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SLIPSTREAM



SAVAGE
WORLD'S

SLIPSTREAM

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WELCOME TO SLIPSTREAM



Slipstream is a space pulp setting reminiscent of the black and white Saturday morning serials of the 1930s. Put aside all foolish thoughts of such things as the immutable laws of physics, Faster-Than-Light drives, and the hard vacuum of space, and revel in the rocketship and ray gun reality that governs *Slipstream*. If you're looking for a hard sci-fi game, you're reading the wrong book!

GETTING HERE

Slipstream is a pocket universe reached only by passage through a black hole. Every black hole in our universe has a branch tunnel to Slipstream. Conventional 21st century science has it that matter sucked into a black hole is destroyed; not even light can escape the terrible force of destruction. Well, conventional science isn't always right.

As the Slipstream locals can tell you, some things do survive passage into a black hole. They are living proof. Sure the ride was rough, but they pulled through. Most matter the black holes consume never appears here, and those surviving the experience know they are lucky to be alive.

The vast majority of current inhabitants were born here—Slipstream is the only home they know.

THE SLIPSTREAM GRAVITON WAVE

Slipstream is the name of the pocket universe. *The Slipstream*, sometimes just called the Wave, is the short name for the Graviton Energy Wave emitted by the black hole. The Wave spirals lazily into the centre of the universe, pushing space debris toward the Graveyard, a morass of planetary debris, gas clouds, and wrecked rocketships that lie at the centre of the universe.

The Wave can be crossed, but it's a bumpy ride and the risk of getting slammed by a chunk of debris is pretty high. Problem is, if you want to visit the fragments you'll have to cross it at some point, unless you want to fly a spiral pattern round the universe every time you fancy a trip out.

THE FRAGMENTS

Entire worlds have been lost to black holes. Immense gravitational forces ripped these planets apart, swallowed most of the chunks, and spat the remainder into Slipstream. Thrown clear of the Graviton Wave the fragments settled into stationary positions throughout the pocket universe of *Slipstream*. The largest fragments are the size of the Moon, the majority less than a quarter that size.

Fragments don't rotate on their axis or orbit a star. In fact, there is no star in Slipstream—a constant colorful twilight glow exists, thanks to energy particles emitted by the black hole. As in many pulp stories, few fragments comprise more than one type of geography. There are ice worlds, desert worlds, jungle worlds, and so on, but a true mixed world, like Earth, is extremely rare.

All fragments, large and small, share two common features. First, they possess an atmosphere identical to that of Earth in basic composition and pressure. Aside from a few exotic species that came on rocketships, every race breathes good, old fashioned air.

Second, gravity on any fragment, regardless of its size or composition is 1G, or the same as Earth for those of you who flunked science. The gap between fragments has zero gravity.

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VACUUM

The gap between the fragments is a vacuum, though, right? Wrong! Between fragments there is breathable air, though it's thin and hard to operate in without breathing apparatus. There's nothing to stop you taking a space walk without a space suit. Slipstream scientists have long known that particles emitted by the black hole provide the air, so don't go looking for "real world" answers. There are even clouds in space in Slipstream.

QUEEN ANATHRAXA

Every pulp setting needs a dastardly villain, and in *Slipstream* that's Queen Anathraxa. What she wants, she takes—food, natural resources, alien artifacts, and, above all, males. What does she do with the males? Pray you never find out.

Anathraxa doesn't operate alone. Serving her are the Handmaidens, formidable and ruthless mercenaries armed with artifact weapons, Primals, a primitive race that serve as her footsoldiers, and Minions, males who serve on her rocketships.

TECHNOLOGY

Rocketships and ray guns are the cutting edge of hi-tech invention here. Sure, there are computers, but don't think they're artificial intelligence

types. What we have here are tickertape readouts, whirring noises, and the occasional flashing light. Even robots are called Robot Men for a good reason. Sure there are super hi-tech gizmos, but in *Slipstream* they're called alien artifacts. Teleporters, disintegrators, and portable energy shields *do* exist, but they're very rare and highly sought-after.

Most fragments are low-tech worlds. This doesn't mean they're barbarians wielding pointy sticks, it just means the average technology of the planet is low. You can still find natives with ray guns, but they're more unusual than on a hi-tech world. Queen Anathraxa does her best to keep technology levels to a minimum.

As quick guideline, if an item was considered standard gear in the 1930s space pulp shows and comics, it's usually hi-tech in *Slipstream*.

HEROES AND VILLAINS

Slipstream is a world of heroes and villains, with very little soft ground in between. There are no rules to force you to play a goody-goody, but player characters are heroes. Even scoundrels in *Slipstream* have a heart of gold hidden beneath their rugged exterior.

ALIENS

Thousands of alien races inhabit Slipstream. If you can imagine a race, chances are it exists here. Most are humanoid, but some of these have wings, animal heads, reptilian features, and pretty much anything else you can imagine. Check out the Alien Race Generator on page 14 for more details.

GETTING OUT

The short version is you can't. The black hole tunnel that emerges into Slipstream is one way only. Brave souls have tried to escape through this route, but every one of them has been destroyed. This doesn't stop people trying, mind you.

Legends among the Slipstreamers tell of powerful alien artifacts capable of rending a tear in time and space, of an exit hole located in the centre of the Graveyard, and even that Queen Anathraxa has a rocketship capable of driving the wrong way up the tunnel. No one has ever proven these theories.

Of course, it is possible that someone has escaped, but they've never come back to tell anyone.

CHARACTERS



Okay, so now you know something about the Slipstream universe, it's time to create a hero. From a brutish warrior clad in furs to a daring rocketship pilot with a ray gun; from a psionist who unlocks the secrets of the mind to a mad scientist pushing the boundaries of physics to their limit, *Slipstream* can handle any character type you can imagine.



Slipstream is about heroic characters; those willing to put themselves in danger to help others. Spend a few minutes thinking about what kind of character you'd like to play. A sample of common archetypes is presented here to help get you thinking along the right lines. When you've got an idea about the type of hero you want to play, move on to *Making Heroes*.

Avenger: The Queen has taken away everything the hero ever loved: Friends, family, home, all destroyed by the Handmaidens or Primals. The one thing that keeps the avenger going is the thought of enacting a fitting revenge.

Citizen: Most inhabitants of Slipstream shy away from adventure and danger, seeking only a quiet life. Many succeed in living their dream, but fate is a cruel mistress, and some find themselves traveling to distant worlds on dangerous quests.

Diplomat: Slipstream is a miasma of different races and cultures, and keeping the peace is a full time job. As well as trying to maintain the status quo, many diplomats seek to unite the fragments into federations, both for trade purposes and for mutual support against Queen Anathraxa.

Engineer: Many worlds have lost the knowledge of technology and have entered a dark age. If the Queen had her way, every world would be reduced to barbarism. Fortunately, there are engineers dedicated to maintaining technology.

Home Seeker: Not every being wants to remain in Slipstream. Rumors of ways to escape have been circulating since the first races appeared, but none are known to exist. For the home seeker, any rumor that may lead them out of Slipstream deserves following up.

Hunter: The number of strange creatures inhabiting Slipstream is immense. Some hunters seek only to feed their communities; others hunt dangerous beasts for the glory or to bring back for private collectors.

Mad Scientist: Ray guns and rocketships are common gear, but true hi-tech gizmos are a different matter. When an artifact is discovered, mad scientists come into their own, using experimentation and research to unlock ancient secrets. Given the unpredictable results of using forgotten technology, it takes a special kind of person to tinker with unknown forces.

Newshound: There are no television or radio stations, nor are there newspapers or magazines in Slipstream. Communications between worlds is limited and newshounds make it their duty to travel the fragments, passing on news from other worlds as they go.

Psionist: Psionic powers are not unusual among the races of Slipstream. Some races use their powers to promote peace; others to conquer and destroy. Psionic heroes can find themselves working in a variety of roles, but should beware, for the Queen hunts down any psionics she discovers.

Rebel: Not everyone takes Queen Anathraxa's rule as granted. Many talk of rebellion, but few have the courage to arm themselves and actively work against the Queen and her legions. The punishment for rebellion is said to be worse than death, but the rewards of liberating the fragments from the Queen's iron grip make the risk worth it.



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Reformed Pirate: Space pirates are as common as air around the major shipping lanes. Unwilling to earn an honest living, pirates prey on fat merchant ships or isolated fragments. Some pirates see the errors of their ways and turn away from their former life to help others.

Ship's Crew: Not everyone who flies in space wants to be a pilot. For many, joining a ship's crew presents a chance to travel and meet new races. Gunners, engineers, and even stewards can find work on rocketships.

Space Cop: Queen Anathraxa may be the ruler of Slipstream, but day to day running of fragments is left to the locals. Laws vary from race to race, and policing the fragments is a full-time occupation.

Spacejock: If there is one thing Slipstream has plenty of, it's space. Skilled pilots are valuable commodities and if there's one thing the spacejock knows how to do, it's fly a rocketship. They're usually cocky and arrogant but, hey, they're the best!

Treasure Hunter: The fragments of Slipstream are dotted with ruined cities, temples, spaceports, and research laboratories. Alien artifacts of great power are believed to lie undiscovered on most worlds, but it takes a brave soul to search them out.

MAKING HEROES

Characters for *Slipstream* follow the standard *Savage Worlds* character creation process, with a few minor tweaks along the way.

1) RACE

First choose a race. A sample of the major player character races can be found starting on page 6. Each has a brief description of their history, their benefits, and the rules for playing. Short-form versions of other named races can be found on page 13. Read through these and choose a race now. If you want to play something different, skip ahead to page 14 and check out the rules for creating your own alien race.

2) TRAITS

Once you've decided what sort of character you want to play, it's time to determine your hero's traits.

ATTRIBUTES

Unless a race description says otherwise, your character starts with a d4 in each of his five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them



CHARACTERS

as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

SKILLS

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to. It costs 2 points per die type to raise a skill over its linked attribute.

All the standard skills are available in *Slipstream*. Characters with an Arcane Background also require a special arcane skill. The available arcane skills are Psionics and Weird Science.

Special: Any hero can actually learn the Weird Science skill (linked to Smarts). This represents knowledge of how to use and repair Weird Science gizmos. However, a character without the Arcane Background (Weird Science) Edge cannot design and create new gizmos (represented by powers).

LANGUAGES

It should come as no surprise that the myriad races each have their own language. Fortunately they realized they needed a common tongue if trade was to prosper. The common language is known simply as Streamer. Humans have long evolved past the need for multiple languages. All humans speak Earthling.

All characters speak their native language and Streamer. A hero also has a number of additional languages equal to half his Smarts die. Head to the alien races starting on p. 6 and pick races whose language you'd like to speak. Additional languages can be learned by using an advancement opportunity.

SECONDARY STATISTICS

Charisma is a measure of your hero's likeability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges or Hindrances.

Pace is equal to 6", unless changed by Edges or Hindrances.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

HEROISM RULE

Characters in Slipstream are larger-than-life heroes on the side of good. They shrug off grievous wounds and battle valiantly to save those in need. They're also the sort of people who go out of their way to help complete strangers, no matter the risk to their own skins.

A hero who elects to take the Heroic Hindrance without it counting toward their initial number of Hindrances (the character may still earn an additional four points) may take any one non-Legendary Edge and ignore the Rank requirement. If the character takes the Heroism Hindrance normally, he simply earns two points as normal.

Toughness is equal to 2 plus half your Vigor die type. Edges, Hindrances, and Armor can modify your Toughness. Vigor can, in some cases, go above a d12. In such cases, all fractions are rounded down.

3) SPECIAL ABILITIES

Now decide if you want any Hindrances. If so, you may use the points from them to gain one of the benefits below. You may take up to one Major Hindrance (worth 2 points), and up to two Minor Hindrances (worth 1 point each).

For 1 Hindrance point you can gain another skill point, or gain an additional 500 Slips in starting funds. For 2 Hindrance points you can raise an attribute by one die type or choose an Edge. See the Heroism Rule sidebar as well.

Once you've chosen your Hindrances, it's time to choose your Edges. Human characters get one free Edge, in addition to any additional Edges your character may have earned by purchasing Hindrances.

Aliens receive a number of racial Edges and Hindrances in addition to any purchased. Check out the relevant alien templates for details of these boons and banes.

4) GEAR

Each character starts with a change of clothing and 500 Slips (equivalent to \$500 in standard *Savage Worlds* money). Certain Edges and Hindrances can alter this amount.

NAMING CONVENTIONS

You may have noticed the peculiar naming convention used in Slipstream. Most races and fragments with obvious features use suitably obvious names.

Thus, crystalline creatures have names like Gemopians or Crystalloosians. Aliens with animal features are either referred to by the race they resemble, such as Bird Men or Lion Men, or by something similar sounding to their appearance, such as Angeli, Antelopus, Equines, or Tigras.

Some races and fragments rely on word play—the Rurites and their home fragment, Ruros, are a play on “rural,” whereas the Amici and their homeworld, Amicus, are taken from the Latin for “friend.” The Memnites, being giants, are named after the Colossus of Memnon, whereas the Tropicos were originally from a tropical paradise world.

All new races and fragments introduced to the game should use a similar convention. This may sound a bit cheesy, but that’s the style of Slipstream.

You’ll want to spend some of your starting money on weapons, armor, and other equipment. See the Gear section starting on page 27 for a full equipment list.

5) BACKGROUND

Spend some time thinking about your character’s background. Who are his friends? How does he earn a living? Does his native homeworld survive as a fragment? How long has he been in Slipstream? Did he, literally, arrive on the last boat? What does he think about Queen Anathraxa and her grip over the various fragments? Are there any alien races he likes or hates, and why?

Having a detailed background adds to the Slipstream experience. Lastly, give your character a name.



Anarchs are well-muscled, sturdy creatures formerly used as slave labor by a more advanced race. They look much like gorillas, though they

have no body hair and their skin is dark grey and rough to the touch. Though bipedal, they walk hunched and their arms hang down almost to the ground.

Anarchs arrived in Slipstream when a convoy of slave transporters carrying them was caught by a black hole. The ships arrived during an asteroid storm and suffered damage to their engines and navigational systems.

Unable to steer through the Graviton Wave, the ships were sent spinning out as it began its spiral toward the Graveyard, and crash-landed on the fragment now known as Scar. Fortunately for the Anarchs, their masters died in the accident (or shortly after the mass breakout).

Finding themselves on a mineral rich world and with no one to push them around (Scar was uninhabited before they arrived), the Anarchs dismantled their wrecked ship and built their own settlement. For the first time in racial memory, they began working for themselves.

With no concept of leadership skills and unwilling to assume an overlord-slave relationship with their own race, their society is anarchic, hence their name.

Names: Anarchs had no concept of names before coming to Slipstream. They usually pick the same name as the first alien they meet, believing it to be the “right thing to do.” A player character Anarch might well use the same name as another character in the party.

RACIAL EDGES & HINDRANCES

- * **Pacifist:** Rebellion was actively discouraged in their days as slaves, with strict punishments meted out to those who became defiant. The race learned not to strike back at their masters. Recent generations have suffered from Anathraxa’s privations and have learned to fight in self-defense. They have the Pacifist (Minor) Hindrance.
- * **Pack Mule:** Anarchs are used to carrying excessively heavy loads. They have double the standard Load Limits.
- * **Primitive:** Technology was forbidden to the Anarchs. They have the All Thumbs Hindrance.
- * **Sheep:** Anarchs are used to taking orders, not giving them. They receive a –2 penalty to Intimidation or Persuasion rolls when trying to lead Extras. They treat all Leadership Edges as having a Rank requirement one Rank higher than listed.

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- * **Slave Labor:** Anarchs are strong, tough, and used to physical labor. They start the game with a d6 in Strength and Vigor instead of a d4.

