (*Arcane Background, Psionics 5PP Telepathy Only*). When linked with its hive, the queen mother has an almost unlimited supply of psionic strength points.

Attacking mist wasps heat themselves to a temperature of about 250° C (430° F.). They attack from short range (about 5” away) and cause 2d6 damage when they hit.

Only extreme cold will affect a mist wasp. A shot of compressed CO₂, compressed oxygen or any other extremely cold gas will kill one on a hit with a Raise. A slightly cold object, like a pitcher of ice water, will drive one away on a successful Fighting roll. It is considered Shaken with a raise.

If faced with extinction, mist wasps can cross interstellar space at a speed of about one parsec every 50 years. They will settle only on very old, geologically stable worlds.