

# Farscape: Savage Worlds

Version 0.4

## RACES

### Baniks

- **Psychic Nature:** The latent psychic talent of Baniks grants them +10 starting Power Points when choosing the Arcane Background Edge.

### Delvians

- **Spiritual:** Delvians are naturally spiritual and disciplined. They receive a d6 starting Spirit instead of the normal d4.
- **Immunity to Poisons:** Because their species evolved from plants, they are immune to poisons which affect animal-based life.
- **Weak Physiology:** Delvians have greater difficulty dealing with physical damage and illness. They receive a -1 penalty to Vigor rolls required by the Knockout Blow table, and also to Vigor rolls against disease.

### Hyerians

- **Diplomatic:** Hyerians have a natural aptitude for diplomacy and negotiations, giving them a +2 to their Charisma.
- **Low Light Vision:** Hyerians need very little light to see normally, allowing them to ignore attack penalties for Dim and Dark lighting.
- **Three Stomachs:** The unique physiology of Hyerians gives them a +2 bonus to Vigor rolls against poisons.
- **All That Glitters:** Hyerians have a natural aptitude for determining the worth of valuable objects. They receive a +2 bonus to all Smarts checks to appraise the value of gems, jewelry, art, and other treasures.
- **Small:** Diminutive in stature, Hyerians receive a -1 to Toughness.
- **Slow:** Hyerians have a Pace of 3".

### Illanics

- **Intellectual:** Illanics have a natural aptitude for intellectual pursuits. They receive a d6 starting Smarts instead of the normal d4.

- **Scientific Aptitude:** Their affinity for scientific endeavors allows Illanics to choose the Scientist Edge for free, as long as they meet its requirements.
- **Till the Blood Runs Clear:** When an Illanic receives a Bleeding Out result on the Knockout Blow table, her blood runs black and she suffers the effects of blood poisoning. She is at -2 to all Vigor rolls required by the Knockout Blow table. This effect lasts until a Healing roll at -2 can be made to the affected area. This Healing roll does not remove any wounds, but it does cause the blood to run clear. The Illanic cannot recover any Wounds as long as she suffers from blood poisoning.

## Luxans

- **Tongue Sting:** Luxans have long, whip-like tongues which they can use to make unarmed attacks. If a Luxan hits with a standard Fighting roll, the defender must make a successful Vigor check or become Shaken. If the Luxan has gotten the Drop on someone who fails her Vigor roll, the victim is unconscious for 1d8 rounds. Tongue Sting has a range of 1".
- **Keen Sense of Smell:** Luxans gain a +1 bonus to any Tracking roll when they can identify the scent of their quarry, either from personal contact or from a personal object of some kind, such as an article of clothing. They can also identify individuals by scent with a successful Smarts roll.
- **Vacuum Survival:** Luxan physiology allows them to survive the brutal vacuum of space for short periods of time. After a number of minutes equal to twice a Luxan's Vigor, she must begin rolling a Vigor test every minute. Every failure increases Fatigue level. Once Incapacitated, the Luxan will die in a number of rounds equal to her Vigor. If the victim is rescued within 5 minutes after death, a Healing roll at -4 can save her. A Luxan recovers a Fatigue level every 30 minutes once no longer subjected to the vacuum of space.
- **Till the Blood Runs Clear:** When a Luxan receives a Bleeding Out result on the Knockout Blow table, her blood runs black and she suffers the effects of blood poisoning. She is at -2 to all Vigor rolls to all rolls required by the Knockout Blow table. This effect lasts until a Healing roll at -2 can be made to the affected area. This Healing roll does not remove any wounds, but it does cause the blood to run clear. The Luxan cannot recover any Wounds as long as she suffers from blood poisoning.
- **Quick to Anger:** Capable of very strong emotions, Luxans are often quick to anger, especially with those outside their own species.

They receive a -1 to their Charisma to all except other Luxans and Illanics.

## Nebari

- **Nimble:** Nebari are often gifted with great dexterity. They receive a d6 starting Agility instead of the normal d4.
- **Low Light Vision:** Nebari need very little light to see normally, allowing them to ignore attack penalties for Dim and Dark lighting.
- **Conformist Society:** Because of the rigid order of their society, Nebari receive a -2 penalty to Common Knowledge rolls pertaining to social concepts that other races understand clearly.

## Sebaceans

- **Bonus Edge:** Sebaceans begin the game with one free Edge of their choice, as long as they fulfill the Edge's requirements.
- **Focused:** Sebaceans receive a free d6 in one skill.
- **Vulnerable to Heat:** When subjected to temperatures of at least 90 degrees, Sebaceans receive an additional -2 penalty for all Vigor rolls to resist the effects of heat.