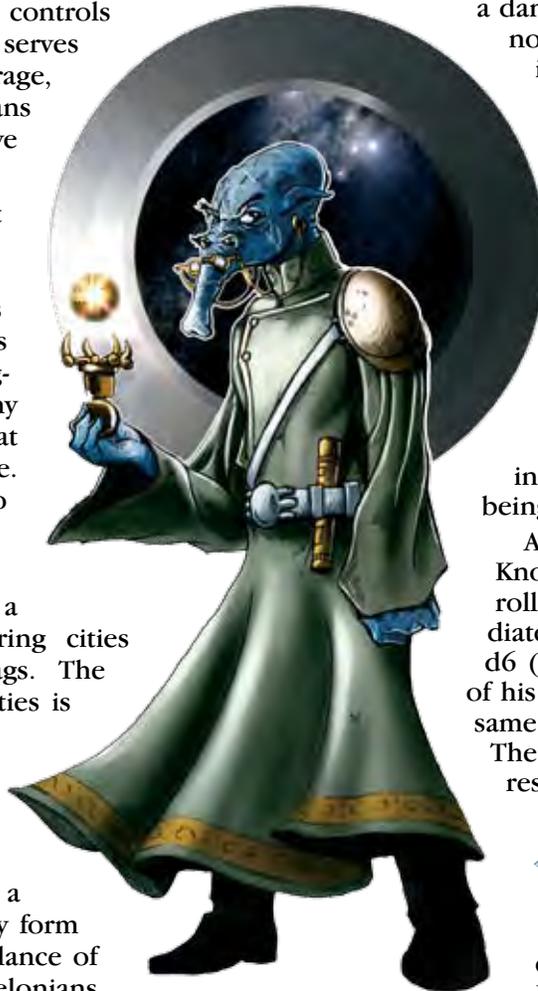
BABELONIAN

Babelonians are a bipedal race immediately distinguishable by their pale blue leathery skin, four eyes (all forward facing), a pronounced lump on the crown of their heads, and a long, tapering snout. The lump on their heads is actually a second brain. It controls no bodily functions, but serves as additional memory storage, allowing the Babelonians to recall truly impressive amounts of knowledge.

The Babelonian quest for knowledge is an overriding part of their mentality. Babelonians spend much of their lives traveling to other fragments, following up any snippet of information that may lead to new knowledge. Their remarkable ability to get into trouble is well documented.

The planet Babel is a rocky world, with towering cities built on bluffs and crags. The correct name for these cities is Depositories, for each houses a wealth of texts and alien technology from across Slipstream. To non-Babelonian eyes, the actual storerooms are a jumbled mess, lacking any form of categorization or semblance of order. Fortunately, Babelonians seem to have little difficulty tracking items down.

Names: For all their love of knowledge, the Babelonian's native language is actually rarely spoken. It is considered a sign of good breeding among Babelonians to speak at least one other language, even if no one else understands you. Babelonians choose names from the alien languages they speak.



RACIAL EDGES & HINDRANCES

- * **Brainy:** Babelonians are renowned for their intelligence. They begin the game with a d6 Smarts instead of a d4.
 - * **Correction:** If the Babelonians have an annoying trait it is their insistence of correcting any tiny mistake in other people's facts or use of language. Their constant interruptions and corrections, even over the most trivial of matters, cause them to subtract 2 from their Charisma.
 - * **Curious:** The quest for knowledge can be a dangerous business. Babelonians are notorious for sticking their snouts into anything that sounds even remotely interesting. They have the Curious Hindrance.
 - * **Educated:** Well versed in knowledge, lore, and languages, Babelonians receive a +2 bonus to all Common Knowledge rolls.
 - * **Secondary Memory:** Babelonians possess two brains; a primary brain and a smaller secondary brain. The vital brain functions are contained in the main brain, with the second being used for additional data storage.
- A Babelonian who fails a Common Knowledge roll or Smarts-based skill roll (except arcane skills) may immediately make a second roll using a d6 (but with no Wild die), regardless of his usual die type. This roll uses the same modifiers as the initial attempt. The character has the choice of which result he keeps.

BIRD MAN

Were it not for their large feathered wings and clawed feet, Bird Men could easily pass as humans. Though of similar build to Earthlings, their bones are much lighter, and the average Bird Man weighs only two-thirds that of a human. Their 6-foot wings can carry them through the space between planets with ease, though the distances between fragments make wing-powered space travel impractical. They can't break out of a fragment's gravity, but they can fly once in space.

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Bird Men hail from Avia, and construct their cities high in the boughs of the giant Nest Trees. No roads or sidewalks clutter their cities, and visitors must climb or fly to reach their lofty abodes. Though lacking in many aspects of technology, their glass-topped rocketships are a common sight across Slipstream.

Bird Men follow a feudal system of government, with the King at the top and lesser nobles, sometimes related to the king and sometimes not, further down the social ladder.

As befits their aerial nature, Bird Man society is actually quite informal. The King is not cloistered away, but is available for all his citizens, no matter their social status or wealth.

The Queen has a fondness for keeping Bird Men as pets, clipping their wings and imprisoning them in gilded cages. Her current favorite pet is Prince Boolar, son of King Throx, high ruler of Avia. It is said that she makes him sing for her pleasure.

Names: Names are a series of squawks and whistles in the Bird Man language. To assist other aliens, they translate their names into Streamer. Even then, there is a certain birdcall quality to them. Example names include Toot, Tweet, Whoot, Bagawk, Squeet, and Wheet.

RACIAL EDGES & HINDRANCES

Aerial Race (+2): The wings of a Bird Man are not just for show. Their lofty cities contain large open spaces to allow them to fly freely, but nothing that would equate to a road. Bird Men can fly at their standard Pace, with a Climb equal to half their Pace. Bird Men do not require a skill to fly in the same way that other races have no walk skill. However, ground vehicles and beasts of burden are unknown in their culture, and they must pay double the cost to purchase the first die in either Driving or Riding. Further increases are at standard costs.

- * **Agile:** Bird Men are graceful creatures. They start with a d6 Agility instead of a d4.
- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Claws:** Str+d6. Bird Men have razor sharp talons on their feet, allowing them to grasp prey while airborne.
- * **Light Bones:** The bones of a Bird Man are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.



Earthlings may be the most common name for humans in Slipstream, but they are also known as Terrans, Earth Men (and Women), and Earth People. Earthlings of all shapes, sizes, creeds, and color exist in Slipstream; they are the most diverse race in the universe.

Earthlings in Slipstream are usually from one of two sources—they were born here or they're recent arrivals.

For those of you born here, let's take a little trip back in time. Earth, the home of your ancestors, was on the verge of destruction. Memories are a little hazy now, and whether it was because of ecological disaster, global war, or famine is neither here nor there anymore. All that matters to this story is that the people of Earth pooled their resources together and headed off into space in thousands of huge rocketships called arks, destination Mars.

No one really knows exactly what happened, but somehow the ark your grandpappy was on got sucked into a black hole. When it emerged, it was in Slipstream.

The majority of humans adapted to the presence of the alien races already inhabiting the universe, learning new languages and customs, and freely sharing ideas and knowledge. The minority either fully adopted alien ways and "went native" or refused to mix and maintain their own Earth customs.

Some became popular heroes, actively fighting against the tyranny of Queen Anathraxa and the depredations of pirates and cruel overlords; others willingly joined the forces of oppression. Most, however, simply started a new life and try to make the best of the current situation.

Though the ark arrived 100 years ago, Earthlings still arrive in Slipstream in the present day. Some are the descendents of those who fled Earth, born and raised on the ark ships and never knowing any life other than in space. Others are from new colonies founded by the ark ships that reached Mars and beyond. Though Earth is gone, humans have prospered both inside and outside Slipstream, though they don't govern any fragments.

RACIAL EDGES & HINDRANCES

- * **Free Edge:** Humans begin play with a free Edge of their choice. They must meet the requirements of the Edge as usual.

LION MAN

The Lion Men are one of many races that resemble animals native to Earth. They stand a head taller than humans and have well developed bodies. Though humanoid in appearance, their heads are distinctly leonine, even down to possessing whiskers. Much of their body is covered in short, straight fur, usually of tan coloration. Distinguishing the sex of a Lion Man is extremely simple—males have manes; females do not.

Their hands and feet each have three fingers and an opposable thumb. Descended from a hunter race, they have kept their ancestors' natural weaponry, possessing retractable claws on both hands and feet. Few wear shoes, even on rough surfaces. Tough spongy pads on their feet protect them against sharp stones and also make them stealthy hunters.

The local star (before the planet was lost in Slipstream) provided only dim light to the Lion Men's homeworld, Simba, and their eyes are adjusted to operating in low light conditions. This gives them an advantage on cloudy fragments, where the glow of the Slipstream is reduced. The fragment of Simba remains the stronghold of the Lion Men.

Honor is important to the Lion Men and a strict and complex code pervades their entire culture. There are rules on eating order, addressing social superiors or inferiors, how close one may walk to another Lion Man, giving and taking insults, and so on. Honor challenges are commonplace (again with strict rules governing them) and many males sport scars from previous duels.

Other races are not considered exempt from this code and dealing with Lion Men, especially the more aggressive males, is akin to walking a tightrope—one must follow a rigid line or risk insulting them.

Names: The Lion Men's native language is full of vowels and rolling "r's." Names have meaning to the Lion Men and many have chosen to adopt these meanings in the common language. As such, you may find Lion Men with traditional names, such as Rrowrr, Raaror, or Yowl, or descriptive names such as Silent Hunter, Razor Claw, or Long Mane.

RACIAL EDGES & HINDRANCES

- * **Code of Honor:** The Lion Men's rigid code of honor governs every aspect of their culture. Breaking the code can lead to banishment, or even death.

THE LION MAN CODE

- * The social structure of nobles, warriors, workers, and children is unbreakable.
- * When two Lion Men are of equal status, age determines higher status.
- * When age is unknown, either party may take the superior stance. The other must challenge for the right to be superior or accept a submissive role.
- * Nobles eat before warriors, who eat before lower classes.
- * Only those ready to fight may carry weapons.
- * Boasting is for the weak. The brave need only tell the truth to be honored.
- * A host must protect guests from physical harm and from insults. In return, guests must not fight their host or bring shame to his household while under his roof.
- * Only females eat with both hands. A male must have one hand ready to fight at all times.
- * Lower social classes must immediately listen, and obey, the requests of a social superior unless such requests are detrimental to one's tribe.
- * An insult from a social inferior must be contested in combat or dishonor will fall upon the family. An insult from a higher social class may not be challenged. To do so is to question the honor of the insulter.
- * Nobles may claim any unmarried female as their wife, though proper gift giving to the family must be obeyed.
- * The wives of warriors slain in combat may reject future marriage offers from any Lion Man.

- * **Hunter:** Though an advanced race, the Lion Men have never forgotten their primal skills as hunters. They start with a d6 in Stealth.
- * **Low Light Vision:** The eyes of Lion Men are adjusted to hunting in the half-light of their former homeworld. They ignore penalties for bad lighting except in pitch darkness.
- * **Proud:** Lion Men are very proud as a race. Insults are not taken lightly and they are more than happy to duel over any perceived slight. They receive the Vengeful Hindrance (Minor).
- * **Retractable Claws:** Str+d6. 'Drawing' or

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retracting their claws does not incur a multi-action penalty.

- * **Size +1:** Lion Men average 7 feet in height and weigh 300 pounds.



The Psiclops are a barrel-shaped race with large domed heads and no neck. A single eye, the size of a human fist, sits in the centre of their faces. They have a large mouth, but lack any discernible nose or ears, although their sense of smell and hearing is on par with that of most races.

They possess two arms, which protrude from just below their head. Their arms are short in comparison to their bodies and end in three stubby fingers. Their legs are likewise short and though capable of fast movement, they propel the Psiclops with a waddle-like gait.

At the end of the legs are small, round feet, with three toes on each foot. Psiclops lack nails and body hair. Their skin is blue-grey, rubbery to the touch, with bulbous, green veins running just under the surface.

The entire race is psionic, a rarity in Slipstream, and also a liability. Queen Anathraxa has declared their entire race to be outlaws.

Her Handmaidens and Primals hunt them mercilessly, and bounty hunters, attracted by sizeable rewards, scour the fragments for their presence. Even on worlds resisting Anathraxa's empirical goal, Psiclops must always be wary of trusting strangers, for the thought of earning the Queen's favor by revealing their presence is a tempting reward to many aliens.

Psiclops are a peaceful race, wishing only to be left alone to rebuild their lost civilization. They are not pacifists, but few resort to using weapons, preferring instead to use their mental powers to disable foes.

The Psiclops homeworld was sucked into Slipstream and shattered. The largest piece, the fragment Psidonia, is now uninhabited by their race. When Anathraxa learned of their presence, her Handmaidens attacked, forcing a mass exodus. The world has been interdicted ever since. What secrets and treasures they left behind have undoubtedly fallen into the Queen's hands, though rumors of intrepid explorers unearthing caches of psionic technology are commonplace.

Names: Psiclops' names actually use a blend of vocalization and empathic visuals. Non-psionic races cannot understand the visual part, and so

only use the spoken segment. Their names tend to be rather fluid, such as Llofali, Aetheliba, and Malillius.

RACIAL EDGES & HINDRANCES

- * **Mentalist:** Psiclops are masters of psionics. They gain the Mentalist Professional Edge without having to meet the minimum requirements.
- * **Outsider:** Other races are fearful of the Psiclops' fabled mental abilities and their "ability" to attract Anathraxa's minions. They suffer a -2 penalty to Charisma among non-Psiclops.
- * **Psionics:** The entire Psiclops race possesses psionic powers. Every Psiclops begins the game with Arcane Background (Psionics) and a d6 in the Psionics skill.
- * **Wanted (Major: by the Queen):** The Queen and her Handmaidens hunt Psiclops mercilessly. Even non-Psiclops found in their company are executed. They make friends only rarely among other races, preferring the company of their own persecuted race.



Robot Men are sentient machines. Their external appearance is that of a metallic human, though there was no record of contact with humans before Earthlings entered Slipstream. They possess no organic components of any sort, using mechanical servos and gears to move their limbs and pumps to push hydraulic fluid throughout their bodies. Their faces lack most features common to other races. They even lack mouths—a mechanical voice generator in their torso produces their emotionless voices. While Robot Men do not require organic nourishment, they must recharge their batteries.

Robot Men hail from Mechanos, a fragment whose surface is one enormous steel city. The city is a marvel of technology, with streetcars zipping along magnetic rails, conveyor belt sidewalks, and household appliances that can talk. They are among a handful of races that produce rocketships.

Their society is extremely well-ordered and functions like clockwork. A ruling class, the Technocrats, oversees the smooth running of the city. Moving down the social ladder, one finds Design-

CHARACTERS

ers, Operators, Constructors, Maintainers, and Laborers. Each has a vital role to play in maintaining the Robot Men civilization.

Names: Robot Men use a serial number as their name. Most are 6 to 10 digits long, though members of the ruling class possess names of 20 digits.

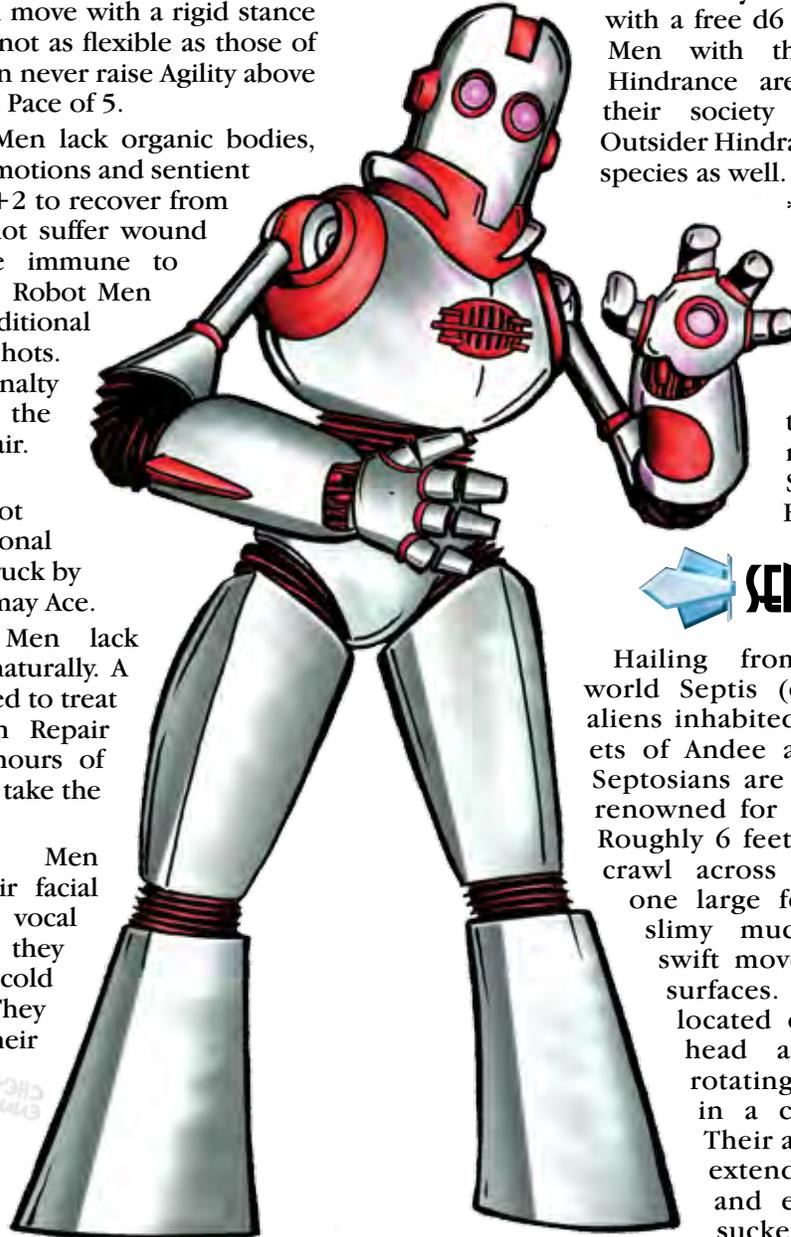
RACIAL EDGES & HINDRANCES

- * **Clunky:** Robot Men move with a rigid stance and their limbs are not as flexible as those of other races. They can never raise Agility above d6. They also have a Pace of 5.
- * **Construct:** Robot Men lack organic bodies, but are capable of emotions and sentient thought. They add +2 to recover from being Shaken, do not suffer wound modifiers, and are immune to poison and disease. Robot Men do not suffer additional damage from called shots. They suffer no penalty when operating in the rarefied Slipstream air.
- * **Electrical Susceptibility:** Robot Men suffer an additional d6 damage when struck by electricity. This die may Ace.
- * **Machine:** Robot Men lack the ability to heal naturally. A Repair roll is required to treat their injuries. Each Repair roll requires 1d6 hours of work. They may not take the Fast Healer Edge.
- * **Outsider:** Robot Men cannot change their facial expressions or vocal patterns. As such, they come across as cold and emotionless. They subtract 2 from their Charisma when dealing with races other than their own.
- * **Psionic Immunity:** The mechanical brains of Robot Men are too alien. They are immune to all psionic powers. Robot Men may not take the Arcane Background (Psionics) Edge.

- * **Recharge:** Robot Men require regular recharges in order to function. A Robot Man must have access to a source of power (any hi-tech world power outlet, functional rocketship, or a heavy ray gun battery suffices) for an hour every day. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

- * **Technosavvy:** Robot Men start with a free d6 in Repair. Robot Men with the All Thumbs Hindrance are outcasts from their society and gain the Outsider Hindrance to their own species as well.

- * **Uniform Size:** Robot Men come in only one size, shape, and age. They may not take the Brawny Edge, nor the Obese, Small or Young Hindrances.



SEPTOSIAN

Hailing from the swamp world Septis (originally these aliens inhabited the twin planets of Andee and Hopp), the Septosians are a slug-like race renowned for their foul odor. Roughly 6 feet in length, they crawl across surfaces using one large foot. A layer of slimy mucus allows for swift movement over flat surfaces. Two eyestalks located on top of their head are capable of rotating independently in a complete circle. Their arms are actually extendible tentacles and end in a sticky sucker rather than fingers, making fine

manipulation difficult.

Their ability to exude a stinking cloud of fetid gas evolved from a purely defensive mechanism to one the Septosians can control at will. No other

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race with a sense of smell enjoys their company for prolonged periods, especially in confined quarters.

The Grand Pong, a particularly large specimen whose stench is capable of causing unconsciousness, rules the Septosians from his Swamp Palace. Like most Septosians, he is especially fond of alcohol.

Names: The Septosian language is a series of burbles and gurgles. Their names reflect the language: Bloop, Blurg, and Schlurp are examples.

RACIAL EDGES & HINDRANCES

- * **All Thumbs:** Septosians lack dexterous fingers and find fiddly work difficult. All Repair rolls and rolls to use hi-tech items suffer a -2 penalty. In addition, a roll of 1 means the Septosian has broken the equipment, which cannot be used until a Repair roll is made and 10 minutes is spent fixing the item.
- * **Rubbery:** The rubbery skin of the race grants them +1 Toughness.
- * **Squelchy:** Septosians move in a manner similar to slugs. They make a squelching sound as they travel and leave a sticky goop trail behind them. They are -2 to Stealth rolls and rolls to Track them are at +4.
- * **Stench:** Septosians have the ability to release a cloud of fetid gas from a special gland located on their back. The gas fills a Medium Burst Template centered on the Septosian. Any non-Septosian within the Template not protected by a bubble helmet must succeed at a Vigor roll or be Shaken due to gagging (this counts as poison). The gas dissipates after one round.

Septosians have 5 Power Points for the sole purpose of creating this cloud, which costs 2 Power Points per use. Points recharge at the rate of one per hour and are unaffected by Rapid Recharge.

- * **Tentacles:** The tentacle arms of a Septosian can extend to double their normal length, allowing them to add +1 Reach to any melee weapon.



Though not related to Earthlings, the Valkyria bare a remarkable resemblance to Earthling females. Tall, muscular, and blonde, the Valkyria resemble Earthlings of Scandinavia stock. All Valkyrians in Slipstream are female, though their race originally had two sexes. Males were sub-

servient to females, and performed only menial tasks. Leaders, academics, engineers, and warriors were all female.

Valkyrians in Slipstream are all members of a large battle group sucked through a black hole. Without males they thought their race doomed, until they discovered Earthlings, with whom they are genetically compatible. The Valkyrians never claimed a homeworld. They lived aboard huge mother ships, and it is when flying a rocketship that the Valkyrians feel most comfortable.

The auxiliary mother ship that accompanied the battle group was destroyed as it entered Slipstream. Many Valkyrians respect Queen Anathraxa because she is a female, though this does not mean they support her. The Valkyrians' open admiration for Anathraxa, combined with their own warrior mentality, has led many to suspect that the Queen's Handmaidens are recruited from this race.

RACIAL EDGES & HINDRANCES

- * **Born to Fly:** The Valkyria are space nomads and flying rocketships is second nature to them. They begin the game with a d6 in Piloting and the One Man Crew Edge.
- * **Death Wish:** When Valkyria are born, their gods assign them a life goal. This quest is unique to the individual and varies in difficulty. Successfully completing the life goal allows the Valkyria to die with honor and enter the afterlife.
Dying without completing the goal assigns the Valkyria's soul to eternal damnation. The player and Game Master should agree on a suitable life goal.
- * **Hard to Tempt:** The Valkyria's dedication to their life goal makes them hard to tempt to other courses of action. They start the game with a d6 Spirit instead of a d4.
- * **Loyal:** Once a Valkyria gives her oath of friendship it is for life. They never betray their friends, nor leave them in perilous situations.
- * **Quirk:** Valkyria treat males of any species as subservient, regardless of their social position.
- * **Statuesque:** Valkyria are true amazons. Although not naturally beautiful—though many are—they are striking, and gain +2 Charisma.

NAMED RACES

Listed below is a quick guide to the other playable named races of Slipstream. Named races appearing elsewhere in this book cannot be taken as player characters due to their villainous nature. Races are presented alphabetically in the following format.

Race (home fragment): brief physical description—Edge/Hindrances (description)

- * **Akwasian (Akwias):** humanoid with webbed digits—Big Lungs (d6 Vigor), Semi-aquatic, Stubborn
- * **Amici (Amicus):** pale skinned, gaunt humanoid—Artistic (d6 Knowledge (Arts)), Emotion Control (*puppet*, 10 PP), Peaceful (as Pacifist, Major)
- * **Angeli (Angelis):** as human—Code of Honor, Duelist Culture (+1 Parry), Forceful (d6 Intimidation), Skilled Fighters (d6 Fighting)
- * **Antelopus (Glade):** horned bipedal herbivores—Cautious, Fleet Footed, Hooves & Horns (Str+d6), Racial Enemy (Tigra)
- * **Aridians (Arid):** grey skinned humanoid—Radiation Immunity (+4 resist radiation), Slow (Pace 5), Suspicious (-2 Charisma), Tough (d6 Vigor)
- * **Borealian (Borealis):** yellow skinned humanoids—Static Blast (*stun*, 5 PP)
- * **Borooshian (Boroosh):** small, bestial humanoid—Agile (d6 Agility), Expert Climbers (d6 Climbing), Navigate (+2 to Piloting and Survival when navigating), Small
- * **Cauldron (Cauldra):** ruddy skinned humanoid—Anemic, Heat Resilience (+4 resist heat), Thermal Vision
- * **Charadonios (Charadon):** humanoid with air sacs under chin—Deep Divers (d6 Vigor), Pacifist (minor), Racial Enemy (Shark Men), Semi-aquatic, Skilled Sailors (d6 Boating)
- * **Crystalloosian (Crystalus):** tall, willowy humanoids—Fragile (Vigor cannot go above d6), Keen Ears (+2 Notice when hearing), Sonic Resistance (sonic attacks cause -2 damage; +2 to resist), Stunning Voice (*stun*, 10 PP)
- * **Dracos (Dracos):** reptile men—Brainy (d6 Smarts), Manipulative (d6 Persuasion), Psionic Heritage (d6 Knowledge (psionic artifacts); can be used in place of Weird Science to determine function of psionic artifacts), Psionically vulnerable (see Hindrances, page

- 17), Vengeful (Minor)
- * **Drel (Neptuna):** fish-headed humanoid—Aquatic, Dehydration (see page 16), Sea Hunter (+2 Stealth & Survival underwater)
- * **Equine (Equus):** horse men—Cautious, Endurance (d6 Vigor), Fleet Footed, Hooves (Str+d6), Loyal, Quirk (attribute everything to spirits)
- * **Frigim (Frigim):** hairy, ape-like humanoids—All Thumbs, Size +1, Thick Hair (+4 resist cold), Tough (d6 Vigor), Vengeful (major)
- * **Gemopian (Gemopia):** crystalline—Sonic Susceptibility (sonic attacks cause double damage; -4 to resist; -2 to trait rolls when within 5" of loud noise), Tough Skin (+1 Toughness), Vibrate (*smite*, 5 PP; affects weapons they hold or their fists)
- * **Gyptosian, west side (Gyptos):** dark skinned humanoid—Criminal Upbringing (d6 Lockpicking & Stealth), Fence (see Edges, page 21), Poverty, Racial Enemy (east side Gyptosians)
- * **Gyptosian, east side (Gyptos):** dark skinned humanoid—Bully (d6 Intimidation), Greedy (minor), Racial Enemy (west side Gyptosians), Rich
- * **Hosbecite (Hosbec):** small, furry humanoid—Born Salesman (+2 Charisma), Greedy (major), Single Minded (d6 Spirit), Small, Smooth Talker (d6 Persuasion & Streetwise)
- * **Koldosite (Koldos):** blue-skinned humanoid—Over Confident, Spirited (d8 Spirit), Strong Willed, Stubborn
- * **Levitosian (Levitos):** small, grey, big eyes—Low Light Vision, Radiation Immunity (+4 to resist radiation), Small, Spirited (d6 Spirit)
- * **Lill (Lill):** two-headed humanoids—Argumentative (heads are always arguing), Habit (major; alcohol), Hardy, Immune to Poison, Stubborn, Two Brains (roll two Smarts and one Wild Die); Two Personalities (mental Edges or Hindrances apply to one head only)
- * **Lupine (Lupos):** wolf men—Bite (Str+d6), Claws (Str+d6), Competitive (always have to prove they're top dog), Fleet Footed, Keen Senses (d6 Notice), Loyal
- * **Magrozite (Magroz):** metallic humanoids—Bad Eyes, Hydrophobia (-2 to all trait rolls within 3" of body of water), Levitation (*fly*; 5 PP), Magnetism (*telekinesis*; 5 PP), Metal Skin (+1 Toughness), Slow (Pace 4)
- * **Memnite (Memnon):** brutish giants—Dumb (costs double to raise Smarts; d8 max), Gullible

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(-2 resist Tests of Will), Huge (+2 Size), Mean, Strong (d6 Strength)

- * **Nivekian (Nivek):** insectoid—Agile (d6 Agility), Faceted Eyes (+2 Notice rolls involving sight), Four Legs (as Fleet Footed), Leaping (double jumping distances), Simple Folk (Smarts cannot go above d6), Unsavory Habits (cannibals, -2 Charisma)
- * **Pyrite (Pyre):** stony skinned humanoid—Heat Immunity (immune to effects of heat), Slow (Pace 3), Stony Skin (+2 Armor)
- * **Raptor Man (Amazonia):** bipedal dinosaur—Gutting Claw (Str+d6), Racial Enemy (-4 Charisma when dealing with Cavors), Leaping (doubles jumping distances), Repulsive Habit (eat live food; -2 Charisma), Tough Hide (+1 Toughness)
- * **Repletite (Replet):** long necked, thin armed, stubby legged humanoid—Camel (can last twice as long as normal without water), Curious, Hormonal Glands (*boost trait*; 5 PP), Long Arms (+1 Reach), Slow (Pace 4)
- * **Rurite (Ruros):** multi-limbed humanoid—Four Arms (4 extra arms), Green Fingers (d6 Knowledge (plants), Habit (Strict vegetarians), Pacifist (major)
- * **Shark Man (Charadon):** bipedal sharks—Aquatic, Bite (Str+d6), Bloodthirsty,

Dehydration (see page 16), Strong (d6 Strength), Thermal Vision

- * **Skalinite (Skalin):** dwarf-like race—Bad Eyes, Industrious (d6 Repair), Low Light Vision, Slow (Pace 4), Stout (d6 Vigor)
- * **Spider Man (Arachnea):** All Thumbs, Bite (Str+d6), Bloodthirsty, Poison (see page 15), Wall Walker, Webbing (can cast webs that cover a Small Burst Template. This is a Shooting roll with a range of 3/6/12. Anything caught in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4)
- * **Squelmon (Neptuna):** squid headed humanoid—Aquatic, Defensive Cloud (*obscure*; 5 PP; Large Burst Template placed in front of character), Dehydration (see page 16)
- * **Tigra (Glade):** tiger men—Born Hunters (d6 Notice, Stealth & Tracking), Overconfident, Racial Enemy (Antelopus), Teeth & Claws (Str+d6)
- * **Tropico (Sandpit):** humanoid with prehensile hair—Anemic, Beast Friend (*beast friend*, 5 PP), Pacifist (minor), Prehensile Hair (make one additional non movement action)
- * **Vergelmirion (Vergilmir):** small agile humanoid—Agile (d6 Agility), Arboreal (d6 Climbing), Bad Reputation (thieves; -2 Charisma), Greedy (minor; attracted to shiny things), Prehensile Tail (one extra non-movement action), Small (-2), Stealthy (d6 Stealth)
- * **Zeeborite (Zeebor):** jellyfish-like being—Color Alteration (*invisibility*; 10 PP), Low Light Vision, Slow (Pace 4), Soft & Squidgy (-1 Toughness), Tentacle Swarm (attack all characters in Medium Burst Template centered on character for Str damage), Ugly

ALLEN RACE GENERATOR

It is said that a thousand races inhabit Slipstream. An exact census is impossible, for new races are always being discovered, victims of one of the countless black holes that dot the universe, and others are exterminated by Queen Anath-
raxa.