Members of a Sebacean offshoot race receive only the Bonus Edge. They are neither Quick Learners, nor are they Vulnerable to Heat.

## Sheyangs

- **Hardened:** Sheyangs are a tough and hardy species. They receive a +1 bonus to their Toughness.
- **Darkvision:** Sheyangs can see normally in total darkness, although they only see in shades of gray. They ignore attack penalties for Dim and Dark lighting.
- **Flaming Breath:** After preparing for 5 minutes, Sheyangs can expel a burst of flame for a number of rounds equal to half their Vigor, at a rate of once per round. If a number of rounds equal to half their Vigor has passed, they must spend another 5 minutes preparing, whether they have expelled flame or not. The flame has a range of 3", forming a cone 1" wide at its beginning and 3" wide at its end. Anyone who fails to dodge out of the way with an Agility roll suffers 2d10 damage, ignoring armor, and must roll to determine if they catch fire. If a Sheyang is Wounded during either preparation or the time she can expel flame, the resulting internal explosion inflicts 4d8 damage. The explosion uses the Medium burst template and ignores armor.

- **Slow:** Sheyangs have a Pace of 3".
- **Awkward Fighter:** Because they are not the most nimble of hand-to-hand combatants, Sheyangs suffer a -1 penalty to their Parry score.

## Tavleks

- **Strong:** Tavleks often make strong warriors. They receive a d6 starting strength instead of the normal d4.
- **Low Light Vision:** Tavleks need very little light to see normally, allowing them to ignore attack penalties for Dim and Dark lighting.
- **Toxin Resistance:** Extended use of their Gauntlets have given Tavleks a greater resistance to various toxins. They receive a +2 bonus to all Vigor rolls against drugs and poisons.
- **Gauntlet Addiction:** Tavleks have developed an addiction to the drugs their Gauntlets pump into their systems. If separated from her Gauntlet, a Tavlek must make a Fatigue check every 24 hours. The first failure makes her Fatigued, and a second failure renders her Exhausted. A third failure causes her to lapse into a coma. Medical treatment can help alleviate the symptoms, otherwise the penalties persist for 1d6 days. If the Tavlek does not surrender a chance to level up after this time in order to buy off the Hindrance, she will eventually find herself unable to defeat the addiction.

## Vorcarians

- **Blood Tracker:** Vorcarians gain a +2 bonus to any Tracking roll when they can identify the scent of their quarry, either from contact or a personal object of some kind, such as an article of clothing. They can also identify individuals by scent with a successful Smarts roll.
- **Acute Hearing:** Their keen ears gives Vorcarians a +2 bonus to any hearing-based Smarts roll, both for hearing sounds and identifying them.
- **Low Light Vision:** Vorcarians need very little light to see normally, allowing them to ignore attack penalties for Dim and Dark lighting.
- **Mean:** Varcarians receive a -2 penalty to their Charisma as described in the Savage Worlds rulebook.

## Zenetans

- **Luck:** Zenetans get to draw one extra benny per game session, and may still purchase the Luck and Great Luck Edges.
- **Observant:** Zenetans get a +1 bonus for Notice rolls to see and hear things in the world around them.

- **Androgyny:** Because there are very few external differences, it is difficult to determine which Zenetans are male and which are female. If they wish, females can pass themselves off as male with practically no chance of detection. If a female Zenetan wishes to seduce someone who is not normally attracted to males, she receives a -2 penalty to her Charisma.

## PROFESSIONAL EDGES

### Commando

**Requirements:** Novice, Agility d8+, Notice d6+, Stealth d8+, Survival d8+

Commandos are skilled in covert operations and trained to infiltrate and survive behind enemy lines. They receive a +2 bonus to Stealth and Survival rolls. They also gain a +2 bonus to any Notice roll against an enemy attempting to use Stealth.

### Diplomat

**Requirements:** Novice, Smarts d6+, Spirit d8+, Notice d6+, Persuasion d8+

Diplomats are often called upon to mediate between governments and worlds. They add +2 to Persuasion rolls and +2 to Notice rolls when trying to determine if someone they are speaking with is worried, hiding something, or the like.

### Pirate

**Requirements:** Novice, Agility d8+, Intimidation d6+, Lockpick d6+, Piloting d8+

Pirates earn their living by boarding other ships and taking what they want. A +2 bonus applies to their Intimidation, Lockpick, and Piloting rolls.

### Rogue

**Requirements:** Novice, Agility d8+, Gambling d6+, Lockpick d6+, Stealth d8+

Rogues are often gamblers, thieves, or spies. They receive a +2 bonus to their Gambling, Lockpick, and Stealth rolls.