Although a sample of races is presented above, characters are not limited to one of these races. Using these optional rules, players may spawn their own, unique race. Building your own alien race is simple. Just follow the steps below.

1) DESCRIPTION

First, you need to decide what sort of creature you wish to play. What do they look like? What was their homeworld like? What are their strengths and weaknesses? Do they value or despise technology? How do other races perceive them?

Spending a few minutes deciding these facts makes the next step much easier. Once you know roughly what you want to play, you can proceed to creating a suitable racial template.

2) CHOOSE RACIAL TRAITS

Once you have a basic idea of what the race is like, you can begin picking racial Edges and Hindrances. These should fit into your vision of the race, not simply provide game mechanic bonuses or penalties.

All races begin with a free +2 Edge from the list below.

Additional Edges must be countered with an equal value of Hindrances. A +2 Edge, for example, may be countered by a single -2 Hindrance, or two -1 Hindrances. Individual Game Masters should decide on the maximum number of racial Edge points allowed in their game, but 4 to 6 points is not unreasonable. This provides enough scope to make an interesting race, without unduly unbalancing the game. Give each racial Edge or Hindrance a suitable name.

The list below is a guideline. If the player wants something special or not listed, he should talk it over with the Game Master. The GM is the final arbitrator.

For example, the Raptor Men's Leaping Edge is handy, but unlikely to overbalance the game, making it a +1 Edge.

+3 EDGE

- * Construct (sentient mechanical men)
- * Free Seasoned Edge (regardless of requirements—except for those that require other Edges—you cannot take Improved Level Headed without having Level Headed first)
- * Hardy (a second Shaken result in combat does not cause a Wound)
- * The race begins with a d8 in one attribute and may raise it to a d12+2 during character creation. Through the Expert and Master Edges it may reach a d12+4.

+2 EDGE

- * +1 Parry (warlike race)
- * +1 Size (wide, tall)
- * +1 Toughness (tough skin, weird physiology; not negated by AP weapons)
- * +10 Power Points (Psionics only)
- * +2 Armor (metal, stone, or crystalline skin; negated by AP weapons)
- * +2 Charisma (charismatic, popular race)
- * +4 to resist the effects of heat, cold, or radiation (resilient, alien physiology)
- * Aquatic (cannot drown in water, move at full Swimming skill, d6 Swimming)
- * Base Pace 10 (lightning fast, multiple limbs)
- * Free Novice Edge (regardless of requirements—except for those that require other Edges)
- * Multiple arms (one extra non-movement action per limb, incurs no multi-action penalty, price is per additional limb)
- * Poison (victims that suffer a Shaken result from your natural weapons must make a Vigor roll or be paralyzed for 2d6 rounds)
- * Start with a d6 in one attribute
- * The ability to Fly (wings; flying Pace equals normal Pace and the alien may “run”)
- * Use of a single arcane power. The character has 5 Power Points usable solely for this power. Power Points recharge at the rate of 1 per hour and are unaffected by Rapid Recharge. Power Points from other sources cannot be used with this power. This power represents a single psionic function, such as generating frightening hallucinations (*fear*) or a shocking touch (*stun*), or a natural ability, such as generating a “smoke screen” (*obscure*) or a highly developed adrenal gland (*quickness*). Psionic-type powers use Smarts; physical ones use Vigor as the arcane skill.

+1 EDGE

- * +1 Reach (extendible arms, abnormally long arms)
- * +2 to resist the effects of heat, cold, or radiation
- * +5 Power Points for use with a single racial power (as described above)
- * Burrowing, Wall Walker, or similar
- * Free d6 in any skill
- * Immune to poison or disease
- * Keen Sense (+2 to Notice when using one sense)

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- * Low light or thermal vision
- * Natural Weapons (Str+d6 in any one weapon or Str+d4 with any two)
- * Potent Poison (must have Poison, each level gives victims a -1 penalty to their Vigor roll)
- * Semi-aquatic (gain Fatigue level every 15 minutes he holds his breath. On reaching Incapacitated, must make a Vigor roll every minute or drown. Fatigue recovers one level per 15 minutes back in air.)

↳ HINDRANCE

- * One attribute can never advance beyond a d6, even during play.

-2 HINDRANCE

- * -1 Parry (peaceful race, clumsy)
- * -1 Toughness (thin skin, exposed organs)
- * -4 to resist the effects of heat, cold, pressure, or radiation (poor physiology, thin skin)
- * Dehydration (the alien must immerse itself in water one hour out of every 24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.)
- * Major Hindrance (or equivalent effect)
- * Pace 3 or less (d4 running die) (slug-like race, stubby legs, ultra fat)

-1 HINDRANCE

- * -2 to resist the effects of heat, cold, pressure, or radiation (poor physiology)
- * -2 Charisma (bad reputation, really ugly, unsavory habits)
- * Minor Hindrance (or equivalent effect)
- * Pace 5 (stocky, short legs)
- * Racial Enemy (-4 Charisma when dealing with one other race)

↳ RACIAL NAME & HISTORY

The last step of race generation is to name your creation and provide a racial history. Some races have generic names by which the inhabitants of the Slipstream know them, such as Lion Men or Robot Men, whereas others are named after their former homeworld, such as Septosians or Valkyria.

4. GAME MASTER APPROVAL

Once you have finished, show your new race to the GM for approval. The GM should alter any race that upsets his view of *Slipstream*. Creating a new race requires liaison between the player and the GM. Races that specialize in one aspect of the game, such as combat, may well unbalance the party, not to mention the game itself. The GM should pay close attention to Racial Hindrances, ensuring that they play a frequent part in the game. Even the most powerful race can be brought low through careful attention to Hindrances.



All standard *Savage Worlds* Hindrances except Doubting Thomas and Yellow are appropriate for use in a *Slipstream* game. In addition, several new Hindrances are available. Certain Hindrances can be taken as racial Hindrances when creating a new race from scratch.

ALL THUMBS (MAJOR)

Due to the prevalence of technology, All Thumbs is a Major Hindrance in *Slipstream*. This is a -2 racial Hindrance.

EXOTIC ATMOSPHERE BREATHER (MAJOR)

Although all the major races breathe the same atmosphere, not every alien comes from a homeworld with a similar mix of gases. Your hero cannot breathe without a bubble helmet and a regular supply of air tablets suited to his particular biology.

The hero begins to suffocate if he is exposed to any atmosphere other than his own. He must make a Vigor roll each round of exposure or suffer a level of Fatigue. An Incapacitated character dies in a number of rounds equal to half his Vigor.

If someone can provide him with his natural atmosphere within five minutes of death, he can be resuscitated with a Healing roll at -4. Once your hero is breathing his own atmosphere, he recovers one Fatigue level every five minutes.

See Gear on page 27 for notes on bubble helmets. This is a -2 racial Hindrance.

GLASS JAW (MINOR)

Your hero has a glass jaw and can't take a solid hit. He suffers a -2 penalty to Soak rolls.

This is a -2 racial Hindrance.

CHARACTERS

HOMESICK (MINOR/MAJOR)

Not everyone likes living in Slipstream. No matter how long a race has been here, there are always members who want to leave. The character's constant whining subtracts 2 from his Charisma. If the character takes the Major version, he must also follow up rumors that indicate a possible way out of Slipstream, regardless of the risk or their incredulity.

I'M WITH HIM (MAJOR)

Not every alien is cut out for the heroic lifestyle. The character lacks what it takes to be a true hero and chooses to play second fiddle and stay out of the limelight. Characters with this Hindrance are still Wild Cards—they're just the Dale Arden to other characters' Flash Gordon.

The character may not purchase Combat Edges or allocate any skill points into Fighting, Shooting, or Throwing during character generation. The Heroism rule (see p. 5) does not apply to the character, nor may he take the Heroic Hindrance separately.

NEW ARRIVAL (MINOR)

The character is either a new arrival in Slipstream who has yet to learn the common language or is a native who refuses to learn an alien tongue.

The character does not receive Streamer for free, nor can he purchase it during character generation. He receives a number of free languages equal to half his Smarts die minus one. Only player-created races or Xenophobic (see below) characters may take this Hindrance. This is a -1 racial Hindrance.

PSIONICALLY VULNERABLE (MINOR/MAJOR)

The character's mind is an open book to psionicists.

The minor version causes the character to suffer a -2 penalty to any opposed Psionic roll. In addition, he may not take the Arcane Resistance and Mentalist Edges, though Arcane Background (Psionics) is still open to him (if he wishes). With the major version, the penalty increases to -4 and the character may not take the Arcane Background (Psionics) or Arcane Resistance Edges.

This is a -1 or -2 racial Hindrance, depending on the severity.

SHEEP (MINOR)

Some people are happy being followers. The character receives a -2 penalty to Intimidation and Persuasion rolls. The character may not take any Leadership or Social Edges until he reaches Seasoned.

This is a -1 racial Hindrance.

XENOPHOBIC (MINOR/MAJOR)

Whether because of simple racial intolerance or past dealings, the character has a dislike of all races other than his own and finds dealing with them unpleasant at best. He suffers a -2 penalty to Charisma when dealing with aliens with the Minor version and -4 with the Major Hindrance.

Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism. This is a -1 (Minor) or -2 (Major) racial Hindrance.



The Arcane Background (Magic, Miracles, or Superpowers) Edges do not exist in *Slipstream*.

Mr. Fix-It is called Engineer in this setting (p. 20).

BACKGROUND EDGES

ARCANE BACKGROUND (WEIRD SCIENCE)

Only the following powers (and suggested trappings) are available: *armor* (energy shield), *barrier* (security fence), *blast* (atomic bazooka), *block* (clunky helmet), *boost/lower trait* (energy wave), *deflection* (energy screen), *detect/conceal arcana* (scanner), *entangle* (net gun), *environmental protection* (advanced spacesuit), *healing* (rejuvenation tank), *invisibility* (invisibility belt), *obscure* (smoke generator), *puppet* (mind control helmet), *quickness* (primitive time alteration device), *shape change* (transmogrifier), *smite* (advanced vibro blade), *speed* (rocket boots), *stun* (stun pistol), and *telepathy* (mind ray or helmet, p. 48).

ONE OF A KIND

Requirements: Novice, player-created race only

SLIPSTREAM

Some aliens are unfortunate enough to be lone members of their species. He could have been flying solo when he entered Slipstream, or maybe he's the last survivor of his race. Other aliens find the character fascinating. He gains +2 Charisma.

If another member of the species is ever discovered (if another is allowed to make a character of the same race, for example), this bonus is lost.

COMBAT EDGES

BRING 'EM ON

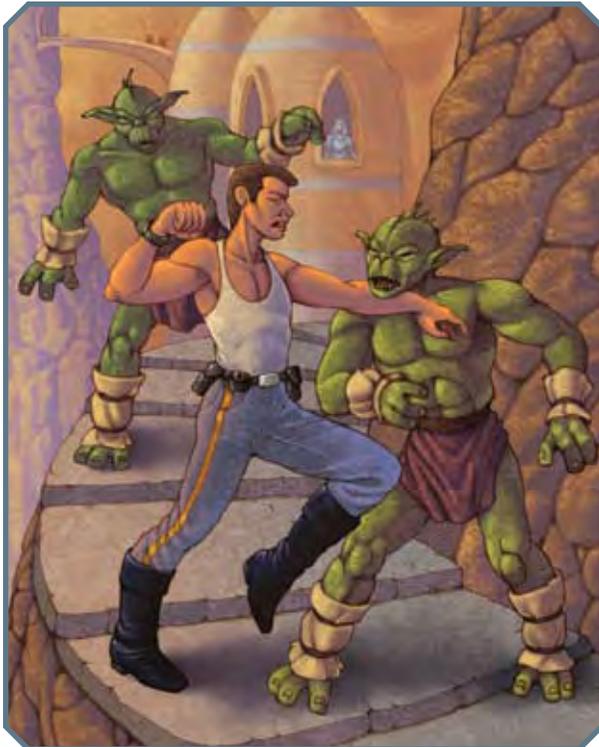
Requirements: Seasoned, Agility d8+, Notice d8+

Sometimes a hero finds himself outnumbered in a fight. Fortunately, the character has the perception and agility to handle multiple foes. Opponents gain no Gang Up bonus against the hero.

IMPROVISATIONAL FIGHTER

Requirements: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishing not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 attack and Parry penalty when wielding them. See Gear (page 29) for details.



IRON JAW

Requirements: Novice, Vigor d8+

The hero can take a hit with a baseball bat like he was a brick wall. He gets +2 to Soak rolls.

SCAMPER

Requirements: Seasoned, Agility d8+, Small

Opponents of man-size or larger subtract 1 from attack rolls against characters with this Edge. The benefit only applies when the character knows the attack is coming, is unbound and able to move freely, and has no encumbrance penalty.

SLUGGER

Requirements: Novice, Fighting d8+

Sluggers rely on their fists to see them through scrapes. A hero with this Edge does not count as an Unarmed Defender when engaged in melee with armed opponents.

SUCKER PUNCH

Requirements: Seasoned, Agility d6+, Fighting d8+, First Strike

The character doesn't know the meaning of the words "fair fight." If he succeeds in a Test of Will against an adjacent opponent, the character receives a free Fighting attack. This attack does not incur a multi-action penalty.

TRADEMARK ROCKETSHIP

Requirements: Novice, Piloting d8+, Repair d8+, Shooting d8+

The character knows his ship like the back of his hand, and then some.

When using one specific rocketship, the character gains a +1 bonus to Piloting, Repair, and Shooting rolls. A character may take this Edge multiple times, but each time it must be applied to a different rocketship.

If a Trademark Rocketship is destroyed, stolen, or otherwise permanently removed from the game, the hero can switch this Edge to another ship, but it takes two weeks for the Edge to kick in.

TRUE HERO

Requirements: Heroic, Wild Card, Iron Jaw

When lesser men fall by the wayside, this hero just keeps soldiering on and on.

CHARACTERS

Whenever the character takes enough wounds to make him Incapacitated, he may make a free Soak roll. Should the roll fail, the character may still spend a benny to make a Soak roll as normal.

LEADERSHIP EDGES

SPURRED ON

Requirements: Seasoned, Command, Fervor

What happens to the hero inspires those around him to fight harder. If your character suffers a wound, all allies within 5" gain a +1 bonus to attack and damage rolls for the rest of the combat.

POWER EDGES

CHEMIST

Requirements: Novice, Arcane Background (Weird Science), Smarts d8+, Weird Science d8+

This Edge allows a Weird Scientist to manufacture drugs as one-shot devices.

To create a drug, the chemist needs access to at least a small lab (\$1000 and weighs 20 lbs), ingredients, and time. Creating a drug takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to \$100 per Power Point.

At the end of the required time, the chemist pays the relevant Power Points and monetary costs, and rolls his Weird Science skill.

Power Points invested in the drug recharge at the usual rate (normally one per hour). A chemist needn't take the drug to get his Power Points back—given enough time, he can build up a supply of drugs for when he needs them.

If the skill roll is successful, the drug is complete. It can be imbibed or injected as a single action by any living being, who then gains the benefits of the power. A basic combat drug, for example, might contain the *boost trait* power affecting the user's Vigor.

The effects of the drug are the same as the power. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration. The GM has the final word on whether a power can be invested by a Chemist.

FINELY TUNED

Requirements: Seasoned, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d8+

The scientist has studied under the best masters in his field and has fine tuned his creations to maximum efficiency.

Each raise a weird scientist gets on his activation roll reduces the cost of the power by 1 Power Point, to a minimum of 1. The gizmo must have the full points available to use the power in the first place before rolling. You only need to take this Edge once, not for each gizmo.

GENIUS

Requirements: Veteran, Wild Card, Smarts d10+, Repair d8+, Weird Science d10+

Having your gizmo malfunction just when you need it most is at best annoying, and at worse life-threatening. This scientist has built several fail-safes into his devices.

The inventor's gizmos malfunction only on a critical failure. You only need to take this Edge once, not for each gizmo.

SUPER SCIENTIST

Requirements: Heroic, Smarts d10+, any two Knowledge (science related) skills d10+, Repair d10+, Weird Science d10+

Super Scientist allows a weird scientist to create gizmos which are "always on," no longer requiring Power Points to use (infinite points), and can be used by anybody. When he first takes this Edge, he may try to "promote" one of his existing gizmos to permanent status. From then on, any time he buys a New Power, the gizmo may use these rules in addition to acquiring a new power.

When the device is created, the creator makes a Weird Science roll at -4. Failure means the device works as a regular gizmo (so the hero doesn't lose out). A success means the gizmo has the regular power and can never gain any bonuses from an activation raise, but it no longer requires power points to use. A raise means the power forever activates with a raise (if desired by the user).

Gizmos which are always on (an armored suit or chameleon cloak), don't require a Weird Science skill roll to activate—but may require an action to "ready"—the suit must be put on, the cloak pulled over the wearer, and so on. Thus a

SLIPSTREAM

chameleon cloak, which uses *invisibility*, could always be worn and require no activation roll—but the wearer would always be invisible.

Alternatively, such items could be easily activated and deactivated with the flick of a switch (no trait roll required). The cloak mentioned above, for instance, could have its chameleon powers activated by pressing a button concealed in the clasp, allowing the wearer to disappear at will.

The GM has the final word on whether items are truly passive or if they require some sort of minor user input.

Gizmos requiring activation, such as an atomic bazooka (*blast*) or rocket boots (*fly*), require a suitable skill roll (Shooting for guns and Piloting for rocket boots, for example).

TINKERER

Requirements: Seasoned, Repair d8+, Weird Science d10+

On taking this Edge, the scientist may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required.

Assuming the artificer is always “fiddling” with devices (not locked in prison, for example), and has adequate tools, he may make a Weird Science roll at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice.

This could be his own gun (bonus to Shooting), the clothing of another (bonus to Armor), or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus.

Stacking: Bonuses from items don't stack, so a laser pistol +3 (Shooting) wielded by someone with targeting goggles +3 (Shooting) gets only the highest of the two.

PROFESSIONAL EDGES

ENGINEER

Requirements: Novice, Smarts d8+, Repair d8+

With access to technology tightly restricted by Anathraxa and her goons, those who can repair hi-tech gadgets are worth their weight in gold. Your hero is one such person.

The engineer adds +2 to his Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, an engineer could finish the job in one-quarter the time with a raise.

In addition, his knowledge allows him to make emergency repairs (p. 46).

EXPLORER

Requirements: Novice, Vigor d6+, Survival d8+

There are two extremes of climate in the world, and this character has survived them both. He gains a +2 to Survival rolls. In addition, he adds +2 to resist the effects of hot and cold environments.

GUARDIAN

Requirements: Novice, Agility d8+, Fighting d6+, Notice d6+

This character might be a professional bodyguard or just intensely devoted, but in either case he can jump in front of attacks intended for another. A character with this Edge must declare whom he is guarding at the beginning of any combat. As long as the guardian stays within 1" of the chosen person, any attack aimed at that person is automatically rolled against the guardian instead. A guardian can switch charges during a battle, but doing so requires an action as the guardian re-focuses his attention.

The character receives a benny each time he takes a wound (not Shaken) while defending another character (Extra or Wild Card) during a specific encounter.

ONE MAN CREW

Requirements: Seasoned, Agility d8+, Pilot d6+, Repair d6+, Shooting d6+

Operating multiple systems usually means moving about a rocketship. The character may operate two different rocketship systems (flying, gunnery, performing repairs, opening doors, activating artifacts, or using the radiophone) each round without incurring a multi-action penalty.

IMPROVED ONE MAN CREW

Requirements: Heroic, One Man Crew

The character may operate three different rocketships systems each round without incurring a multi-action penalty.

CHARACTERS

ROCKETSHIP GUNNER

Requirements: Novice, Shooting d10+

Being able to take out enemy rocketships with a well aimed shot takes training and a good eye. This hero has both.

In rocketship combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for the Critical Hit.

ROCKETSHIP NAVIGATOR

Requirements: Novice, Smarts d8+, Pilot d6+

Getting from A to B in Slipstream can be extremely hazardous, especially when flying through dangerous areas.

A trained navigator (one with this Edge) gets +2 to all Piloting rolls when navigating or avoiding hazards. A navigator who is not actually piloting may make a cooperative Piloting roll to aid a pilot in avoiding hazards by plotting optimal courses and searching for escape routes.

SUPSTREAM ADJUSTED

Requirements: Novice, Agility d6+, Vigor d6+

Sometimes it's necessary to venture outside of a rocketship in space, whether to make repairs or drive back boarders. A character with this Edge ignores the -1 penalty imposed by operating in zero gravity. In addition, the character can operate normally in the rarified air, and does not suffer from the usual -1 penalty.

SOCIAL EDGES

FEMME FATALE/LADYKILLER

Requirements: Novice, Persuasion d8+, must have positive Charisma

The hero or heroine is a stunner, and knows how to get the best out of the opposite sex by using his or her charms.

The character may use Persuasion as a Test of Will against members of the opposite sex, pitting their looks and charm against a foe's Smarts. The character may add Charisma bonuses to their roll.

FENCE

Requirements: Novice, Smarts d8+, Streetwise d8+

The character has the knack for finding the right people when he needs to dispose of excess gear. On a successful Streetwise roll he finds a

buyer willing to pay 50% of the gear's value. A raise increases this to 75%. See page 27 for details on selling gear.

WEIRD EDGES

I HAVE ONE

Requirements: Wild Card, Novice, Luck

Heroes are only human, or so Earthlings say. Sometimes they forget things, like torches, rope, ray gun batteries, and the like. Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person.

The item must be capable of being stored in the character's pocket or a bag and the Game Master has the final word on what can be found (for example, finding lockpicks the guards missed to aid an escape from prison may be acceptable if it fits the story). This Edge cannot be used during cliffhangers.

LINGUIST

Requirements: Novice, Smarts d6+

The hero has a knack for grasping the basics of languages.

A character with this Edge starts with a number of languages equal to his Smarts die. In addition, he can make a standard Smarts roll at -2 to make himself understood in any language he has heard spoken for at least an hour.



← BIRD MAN →



Once you lived a carefree life on Avia. Once you were learning to be a pilot, so you could soar through the heavens as you did your fragment's atmosphere. But that was in another life, one that seems long ago now, before the misery began.

During a routine training flight your rocketship was attacked by pirates. Your comrades choose to surrender, hoping their lives would be spared, but you elected to fight. Although you were defeated, your plucky spirit saved your life. Your shipmates were transported to a slave mine, no doubt to face a horrible death, but you were fed and trained to fight in the arena, a gladiator whose victories would make your masters rich.

They trained you too well. After years of imprisonment and countless fights you led a slave rebellion. Though you were manacled, you still defeated your captors.

Now you travel Slipstream, seeking out pirates and slavers. You aren't naturally vengeful, but your abhorrence of slavery has made freeing captives your life's goal. Although your chains were broken long ago, you still wear your manacles. You've sworn they will never come off until you've freed every last slave in Slipstream.

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

Skills: Fighting d8, Intimidation d6, Healing d6, Notice d6, Piloting d4, Streetwise d6, Stealth d6, Taunt d4

Languages: Bird Man, Memnite, Raptor Man, Streamer, Tigra

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: Cautious, Claustrophobic, Heroic, Light Bones, Poverty, Vow (Major: Defeat slavers)

Edges: Aerial Race, Agile, Ambidextrous, Claws (Str+d6), Two Fisted

Gear: Pot helm (+3), broken manacles (treat as a club, Str+d4)

EARTHLING

You're fourth generation Streamer, the great grandson of Earthlings who came here on the original ark. That gives you a certain pride and as far as you're concerned you're as much a native as the next alien.

Family legend says you're related to the Savage-Dares, renowned explorers and adventurers from Earth's past. Maybe it's true, maybe it isn't, but you certainly caught the explorer bug from someone.

Your parents were traders. Their chosen lifestyle allowed you to travel freely across the Slipstream, something few inhabitants ever achieve. They even owned their own rocketship.

On one expedition to Gemopia you barely survived an attack by a crystalline entity, you did uncover an alien artifact on a crashed rocketship. Back in the city, a fellow trader offered you a sizeable wad of Slips for the device. You realized then that there were more profitable, and adventurous, careers open to you.

On reaching maturity you quit the family business, much to your parent's dismay, and became an artifact hunter. Now you roam Slipstream in search of artifacts, selling them to the highest bidder. You've traveled far and wide, survived the worst environments the fragments have to offer, battled fearsome beasts, and dodged deadly traps. No amount of warnings to avoid certain ruins can keep you from your quests.

You can be downright surly at times, that comes with having to confront death most days, but your heart is in the right place. You're always there for folks in need, but your true love is adventure.

You can be downright surly at times, but your heart is in the right place. You're always there for folks in need, but your true love is adventure.

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

Skills: Climbing d4, Fighting d6, Lockpicking d6, Notice d4, Shooting d6, Stealth d6, Streetwise d6, Survival d8

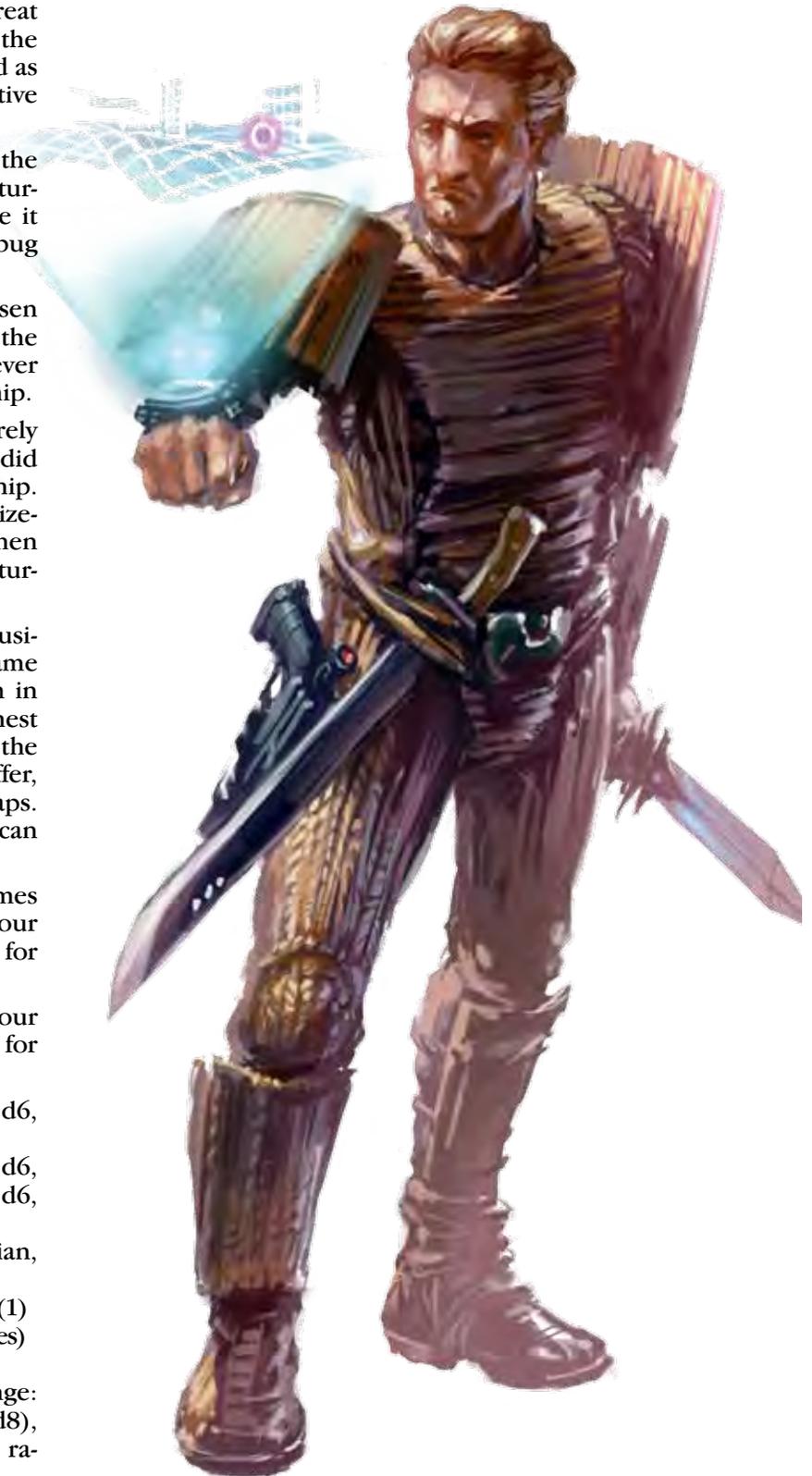
Languages: Babelonian, Earthling, Gyptosian, Hosbec, Streamer, Valkyria

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Curious, Heroic, Mean, Phobia (snakes)

Edges: Acrobat, Explorer

Gear: Leather suit (+1), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), sword (Str+d8), dagger (Str+d4), 5 x ray gun pistol batteries, radiophone



LION MAN



You are a member of your Pride Leader's bodyguard, an honorable post reserved only for the best young males.

During your younger days you watched the bodyguards marching through your township, always ready to defend their leader with their life and never afraid to enter combat. Even as a cub you dreamed of marching alongside them. You trained hard in the arena, learning to fight with claw and spear, but somehow you never quite made the grade. There were always youngsters who were faster, stronger, or fitter.

Fortune was on your side, however. A pack of ferocious predators attacked your village. The Pride Leader's bodyguards fought bravely, but they failed to spot a lone predator moving around the back of the village. It pounced toward the unsuspecting Pride Leader, who was directing the defense, only to be impaled on your spear as you threw yourself between beast and prey. It died at the feet of the Pride Leader, who honored you with a place in his retinue. Your moment of glory had come, and it was won in glorious battle, not the dueling field.

Now the cruel hand of fate has conspired against you. Returning from a hunting trip in the hinterlands, you found your township a burning ruin. Slavers had raided in your absence. Among those captured were your parents. Vowing vengeance, you asked for permission to travel the stars, find your kinsfolk, and avenge the dishonor brought to your family. It was granted without question, as honor demands.

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

Skills: Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Throwing d4, Tracking d6

Languages: Borooshian, Earthling, Lion Man, Streamer, Valkyria

Charisma: 0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 8 (2)

Hindrances: Code of Honor, Enemy (Minor: Slaver), Heroic, Overconfident, Quirk (recites lineage during fights), Vengeful (Minor)

Edges: Hunter, Low Light Vision, No Mercy, Retractable Claws (Str+d6), Size (+1)

Gear: Chain mail vest (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), spear (Str+d6, +1 Parry, Reach 1)

ROBOT MAN

Like all members of your race, you were constructed on Mechanos, the great factory-city. Assigned a menial position as a result of a design defect which affected your audio receptors, you worked on an assembly line, piecing together small parts of rocketship engines day after day after day.

Contrary to the laws of your people, which discourage thoughts of social climbing in preference to hard work and obedience, you were destined for better things. During rest periods you worked on a revolutionary new idea, a stun gun with enhanced range and greater effect. After long months of hard work and countless failures, you proudly approached your superiors and demonstrated the finished gizmo.

You were expecting congratulations, maybe even a promotion. Instead, they accused you of acting above your station. Then they threatened to fire you unless you handed over the blueprints and all prototypes and swore never to dabble in such science again.

Rather than give up your dream, you quit. With no job, you lost your quarters and privileges, which included access to machines vital to your research. Fortunately, a visiting merchant had need of a good engineer, so you signed up to see the sights of Slipstream and share your ideas with anyone who would listen (and could understand you).