## Scavenger

**Requirements:** Novice, Smarts d6+, Repair d6+

Scavengers survive by scrounging through wrecked starship hulls and the ruins of forgotten installations. They receive a +2 bonus for Common Knowledge rolls to figure out what an unknown device is for and how to use it. They also add +1 to any Repair rolls.

## Scientist

**Requirements:** Novice, d8+ in the appropriate science skills

Because they spend most of their time engage in scientific endeavors, Scientists can choose 2 science-related Knowledge skills in which they have a d8 or more. They get a +2 bonus to any Knowledge roll using these skills.

## Tech

**Requirements:** Novice, Smarts d10+, Repair d8+, two science-related Knowledge skills at d6+

Techs are trained in the maintenance of various technological devices. They add a +2 bonus to their Repair rolls, and halve the time required to fix a device if they get a raise.

## Warrior

**Requirements:** Novice, Smarts d6+, Strength d6+, Healing d6+, Notice d6+

The hardened Warrior has developed a keen awareness as well as a talent for patching wounds suffered on the battlefield. They receive a +2 bonus to Notice rolls for detecting ambushes and similar dangers on the battlefield, and also a +1 to Healing rolls.

## GEAR

New characters begin the game with 700 cps.

## Primitive Weapons

These weapons are found on less-developed worlds throughout the Uncharted Territories. They are described on p.45-46 of the Savage Worlds rulebook:

Axe, Billy Club/Baton, Bow, Crossbow, Dagger, Great Sword, Long Sword, Short Sword, Spear, Staff, Survival Knife

## Melee Weapons

Type	Damage	Weight	Min Str	Notes
Qualta Blade	Str+3	6	d6	see below
Stun Baton	Stun	4	--	--
Tavlek Gauntlet	Stun	3	--	see below

## Ranged Weapons

Type	Range	Damage	RoF	Weight	Shots	Min Str	Notes
Disruptor	12/24/48	Stun	1	2	25	--	--
Energy Net	3/6/12 thrown	Stun	1	4	1	--	Medium Burst
Pulse Blaster, Heavy	40/80/160	3d6	5	30	50	d8	Snapfire Penalty
Pulse Blaster, Palm	3/6/12	3d4	1	1	5	--	--
Pulse Blaster, Pistol	15/30/60	3d6	1	3	25	--	--
Pulse Blaster, Rifle	30/60/120	3d6	3	9	50	d6	--
Qualta Blade	12/24/48	3d6+1	1	6	25	d6	see below
Slug Pistol	12/24/48	2d6+1	1	3	10	--	AP 1
Slug Rifle	24/48/96	2d8	3	8	20	d6	AP 2
Tavlek Gauntlet	12/24/48	3d6/3d8	1	3	25	--	see below

## Explosives

Type	Range	Damage	RoF	Min Str	Notes
Grenade, Frag	5/10/20 thrown	3d6	1	--	Medium Burst
Grenade, Shatter	5/10/20 thrown	4d6	1	--	Medium Burst; see below
Grenade, Stun	5/10/20 thrown	Stun	1	--	Small Burst
Mine, AP	--	3d6	--	--	Small Burst
Mine, HE	--	4d6	--	--	Medium Burst; AP 20

## Weapon Notes

**Grenade, Shatter:** These grenades are designed to turn bones into powder, and anything not calcium-based is unaffected. Delvians and races with similar physiology are immune to these weapons.

**Qualta Blade:** Converting between melee and ranged modes requires one action.

**Stun:** Those hit by a weapon that inflicts Stun damage must succeed at a Vigor roll or become Shaken. An attack that scores a raise gives a -2 penalty to Vigor rolls.

**Tavlek Gauntlet:** Those wearing a Tavlek Gauntlet gain a +2 bonus to Vigor rolls against poisons and are protected by an energy field that gives them Light Cover. The Gauntlet can also fire an enegery blast inflicting 3d6 damage. A Tavlek armed with a Gauntlet generates a field that gives her Medium Cover, and rolls 3d8 damage with an energy blast. The first time a Gauntlet is used, a successful Vigor roll is required to avoid addiction. Subsequent uses require a Vigor roll with a cumulative -1 penalty. Once this roll is failed, users are considered to have the Gauntlet Addiction Hindrance as described in the Tavlek racial template.

## Armor

Type	Armor	Weight	Notes
Environment Suit	--	10	Entire body; 2 arns life support
Flight Suit	+4	24	Entire body; 1 arn life support
Heavy Assault Armor	+8	90/70*	Entire body; 1 arn life support
Hide Armor	+3	20	Torso, arms, legs
Leather Armor	+2	16	Torso, arms, legs
Luxan Armor	+4	30	Torso, arms, legs
Peacekeeper Commando Armor	+5	30	Entire body
Plate Armor	+5	70	Torso, arms, legs

\* The second number applies to races with the Small Hindrance.