You've worked for several spacejocks now, and have picked up enough data to allow you to fly a rocketship. Now you've got a new goal—to own your own rocketship, one powered entirely by alien artifacts and gizmos.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d6, Notice d6, Piloting d6, Repair d10, Weird Science d10

Languages: Babelonian, Earthling, Hosbec, Magrozite, Robot Man, Skalinite, Streamer

Charisma: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 5

Hindrances: Clunky, Electrical Susceptibility, Hard of Hearing (Minor), Heroic, Outsider, Pacifist (Major), Quirk (speaks technobabble), Recharge, Uniform Size

Edges: Arcane Background (Weird Science), Construct, Finely Tuned, Machine, Psionic Immunity, Technosavvy

Gear: Huge wrench (Str+d6), magnetic clamps, rocket belt, tool kit

Gizmos: Stun (stun pistol) (20 PP)



◀ VALKYRIA ▶



Let the other races walk the ground—the space between the fragments is and always has been your home. You were born on a rocketship and by the ancient gods of your people you'll die in one. Nothing beats flying through an asteroid storm at full speed, dodging ray gun blasts from pirate vessels, or skimming dangerously low over a newly discovered fragment. Some say you're a good pilot, but you say they're wrong—you're the best pilot in Slipstream!

Until recently you were part of a small squadron of fellow Valkyrians. You traveled between the fragments, transporting cargo to make ends meet, and fighting pirates to relieve the boredom.

But your exploits had not gone unnoticed. Perhaps the Queen saw you as a threat, or maybe it was a random act of violence. Whatever the reason, Anathraxan forces launched an unprovoked attack against your squadron while they were surveying a new fragment. Even now you don't remember anything about the attack.

A trader happened upon the wreckage of your rocketship and picked you up. He dropped you off on a nearby fragment, but not before telling you the bad news—every one of your sisters died in their rocketships.

Until that point you had tried to deny your death wish and its visions of fire and pain. But now you know fate cannot be held at bay. Anathraxa will pay for what she did. At least, she will once you manage to get your hands on a new rocketship.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Knowledge (Fragments) d6, Healing d4, Persuasion d6, Piloting d8, Repair d6, Shooting d8, Taunt d6

Languages: Angeli, Dracsos, Hosbec, Levitosian, Streamer, Valkyrie

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Anemic, Arrogant, Death Wish (defeat Anathraxa), Heroic, Loyal, Quirk (men are subordinates), Stubborn

Edges: Ace, Born to Fly, Hard to Tempt, Improved One Man Crew, Rocketship Navigator, Statuesque

Gear: Spacesuit (+2), bubble helmet (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 10 x air tablets, magnetic clamps, radiophone

GEAR



Technology in Slipstream ranges from stone axes through to ray guns and beyond. Gear commonly found on many fragments is presented below.

Few fragments have dedicated spaceports, but merchants, traders, street vendors, and marketplaces exist on virtually every world. These places aren't listed in the Game Master section—just assume such places exist on every fragment.

Note that this section is for *common* goods. If you want nifty alien artifacts, get off your heroic butt and go exploring. They're out there.

CURRENCY

A thousand races each with their own currency makes for a confusing marketplace. The races of Slipstream dispensed with racial coinage a long time ago and instead adopted a system based on the weight of metals used in the various coins. After much argument, a standard weight known as the "Slip" was introduced. Regardless of the type of coins in your pocket, a Slip remains standard currency across the fragments.

Gear with a cost of "Mil" is unavailable outside of Queen Anathraxa's service. Possession of these items is a capital offence.

SELLING GOODS

Adventurers often come across sellable goods, whether in the form of ships, alien artifacts, or more mundane goods such as weapons or armor. A Streetwise roll on any fragment allows a seller to unload all of his mundane goods for a quarter its normal value. A raise finds a buyer who will take it half the listed value. This roll may be attempted once per day.

SELLING SHIPS

Heroes sometimes acquire rocketships, whether by force or through fate. Finding a buyer requires a Streetwise roll. Success means a buyer is found who will pay 25% of the ship's list price. A raise finds a buyer who will pay 50%. This roll may be attempted once per week per fragment. Subtract 25% of that total for each wound the rocketship has suffered that has not been repaired.

BUYING HI-TECH GOODS

Hi-tech gear of any variety can be purchased on low-tech worlds for five times the listed price. Finding hi-tech items also requires a successful Streetwise roll. Only one roll can be attempted per item per day. Low-tech goods can be bought on any world at the listed price.

During character generation, heroes can buy any gear they can afford. How they acquired it is part of their backstory.

SELECTED GEAR NOTES

ARMOR

BUBBLE HELMET

Although the air between planets is breathable, few races are adapted to prolonged exposure. Some races even find the air on fragments unbreathable. Bubble helmets are the solution to these problems.

Oxygen (or whatever the alien breathes) is supplied through an air tablet, which is placed inside the helmet. A voice panel allows the wearer to

SLIPSTREAM

Speak normally when the helmet is worn without compromising atmospheric integrity. The helmet provides 360-degree vision, is lightly armored, and protects against gas attacks.

A bubble helmet no longer functions after any Called Shot to the head that causes a Wound to the wearer.

"LEATHER"

Leather armor actually covers everything from animal hide to plant fibers to advanced polymer weaves.

POWERED ARMOR

The one distinguishing memory that remains forever locked in the minds of those who have seen a Handmaiden is their powered armor. No other race has ever managed to produce a suit, and the mystery of where the Handmaidens acquire their armor remains a popular topic in settlements throughout the universe.

The rules for powered armor can be found in the *Savage Worlds* rulebook. No *Slipstream* equivalent of a Heavy Suit is known to exist.

SPACESUIT, NORMAL

Spacesuits in *Slipstream* are form-fitting garments comprising a body suit, gauntlets, boots, and a bubble helmet. Many races wear them as armor. As well as providing protection, spacesuits are also hermetically sealed. The wearer suffers no effects from gas or disease so long as the suit has not been breached (in game terms, the suit remains sealed until the wearer has taken a Wound).

SPACESUIT, SHIELDED

Superficially, the shielded spacesuit looks little different from the standard suit. However, an additional layer of polymer weave provides extra protection against harmful environments. In addition to all the bonuses described above, the spacesuit also grants +2 to Vigor rolls to resist the effects of cold, heat, and radiation.

MELEE WEAPONS

LASER SWORD

Few races retain the secret of how to create laser swords, and those that do guard it jealously. Queen Anathraxa has outlawed their use outside

of her service, imprisoning those who openly sport them. Handmaidens are masters in the use of these weapons.

MAN CATCHER

Comprised of a long metal shaft with a large set of "pincers" at one end, the man catcher is designed for catching foes with minimal damage and is a favorite tool of the Queen's Minions, not to mention slavers. A switch near the butt activates the mechanical pincers.

Not easy weapons to wield effectively, a success on the Fighting roll means that the target has been caught around his waist but his arms remain free. With a Raise the arms are pinned as well. Because the opponent is held on the end of a rigid rod, he is incapable of movement.

Pinned victims may attempt to break free. The victim must succeed in an opposed Strength roll if pinned around the waist. Escaping when the arms are pinned is much harder; the victim's Strength roll suffers a -4 penalty. The man catcher has a d12+4 Strength for resisting escape attempts.

NET

A popular weapon for capturing prey, the net is basically a rope mesh with a line for control, lead sinkers to provide weight, and barbed fishhooks to prevent easy escape. On a successful hit with a net, the target is entangled. It must succeed at an Agility or Strength roll at -2 (its choice) to free itself. Success frees the target but consumes the action—a raise frees it immediately.

PAIN STICK

A pain stick is a short pole tipped with an electrical charge generator. It only works on exposed flesh. Unless the target is naked, targeting exposed flesh requires a Called Shot (-4 Fighting). Against naked targets, a Touch Attack (+2 Fighting) is all that is required.

If the attack is successful, the victim must make a Vigor roll (-2 with a raise) or be Shaken. This lasts for 1d6 rounds, after which the victim can try to recover as normal. Robot Men suffer 1d6 damage in addition to the stun effect.

VIBRO BLADES

Vibro blades are constructed from a unique lightweight crystal found only on Gemopia. Small batteries are placed in the handle which, when activated, cause the crystal blade to vibrate at ultra

fast speeds. The blades require very little energy to set them vibrating. The batteries are designed with a finite life; regardless of use, they must be replaced every 12 months.

IMPROVISED WEAPONS

Heroes often find themselves fighting with objects that aren't intended for use as weapons. Torches, vases, tools, and other mundane items are frequently pressed into combat. Such improvised weapons cause the wielder to suffer a -1 Fighting or Throwing penalty and lower his Parry by one as well. The Game Master is the final judge of an improvised weapon's effectiveness.

RANGED WEAPONS

RAY GUN

Though many worlds in Slipstream are technologically retarded, ray guns remain ubiquitous weapons. Many races in Slipstream had invented their own ray guns before their arrival and the hi-tech markets are flooded with a wide variety of designs.

ROCKET PISTOL

Rocket pistols are bulky breech-loaded pistols similar to flare guns. They fire a warhead powered by a tiny rocket motor. Unlike normal ranged weapons, a missed roll is subject to deviation for the HE and Smoke rounds.

There are three standard rocket rounds available.

Armor Piercing: AP rockets cause 2d8 damage and have an AP of 8.

High Explosive: HE rockets cause 2d6 damage to everything in a Medium Burst Template.

Smoke: Smoke rounds cause no damage, but obscure vision. On impact, a thick black cloud of smoke fills a Medium Burst Template for 3 rounds, dissipating at the end of the fourth round. Visibility in or through the cloud is as per pitch-black lighting conditions.

SONIC WEAPONS

The Krelma, a now extinct insectoid race, originally invented sonic weapons to defend themselves against crystalline monsters native

to their homeworld. These weapons fire a highly focused beam of sound waves capable of penetrating low levels of armor.

The sonic lance is not actually a Krelmian weapon, though it is based on their smaller designs. The lance is actually an extremely large and bulky ray gun, usually tripod mounted, which functions like a drill, destroying armor through powerful vibrations. It is most effective when touching its target, and in this circumstance has an AP of 40. The AP drops to 30 at short range, 20 at medium range, and 10 at long range.

STUNNER

The stunner is similar in appearance to a standard ray gun. The most notable difference is the small antenna dish at the end of the barrel. Its non-lethal energy beam makes it popular with security forces, slavers, pacifists, and the Queen's Minions.

Victims suffer non-lethal damage and pass out for 2d6 hours when they reach Incapacitated. Recovery time is one hour per "wound" once the victim awakens.

TANGLE GUN

Invented for capturing criminals unharmed, the Queen's soldiers have adopted it for use in catching specimens as well. The tangle gun uses a compressed gas cylinder to propel a weighted net at a single target. When it makes contact, the net wraps around the target, entangling him completely.

Escaping from a net requires a Strength or Agility roll with a -4 penalty (victim's choice). If the roll is failed, the victim is too entangled to make another escape bid and must wait for rescue. The mesh is strong and has a Toughness of 7 (cutting weapons only). Bound targets cannot cut themselves free. It is not possible to reload a fired web.

EXPLOSIVES

BREECH BOMB

Breech bombs were originally invented as mining charges, but now serve a more violent purpose. The barnacle-shaped bombs are attached to a ship's hull by use of a powerful magnet and used to blast a hole through the armor to allow

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boarders to enter. The underside of the bomb casing is substantially weaker than the top, which acts to funnel the explosion downward.

The resultant breach is 1" wide if the intervening obstacle's Armor is overcome.

STUN GRENADES

Upon exploding, these grenades fill an area equal to a Medium Burst Template with a cloud of disorientating gas. Those caught in or entering this cloud without a bubble helmet must succeed at a Vigor roll or be Shaken. The cloud remains in place for 3 rounds.

ROCKETSHIP WEAPONS

Rocketship weapons come in three types—those mounted in the nose, those fired from swivel mounts, and those dropped on targets. Nose weapons only fire forward, swivel weapons can fire in any direction, and dropped weapons can only hit ground targets.

Graviton rays, heat rays, and ray guns are powered from the ship's rocket motor and have unlimited shots so long as the engine is intact. Surface emplacement variants require a large power source and tend to be used only by advanced races. All these weapons count as Heavy Weapons.

BOMBS

These are the sorts of bomb you drop from a WWII bomber, not laser-guided smart bombs. They are inaccurate and are usually employed against large static targets such as buildings.

Making a bombing run uses the Area Effect rules in the *Savage Worlds* rulebook with a modifier to the Shooting roll of -1 per 10" of rocketship movement. Deviating bombs are treated as if dropped from Long range. Bombs cannot be used to attack targets in space. Because rocketships lack laser targeting systems and "smart" bombs, accurate bombing requires a rocketship to slow to almost a crawl.

Large bombs fill 0.5 cargo spaces, medium bombs 0.25 spaces, and small bombs 0.1 spaces. One large, two medium, or four small bombs may be dropped each round.

DUST DISPENSER

Airborne chemical weapons come in the form of a dust or powder that is seeded into the atmosphere. Dust dispensers are usually only found on Queen Anathraxa's rocketships. A dust dispenser is actually a tube within the ship that connects to a dispersal device in the lower hull. A bag of dust is emptied into the tube and dispensed as the ship travels.

To use dust weapons against ground targets a rocketship must be no higher than 60 feet (10 game inches) from the surface; any higher and the dust disperses before it can be effective. Place the small end of a Cone Template at the rear of the rocketship pointing directly away from the ship's direction of travel; the dust affects everything within the Template.

Creatures immune to poison or sealed in an airtight environment (such as a spacesuit) are immune to the effects of the dust. Dust remains in effect for 5 rounds, after which it disperses.

Knockout Dust: All creatures within the Template must make a Vigor roll at -2 or immediately become Incapacitated as if through Fatigue. The effects wear off after an hour with no side effects.

Poison Dust: Everything in the Template must make a Vigor roll at -2 or suffer an automatic Wound.

GRAVITON BEAM

Graviton beam weapons are used to disable the crew of rocketships by subjecting them to high-energy gravity waves. Any damage remaining after Armor reduction is applied to the crew, not the rocketship. Victims suffer Fatigue rather than Wounds. Fatigue damage from these weapons can lead to Incapacitation, but never to Death. Victims automatically recover a Fatigue level every 10 minutes.

HEAT RAYS

Heat rays fire energy beams designed to cause molecules to vibrate and become super-heated. Any hit from a heat ray on a rocketship starts a fire (see p. 46).

MUNDANE ITEMS

Air Tablets: When placed in a bubble helmet, each tablet provides 8 hours of breathable air. Few areas of Slipstream require the use of oxygen, but the rarefied air of space and the sulfurous fumes of Cauldra are not to every alien's taste. Tablets providing anything other than oxygen can be found only on hi-tech fragments.

Antivenin & Vaccines: These drugs are used to combat poisons and diseases respectively. A single dose allows the victim to make an immediate Vigor roll (with any applicable modifiers) to overcome the effects of a toxin. Certain poisons and diseases cannot be treated with these drugs. Some toxins require special ingredients.

Canteen: Holds 1 quart of liquid.

Chronometer: All fragments operate on a 24-hour clock. The chronometer can be wind up or battery powered. There is no difference in price.

Climbing Gear: Consists of crampons, pitons, and a safety harness. Provides a +2 to Climbing rolls.

Cold Weather Clothing: A complete suit comprising a parka, trousers, gloves, and boots. The suit provides a +2 bonus to Vigor rolls to resist the effects of cold weather.

Fireproof Suit: This shiny all in one body suit and removable helmet provides protection against the effects of heat. It provides 4 points of Armor against fire and a +2 modifier to Vigor rolls to resist the effects of heat. The suit is non-flammable.

First Aid Kit: Using Healing without a first aid kit imposes a -2 penalty. Hi-tech first aid kits grant a +1 bonus to Healing rolls.

Flare: When struck against a hard surface the flare illuminates an area equal to a Large Burst Template. It lasts for 10 rounds. Flares come in a variety of colors. If used as an improvised weapon, it causes 2d6 damage and can be thrown (Range 2/4/8). Targets struck have a chance of catching fire.

Flashlight: Illuminates a Cone Template. The battery is good for 10 hours of continuous use and can be recharged from any rocketship motor.

Goggles: Worn to protect against sand, snow, glare, and other dangers to the eye.

Grapple Gun: Fires a 30-yard high tensile cable attached to a metal spike. The user fires the gun as if it were a pistol (Range 3/6/12). If it hits, the

spike has lodged and can hold up to 500 pounds of weight. The fixed cable can be separated from the gun and tied to a nearby object, allowing the gun to be reused.

Lockpicks: A hero who tries to pick a lock without these tools suffers a -2 penalty to his rolls.

Low Light Goggles: The wearer ignores Dim and Dark lighting penalties.

Magnetic Clamps: These special clamps allow the wearer to walk along the surface of a rocketship without being swept away. They can also be used to climb metallic walls and grant a +2 bonus to Climbing in such instances. They adjust to fit any species of alien.

Trying to dislodge someone wearing magnetic clamps from a metallic surface requires a successful Grapple roll at a -4 penalty. If successful, the attacker has lifted his opponent off the surface and the clamps no longer provide adhesion.

Parachute: Parachutes are the standard way to escape from crashing rocketships. Landing safely requires an Agility roll to avoid suffering a level of Fatigue from a rough landing. On a roll of 1, the parachutist lands badly and suffers an automatic Wound (sprained ankle, broken leg, etc.).

It is possible to deploy a parachute in space. There is no atmospheric re-entry friction to worry about, but it may take a long time to reach the surface of a fragment.

Paraglider: Paragliders are large single sails, much like a parachute. A paraglider has a Pace of 6 and descends 1" for every 2" of vertical movement. A Piloting roll during a round allows the paraglider to remain level. A raise allows the pilot to climb 1" but sacrifices 2" of horizontal movement. If there is no wind, the paraglider cannot remain level or climb.

Landing a paraglider requires a Piloting roll. Failure results in a level of Fatigue. A roll of 1 results in a bad crash and causes 2d6 damage. Paragliders operate as normal in space.

Periscope: Two eyepieces feed into a single lens placed at the end of the periscope. Doubles the range of normal vision. A periscope extends to a yard, allowing a viewer to peek over cover he is sheltering behind without exposing his head.

Radiation Suit: This heavily shielded suit and helmet provides a +2 bonus to resist the effects of radiation.

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Radiophone: The standard portable communication device of Slipstream, with a range of 100 miles. The radiophone can be adjusted to a wide number of frequencies but comes preset to a common band. Altering the frequency requires 10 minutes of work and a Repair roll.

Rocket Belt: The rocket belt is a popular means of personal conveyance for many advanced races. Worn around the waist, the belt has enough fuel for 12 hours of flight. It enables the wearer to fly at a Pace of 20, has an Acceleration of 10, and a Climb of 5. A successful Piloting roll is required to perform any maneuvers other than level flying. The rocket belt has a Toughness of 7, which if overcome results in the engine cutting out.

Rocket belts work outside of a fragment's atmosphere and gravity but lack the fuel to actually allow for inter-fragment travel. Refueling the rocket belt is simply a matter of purchasing a new fuel pod, which is available on any hi-tech world.

Rocket Pack: The rocket pack is a larger and more powerful version of the rocket belt. Worn strapped to the back, the pack has enough fuel for 24 hours of flight. It enables the wearer to fly at a Pace of 50, has an Acceleration of 20, and a Climb of 20. A successful Piloting roll is required to perform any maneuvers other than level flying.

The rocket pack has a Toughness of 9, which if overcome results in the engine cutting out. Rocket packs propel the user through space at the rate of 1 square per day (see page 43 for details of space travel). They are refueled like rocket belts.

Rope: Rope can be made of hemp, vines, synthetic plastics, or some ultra-durable alien polymer, but it all serves the same purpose. The rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Survival Rations: Survival rations contain enough preserved food or nutrient pills for 1 week. Rations are available to suit every race on hi-tech worlds—choice is more limited on low-tech fragments.

Thermal Goggles: The wearer can see heat signatures. These goggles halve penalties for bad lighting when attacking living targets (including Mechanical Men).

Tool Kit: A character who tries to repair or build any item without these tools suffers a -2 penalty to his rolls.

Torch: The most common form of illumination on low-tech fragments is the old fashioned burning torch. A torch provides clear illumination in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and flammable liquid. These last half as long, however.

ROCKETSHIP EXTRAS

Autopilot: An autopilot is a large computer capable of flying a ship based on simple verbal instructions. Instructions can be no longer than 10 words or contain more than two clauses. For instance, "Fly us to Avia and avoid the Graveyard" is a perfectly valid command. Adding another clause voids the entire instruction. Autopilots always take the shortest route—they do not understand commands such as, "Avoid danger" or "Fly through the Barrier safely." Autopilots have a d6 Piloting and fill one cargo space.

Fire Extinguisher: A fire extinguisher contains enough powder for two uses. Check Rocketship Combat for details. Using a fire extinguisher takes 1 action.

Magnetic Grapples (10”): Used to aid in boarding maneuvers or to attach to passing space debris, magnetic grapples are large magnets attached to a thin line secured to a mounting bracket in the rocketship. They have a Toughness of 7 (cutting weapons).

Radiophone: All rocketships are fitted with a radiophone as standard (included in the price). Capable of communicating to another radiophone anywhere within three map squares of the vessel instantaneously, radiophones are the quickest way to relay messages across Slipstream.

Tether Rope (10”): Tether ropes attach to brackets inside the ship. A clip attaches to the user’s belt, allowing him to operate in space without being “blown overboard.” They have a Toughness of 6 (Cutting).

ROCKETSHIPS

Below are a number of rocketships common in *Slipstream*. Note there are no computers, read-out screens, sensors, complex instrument panels, cryogenic sleep chambers, faster-than-light drives, spinal mounted weapons, and so on. Advanced gadgets are known, but are referred to as alien artifacts and are extremely rare and highly sought after items.

Atomic rockets propel ships through space, electric motors provide power to onboard systems, small thrusters provide tactical movement and huge rockets allow for long distance travel. Pilots navigate using a compass and looking out the front windows, most crew have to stand at their post, and the doors can be opened in space without killing everyone inside.

Acceleration/Top Speed: This lists the vessel’s Acceleration in inches per turn and the maximum number of inches a rocketship may move per turn on the tabletop. This applies to both space and atmospheric combat.

Climb: The distance the rocketship may ascend each round. This is only used in atmospheric combat.

Travel Speed: This is the base number of squares a vessel moves in an hour on the Slipstream map. See page 43 for a more complete description. Rocketships consume so little atomic fuel that no ship has ever required refueling.

Handling: Some rocketships are more maneuverable because of their lateral thrusters, the craft’s design, or the advanced knowledge of those who built it. Handling adds directly to the captain’s Piloting total, as well as the crew’s if making a group Piloting roll.

Toughness: The ship’s total Toughness. The number in parentheses is the ship’s Armor, which is already figured into the listed Toughness. Note that all rocketships have Heavy Armor, which prevents them being damaged by small arms fire.

Crew: The first score is the number of crew required to operate the ship’s systems, engines, and so on. The minimum crew is usually just a pilot and a radiophone operator/engineer, but some vessels require more personnel. The required crew does not include gunners. Each swivel weapon requires one gunner. Pilots can operate a nose gun with a multi-action penalty.

The number after the plus is the number of passengers the vessel can easily accommodate. Up to twice this number can travel for short distances (six hours or less). Gunners use passenger spaces.

Cargo Space: This is the number of cargo spaces the ship has. Trading is not a particularly heroic activity, but sometimes heroes come across discoveries that can be sold. Spaces can also be used to accommodate certain alien artifacts. Cargo spaces are located under the main deck and are ill-suited for carrying passengers. A large door in the belly of the ship allows access.

Weapons: The maximum number and type of weapons that may be mounted on the rocketship. Nose mounted weapons are always Fixed Weapons, firing forward only. See page 36 for determining random weapons.

Cost: The cost of a rocketship excludes its weapons.

ANATURAXAN WARSHIP

Warships are the *Slipstream* equivalent of destroyers—fast, nimble, and well armored. They resemble a thin cigar with four nacelles forming a

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cross shape in the center of the hull. Each nacelle contains a rocket motor and a swivel gun station, reached by a ladder from the main hull.

Though these rocketships are impossible to purchase, a few pirates have gained possession of them. Anathraxa's ships may carry alien artifacts or bombs. Draw two cards from the action deck (one per cargo space). A red card indicates it carries bombs (GM's choice of which) and a black card indicates an alien artifact. Roll for the latter on the table on page 112 and adjust stats accordingly.

Acc/TS: 40/140 **Toughness:** 22(8)
Climb: 30 **Crew:** 5 (includes gunners) + 4
Travel Speed: 4 **Cargo Space:** 2
Handling: +1 **Cost:** Mil
Weapons: 1 nose + 4 swivel mounted (plus dust dispenser)

ANGELI SCOUT SHIP

The scout ship is designed for space patrols and merchant escort duty. They are bullet-shaped, with the rocket motors at the rear and sets of fins to stabilize the craft positioned around the mid-section. It sacrifices armor for acceleration, but maintains a relatively sturdy superstructure.

Acc/TS: 30/120 **Toughness:** 16(4)



Climb: 20 **Crew:** 2+4
Travel Speed: 3 **Cargo Space:** 2
Handling: 0 **Cost:** \$16,000
Weapons: 1 nose + 2 swivel mounted

BIRD MAN YACHT

Designed for carrying small quantities of passengers or cargo over short distances, the yacht handles beautifully but is otherwise ill-suited for combat. Shaped like a cylinder with a rounded front, the engines are actually attached by long struts from the mid-section. Crawlspace allows engineers access. Comfortable seating is provided for the passengers and a steward is often employed to see to their needs during the flight. The roof is built of armored glass to combat the Bird Men's claustrophobia.

Acc/TS: 20/120 **Toughness:** 18(5)
Climb: 15 **Crew:** 2+8
Travel Speed: 2 **Cargo Space:** 4
Handling: +1 **Cost:** \$9,000
Weapons: 1 nose mounted

DRACOS DRAGON SHIP

The Dracos were once rulers of a star-spanning empire. Though their aspirations of conquest seem to be diminished, they retain rocketship technology. Dracos rocketships resemble a flying Fire Bird (similar to dragons of Earth legend), with a sleek body and curved wings, on which the rocket motors are attached. The armor is patterned to resemble scales.

Acc/TS: 25/90 **Toughness:** 22(7)
Climb: 30 **Crew:** 2+10
Travel Speed: 3 **Cargo Space:** 3
Handling: +1 **Cost:** \$19,000
Weapons: 1 nose + 2 swivel mounted

GYPTOSIAN MERCHANT

The extra rockets required to power this large delta wing-shaped vessel require a full time engineer to keep them running smoothly.

Eight rockets attached to the rear of the frame give enough thrust to propel it into space. Given its size, the ship handles surprisingly well, and a fully armed vessel is more than a match for a lone pirate raider.

Acc/TS: 10/40 **Toughness:** 20(5)
Climb: 10 **Crew:** 3+10
Travel Speed: 3 **Cargo Space:** 10

Handling: -1 **Cost:** \$25,000
Weapons: 1 nose + 4 swivel mounted

LEVITOSIAN SHUTTLE

The rocket shuttle was designed for short flights across Levitos rather than long-distance space travel. It is built to perform a function and provides a no-thrills ride. They are shaped much like 20th century Earth passenger airplanes.

Acc/TS: 10/80 **Toughness:** 13(2)
Climb: 20 **Crew:** 2+6
Travel Speed: 1 **Cargo Space:** 1
Handling: -1 **Cost:** \$5,000
Weapons: 1 nose mounted

PIRATE RAIDER

Pirate raiders are more often than not cannibalized wrecks of other ships and have no standard shape. They handle well but sacrifice armor for cargo spaces, in which they store their booty. "Passengers" on a pirate raider are usually members of the boarding party.

Acc/TS: 30/100 **Toughness:** 18(7)
Climb: 25 **Crew:** 2+8
Travel Speed: 3 **Cargo Space:** 4
Handling: 0 **Cost:** \$20,000
Weapons: 1 nose + 4 swivel mounted

ROBOT MAN SALVAGER

Salvagers make a living by collecting the wrecks of other ships and towing them back to be stripped down. A second engineer and two salvager engineers augment the crew when the vessel is operating in a salvage role.

The ship is saucer-shaped but does not rotate in flight. Six large rockets at the rear provide thrust.

Acc/TS: 10/50 **Toughness:** 23(10)
Climb: 10 **Crew:** 3+4/6+1 (salvage role)
Travel Speed: 3 **Cargo Space:** 6
Handling: -2 **Cost:** \$26,000
Weapons: 1 nose + 4 swivel mounted

SKALINITE FREIGHTER

The Skalinite freighter is the largest vessel commonly operating in Slipstream. It is an ugly, multi-decked craft, formed of sharp angles rather than graceful curves. Its strong superstructure is impressively armored and with a full compliment

of weapons it makes a formidable target. Its low speed and poor handling, however, make it an easy target for faster vessels.

Acc/TS: 15/50 **Toughness:** 24(7)
Climb: 10 **Crew:** 3+20
Travel Speed: 2 **Cargo Space:** 12
Handling: -2 **Cost:** \$22,000
Weapons: 1 nose + 6 swivel mounted

VALKYRIAN ROCKETSHIP

The Valkyrian rocketship is the smallest vessel in regular use and built for one purpose—warfare. The pilot actually flies by lying on a couch, using her hands to steer and fire weapons and her feet to control acceleration and braking.

The lack of engineer and radiophone operator keeps the lone pilot busy trying to juggle all three systems. The passenger space is usually filled by a gunner (seated), which eases the pilot's burden.

Acc/TS: 20/60 **Toughness:** 20(12)
Climb: 20 **Crew:** 1+1
Travel Speed: 3 **Cargo Space:** 1
Handling: +1 **Cost:** \$15,000
Weapons: 1 nose mounted



Slipstream isn't just about rocketships. Sometimes heroes have to explore fragments the old fashioned way—from the surface. Below are a number of vehicles common to the worlds of the Slipstream.

Slipstream Capable: The vehicle can operate in the space between fragments. It lacks the power to escape a fragment's gravity and must be carried into space aboard another vehicle.

Submersible: The craft is watertight and can operate underwater at any depth. It cannot function on land or in the air.

Cost: The cost of a vehicle excludes its weapons.

BUBBLE BUGGY

With its four vastly oversized tires, the bubble buggy is well suited to off-road driving. It lacks heavy armor, but has good acceleration and maneuverability. Ill-suited for a combat role, it is, however, perfect for exploration duties in friendly territory. A bubble buggy can be carried in one rocketship cargo space.

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Acc/Top Speed: 5/20; **Toughness:** 11(2); **Crew:** 1+3; **Cost:** \$300

Notes: Four Wheel Drive

Weapons: —

HOVER BARGE

Hover barges are popular for transporting cargo and passengers over difficult terrain. The deck and pilot station are exposed to the elements, though canvas coverings are included in the cost. They have a maximum ceiling of 10”.

Acc/Top Speed: 5/40; **Climb:** 2; **Toughness:** 16(2); **Crew:** 1+12; **Cost:** \$2,000

Notes: —

Weapons: Two swivel weapons

RANDOM VEHICULAR WEAPONS

Although the Game Master can always choose weapons for a ship, he can also choose to determine them randomly by using the table below.

A rocketship capable of carrying a nose-mounted weapon always has one fitted. Roll a d20 to determine the type. Rocket guns come with 20 rounds.

Game Masters may decide that all a vehicle’s available swivel mounts are full or roll an appropriate die to determine how many are carried.

VEHICULAR WEAPONS

d20	Weapon
1-2	Graviton beam
3-5	Heat ray
6-15	Ray gun
16-20	Rocket gun

For instance, if a ship can mount a maximum of 4 guns, roll a d4 to see how many are in place. For ease, all swivel guns are deemed to be of the same type. Roll a d20. Rocket guns come with 10 rounds.

POD

Pods are single-seat flyers shaped like an egg. Power is provided by two rocket motors. Steering is through a simple handlebar mechanism connected to the rudder by wires. The pod provides no protection to the rider. Three pods can be carried in one rocketship cargo space.