## ARCANE BACKGROUNDS

There are two Arcane Backgrounds in Farscape: Mystics and Priests. Each background includes a list of available Powers that can be chosen. Powers listed in *italics* are either new, or modifications of ones found in the

Savage Worlds rulebook. Descriptions can be found in the Powers section.

## Arcane Background [Mystic]

**Arcane Skill:** Mysticism (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 2

**Powers:** Blast, Bolt, Deflection, Detect/Conceal Arcana, *Enhance Senses*, Invisibility, *Non-Detection*, Quickness, *Sense Danger*, *Shape Change*, Speed, Stun, Telekinesis, *Telepathy*

## Arcane Background [Priest]

**Arcane Skill:** Discipline (Spirit)

**Starting Power Points:** 10

**Starting Powers:** 2

**Powers:** Bolt, Boost/Lower Trait, Deflection, Detect/Conceal Arcana, *Empathy*, *Enhance Senses*, Greater Healing, Healing, Invisibility, *Non-Detection*, Quickness, Speed, Stun, *Telepathy*

Priests gain their power by following the tenets of their particular religion. A minor violation of their belief results in a -2 penalty to Discipline rolls for one week. Priests who indulge in a major violation lose all of their powers for one week. A mortal violation causes a Priest to lose her powers permanently. It is possible that a tremendous task of atonement might restore the Priest's powers.

## POWERS

### Empathy

**Rank:** Novice

**Power Points:** 2

**Range:** Spirit

**Duration:** 3 (1/round)

Empathy allows users to sense the general attitude and feelings of the target, and may be used on animals as well as sentient beings. Users gain a +2 bonus to Persuasion and Intimidation rolls for the duration of the power.

### Enhance Senses

**Rank:** Novice

**Power Points:** 2 (+1/each additional sense)

**Range:** Touch

**Duration:** 3 (1/round)

Use of this power improves the sensitivity of one or more of the recipient's senses. The user can enhance multiple senses with one use of power, provided the Power Point cost is paid for each additional sense. At Novice rank, the user can only enhance one sense at a time. At Seasoned rank, the user can enhance two senses at once. At Veteran rank, the user can enhance three senses at once. At Heroic rank, the user can enhance four senses at once. At Legendary rank, the user can enhance all five senses at the same time.

**Hearing:** The target gains a +2 bonus to Notice rolls to hear noises.

**Sight:** The target gains a +2 bonus to Notice rolls involving sight.

**Smell:** The target gains a +2 bonus to Tracking rolls if the trail is no older than 8 hours.

**Taste:** The target can detect when food or drink has been poisoned.

**Touch:** The target's increased sensitivity to texture and movement within objects provides a +2 bonus to rolls involving manual dexterity. This includes a +2 bonus to Repair rolls.

## Non-Detection

**Rank:** Novice

**Power Points:** 3 (+1/each additional target)

**Range:** Smarts

**Duration:** 3 (1/round)

Non-Detection prevents the target from being detected by electronic sensory equipment such as motion sensors, bio-scanners, and other similar devices. The target is not invisible and can be seen on video equipment and heard on speaker systems. At Novice rank, the user affect only one target at a time. At Seasoned rank, the user can affect two targets at once. At Veteran rank, the user can affect three targets at once. At Heroic rank, the user can affect four targets at once, or can affect a single small vehicle such as a Prowler instead. At Legendary rank, the user can affect five targets at once, or can affect a single large vehicle such as a Command Carrier.

## Sense Danger

**Rank:** Novice

**Power Points:** 2

**Range:** Smarts

**Duration:** 3 (1/round)

Sense Danger allows the user to detect threats or danger—a hidden assassin poised to strike, an approaching patrol, a poisoned meal, a defense system about to go online, and other hazards. The source of the danger may be not be clear. The user will feel uneasy and have a rough idea of the direction and approximate distance to the danger.

## Shape Change

Shape Change is described on p.87 of the Savage Worlds rulebook. Additionally, users can change into another humanoid form of the same race at Veteran rank. At Heroic rank, users can change into another humanoid form of a different race.

## Telepathy

**Rank:** Veteran

**Power Points:** 3

**Range:** Smarts

**Duration:** 3 (1/round)

Telepathy grants the ability to form a temporary mental connection between the user and a single target. The connection allows the expression of emotions, feelings, and even permits conversations. Unwilling targets must be overcome with an opposed Spirit roll. The user gets a +1 bonus to her Spirit roll for each additional rank in the power above Veteran.