Acc/Top Speed: 25/50; **Climb:** 20; **Toughness:** 8(2); **Crew:** 1; **Cost:** \$500

Notes: Slipstream Capable

Weapons: —

ROCKET SLED

The rocket sled is a personal conveyance capable of flying in the Slipstream. Primarily used to ferry people between rocketships and a fragment, or between cities on the same fragment, it can be fitted with a single swivel weapon and used as an attack craft. A waist-high armored panel provides Medium Cover against shots fired against its front arc.

Rocket sleds can traverse the space between fragments, but do so at the rate of 1 square per week due to their lack of powerful rocket engines. Most larger vessels carry them as emergency escape vehicles. They can’t escape a fragment’s gravity, so must be ferried into space.

Two rocket sleds can be carried in one rocketship cargo space.

Acc/Top Speed: 20/80; **Climb:** 10; **Toughness:** 11(2); **Crew:** 1+3; **Cost:** \$2,500

Notes: Slipstream Capable

Weapons: One swivel weapon (treated as a Fixed Weapon usable only by the pilot)

SUBMERSIBLE

Submersibles come in a variety of shapes, from sleek, rocketship-type vessels to manta ray shaped craft. All are capable of diving to great depths. Required crew is a pilot and engineer, though in many oceans it is advisable to have a gunner (and a gun for him to operate).

Acc/Top Speed: 5/30; **Climb:** 5; **Toughness:** 14(4); **Crew:** 2+6; **Cost:** \$4,000

Notes: Heavy Armor, Submersible

Weapons: One nose-mounted rocket gun (10 rounds)

LOW-TECH GEAR

ARMOR

Type	Armor	Weight	Cost	Notes
Chainmail vest	+2	10	\$80	Covers torso
“Leather” suit	+1	3	\$30	Covers torso, arms, and legs
“Leather” vest	+1	1	\$10	Covers torso
Plate corselet	+3	20	\$300	Covers torso
Plate arms	+3	10	\$100	Covers arms
Plate leggings	+3	15	\$200	Covers legs
Pot helm	+3	4	\$50	50% chance of protecting against head shots

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Axe	Str+d6	2	\$15	
Baton/club	Str+d4	1	\$1	
Dagger/knife	Str+d4	1	\$8	
Man Catcher	None	6	\$40	See notes
Polearm	Str+d8	12	\$80	Reach 2; requires 2 hands
Rapier	Str+d4	3	\$35	Parry +1
Spear	Str+d6	5	\$5	Parry +1; Reach 1; requires 2 hands
Sword	Str+d8	8	\$15	

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Bow	12/24/48	2d6	1	\$20	3	—	d6	
Net	3/6/12	Special	1	\$10	5	—	—	Entangle
Sling	4/8/16	Str+d4	1	\$1	1	—	—	
Spear gun	6/12/24	2d6	1	\$10	2	—	—	
Throwing knife	3/6/12	Str+d4	1	\$3	1	—	—	
Throwing spear	3/6/12	Str+d6	1	\$5	3	—	—	

IMPROVISED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Small	3/6/12	Str+1	1	—	1	—	—	-1 attack & Parry
Medium	2/4/8	Str+2	1	—	3	—	d6	-1 attack & Parry
Large	—	Str+3	1	—	6	—	d8	-1 attack & Parry

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AMMUNITION

Ammo	Weight	Cost	Notes
Arrows	1/5	\$1/5	For bows
Sling stone	1/10	\$1/10	Stones can be found for free on most worlds with a Notice roll and 1d10 minutes searching, depending on terrain
Spear	1	\$3	For spear gun, contains compressed air to power gun

MUNDANE ITEMS

Item	Weight	Cost	Item	Weight	Cost
Canteen	1	\$3	Tool kit	5	\$150
Chronometer	1	\$10	Torch	1	\$1
Climbing gear	3	\$15	Whistle	1	\$5
Flare	1	\$2	Clothing		
Goggles	1	\$3	Cold weather clothing	8	\$100
Handcuffs	1	\$20	Formal clothes	—	\$200
Flashlight	1	\$3	Medical Supplies		
Lockpicks	2	\$100	Antivenin, common	1	\$100
Periscope	3	\$200	First aid kit	3	\$30
Rope, 10 yards	4	\$8	Personal Conveyances		
Survival rations	6	\$20	Parachute	5	\$40
Tent, 2-being	10	\$25	Paraglider	10	\$100

HI-TECH GEAR

ARMOR

Type	Armor	Weight	Cost	Notes
Bubble helmet	+2	2	\$40	Covers head; included free with spacesuit; see notes
Powered armor (battle)	+12	0	Mil	Covers entire body; see notes
Powered armor (scout)	+10	0	Mil	Covers entire body; see notes
Spacesuit, normal	+2	6	\$200	Covers full body; see notes
Spacesuit, shielded	+2	9	\$300	Covers full body; see notes

MELEE WEAPONS

Type	Damage	Weight	Cost	Notes
Laser sword	Str+d6+8	5	Mil	AP 12; see notes
Pain stick	Special	2	\$300	See notes
Vibro knife	Str+d4+2	1	\$250	AP 2; cannot be thrown; see notes
Vibro sword	Str+d8+2	6	\$400	AP 4; see notes

RANGED WEAPONS

Type	Range	Damage	RoF	Cost	Weight	Shots	Str	Notes
Pistols								
Ray gun pistol	12/24/48	2d6+1	1	\$200	4	15	—	See notes
Rocket pistol	20/40/80	Varies	1	\$350	8	1	d8	See notes
Sonic pistol	10/20/40	2d6	1	\$300	4	10	—	AP 2; see notes
Stunner	3/6/12	2d6	1	\$250	5	10	—	See notes
Rifles								
Ray gun rifle	24/48/96	2d8+1	1	\$400	8	40	d6	
Sonic rifle	20/40/80	2d8	1	\$600	10	20	d6	AP 4; see notes
Tangle gun	2/4/8	None	1	\$100	9	5	d6	See notes
Heavy Weapons								
Heavy ray gun	40/80/160	4d6+1	1	\$900	18	50	d8	
Sonic lance	1/2/3	4d10	1	Mil	25	10	d10	See notes
Explosives								
Breach bomb	—	3d6	—	\$100	8	—	d6	AP 20; see notes
Stun grenades	5/10/20	—	—	\$25	0.5	—	—	Medium Burst Template; see notes

ROCKETSHIP AND EMPLACEMENT WEAPONS

Type	Range	Damage	RoF	Cost	Shots	Notes
Nose Mounted						
Graviton Beam	75/150/300	3d8	1	\$8,000	—	AP 12; see notes
Heat Ray	40/80/160	3d8	1	\$6,000	—	AP 12
Ray Gun	100/200/400	3d6	1	\$4,500	—	AP 10
Rocket Gun	75/150/300	3d10	1	\$3,000	1	AP 15; Large Burst, 1 round to reload
Swivel Mounted						
Graviton Beam	30/60/90	2d8	1	\$5,000	—	AP 7; see notes
Heat Ray	20/40/60	2d8	1	\$3,500	—	AP 7
Ray Gun	50/100/200	2d6	1	\$2,000	—	AP 6
Rocket Gun	30/60/90	2d10	1	\$1,200	1	AP 8; Medium Burst
Dropped (Rocketships only)						
Bomb, Light	Dropped	3d8	—	\$100	—	AP 8; Medium Burst
Bomb, Medium	Dropped	4d8	—	\$200	—	AP 16; Large Burst
Bomb, Heavy	Dropped	5d8	—	\$400	—	AP 30; Large Burst
Dust Dispenser	Cone	Special	1	\$80	—	See notes

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AMMUNITION

Ammo	Weight	Cost	Notes
Dust, knockout	2	\$200	For dust dispensers; see notes
Dust, poison	2	Mil	For dust dispensers; see notes
Ray gun battery (pistol)	0.2	\$20	For ray gun pistols, stunners, and sonic pistols
Ray gun battery (rifle)	0.5	\$40	For ray gun rifles and sonic rifles
Ray gun battery (heavy)	2	\$70	For heavy ray gun and sonic lance
Rocket gun shell (nose)	4	\$100	
Rocket gun shell (swivel)	2	\$50	
Rocket pistol round (AP)	1	\$20	See notes
Rocket pistol round (HE)	1	\$20	See notes
Rocket pistol round (smoke)	1	\$10	See notes
Tangle gun	3	\$15	One web
Vibro blade battery	1	\$20	Lasts for one year

MUNDANE ITEMS

Item	Weight	Cost	Medical Supplies		
Air tablets	1/10	\$1	First aid kit	3	\$70
Grapple gun	3	\$60	Vaccine, common	1	\$100
Spare grapple line	1	\$5	Personal Conveyances		
Low light goggles	1	\$150	Rocket belt	8	\$300
Magnetic clamps	5	\$50	Rocket belt/pack refill	—	\$20
Radiophone	2	\$30	Rocket pack	12	\$700
Thermal goggles	1	\$200	Rocketship Extras		
Tool kit	5	\$250	Electronic autopilot	—	\$1,000
Clothing			Fire extinguisher	2	\$10
Fireproof suit	6	\$250	Magnetic grapples	—	\$30
Radiation suit	6	\$150	Radiophone	—	\$500
			Tether rope, 20 yards	—	\$20



SETTING RULES

The following Setting Rules apply in *Slipstream*. There's quite a few, but they're simple to learn.

SECOND SERIES

Slipstream follows the pulp convention that villains and heroes rarely die. No matter how they are “killed,” Wild Cards just keep coming back for more. Maybe the hero found cover from the explosion and was only Incapacitated, or perhaps the beautiful princess used an alien artifact to resurrect him.

The following replaces the usual Incapacitation Table after your hero has made his Vigor roll, applying wound modifiers as applicable. Heroes only ever suffer very short-term injuries, which represent “dead” limbs and minor bumps. Permanently losing a leg isn't the space pulp way!

Raise: The hero is stunned. He still has 3 wounds, but is not Incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table in the *Savage Worlds* rulebook. The effects are short-term and cease when combat ends.

Success: The hero is unconscious. He regains consciousness with a successful Healing roll or after an hour has passed. Roll 2d6 on the Injury Table. The effects last until all wounds are healed.

Failure: The victim is unconscious. He regains consciousness with a Healing roll at -2 (one roll only) or after 2d6 hours have passed. Roll 2d6 on the Injury Table. The effects go away when all wounds are healed. With nonlethal damage, treat this as a Success except the hero is unconscious for 1d4 hours.

Critical Failure: The victim is in a coma. He regains consciousness with a Healing roll at -4 (one roll only) or after 1d6 days have passed. Roll 2d6 on the Injury Table. The effects go away when all wounds are healed. With nonlethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

Death in *Slipstream* is possible, but it requires a Finishing Move against an Incapacitated hero. Such dastardly behavior is the hallmark of a villain.

HEALING

Slipstream ignores unnecessary complications like xenobiology. So long as you have Healing you can patch up any organic life form without penalty. Repair is required to fix Robot Men.

LANGUAGES

Although most inhabitants of Slipstream speak Streamer, aliens are more impressed when a member of a different race converses with them in their own language. Heroes who use the native language of another race receive +1 Charisma when dealing with members of that species.

LIGHTING

Slipstream has no star. This doesn't mean it is a gloomy place. The thin atmosphere between fragments is actually light pink, a result of radiation from the black hole reacting with the inter-fragment atmosphere, and further colored by vast clouds of yellow, red, blue, and green luminous

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gases. As a result, the universe is bathed in pale light equivalent to a bright full moon on a cloudless night on Earth.

The races, even recent arrivals such as Earthlings, have adjusted to this glow, and there is no attack roll penalty for operating in normal Slipstream lighting, whether in space or on a fragment's surface. There is no visible difference between day and night on any fragment.



IMPORTANT VICTIMS

At some point during your *Slipstream* adventures, someone important will inevitably get kidnapped. It might be the hero's sidekick, the daughter of an imminent scientist, or the plucky reporter who has uncovered part of Anathraxa's background.



Naturally, if there's been a kidnapping, the heroes are involved in the rescue attempt. Where there are heroes, there's usually a large amount of gunfire as well.

In order to ensure the person they are trying to rescue isn't accidentally mown down in a hail of ray gun blasts the GM should make sure that any kidnap victim central to the plot is a Wild Card character.

They don't have to be any use in combat, and indeed it's better if they're the helpless sort who needs rescuing, but the wound levels given by Wild Card status give you a safety net. Alternatively, the GM can simply ignore the Innocent Bystander rule, which means they won't get hurt unless someone deliberately targets them.

VILLAINOUS THUGS

Of course, allies aren't the only characters your heroes will meet during an adventure. Here are some tips for handling low status villainous NPCs.

HENCHMEN

Henchmen are a step above your standard Extra, but a step below Wild Cards. They're handy for giving the heroes a tougher opponent, but without all the perks of a Wild Card. To promote a villain up the ranks, simply give him a Wild Die, but keep everything as an Extra.

HOARDS OF EXTRAS

Watch any good pulp film and you'll see the heroes taking down scores of thugs without pausing for breath.

Now, *Slipstream* is already fast, furious, and fun, and Extras don't take a lot to take down, but there is room for maneuvering. Even with such a fast system, a few bad die rolls can mean that Extras remain a threat for a long time, and a hoard of Extras armed with laser pistols can cause a lot of damage to heroes in a very short time.

One way of ensuring that Extras go down quickly is to remove the Shaken status. An Extra would either be healthy or knocked out. In short, if you equal or exceed an Extra's Toughness, he's out of the fight.

You don't have to use this for every Extra, just the real mooks that are totally incidental to the main plot.

SETTING RULES

FANATICS

You planned the climatic end-of-adventure battle to the last detail. The battle was set to be an epic struggle between the villain and his thugs and the heroes, all set to the ticking of an atomic bomb countdown heading toward zero.

What should have been a tense fight against the clock ended in two rounds as the gun-toting heroes blasted the villain to pieces and scattered the demoralized mooks.

Here's a very simple trick for the GM to prevent the untimely death of villains. You can use this simply to extend a fight (so they get to use their cool powers) or to allow them a chance to get away (and come back later seeking revenge).

Any Extra within 1" of a villain becomes fanatical, sacrificing his life so his master can live. Any attack made against the villain is instead made against one of the Extras of your choice, as he leaps in the way of the sword, fist, or laser pistol with his master's name on it.



The Slipstream universe may be finite, but few accurate maps exist. Most races simply don't care and spacejocks keep their maps hidden from prying eyes. Fortunately, huge distances rarely separate the worlds, at least in astronomical terms, and navigators tend to plot courses by dead reckoning, using other fragments as landmarks, and old-fashioned style compasses calibrated to point toward the black hole as north.

Use the map found on the inside cover to determine how many squares of travel is needed between destinations. Rocketships cross as many squares as their Travel Speed each hour. The pilot must make a Piloting roll for each hour of travel and add the modifiers listed below. In combat, ships use their Top Speed for movement.

NAVIGATION MODIFIERS

Mod	Circumstance
+2	Borooshian navigator
+2	Flying parallel to the Slipstream Wave (no more than one square distant)
+2	Holomap alien artifact on ship (p. 114)
+2	Major fragment in current square
+1	Major fragment in adjacent square

- 2 Rocketship has no compass
- 2 In the Ice Cloud
- 4 In the Graveyard
- 6 In the Dust Cloud

With a success, the ship moves as expected. A raise adds +1 to the vessel's movement. Failure means the ship travels its expected movement in a random direction—roll a d8 to determine the square to which it moves. Read as a clockface, with 1 being the original intended direction of travel.

THE SLIPSTREAM WAVE

The Slipstream Wave, more properly known as the Slipstream Graviton Wave, flows from the black hole and spirals toward the Graveyard at the centre of the universe. The Wave is strongest near the black hole, and lessens as it swirls inward. Even at its weakest it can cause a rocketship to drift off course unless the rocket engines are quickly recalibrated to counter the Wave's effects.

The pilot must make a Piloting roll whenever he enters the Slipstream Wave. The ship's Handling and the Drift Table below modify the roll.

DRIFT TABLE

Current Zone	Mod	Drift
Red	-8	3 squares
Orange	-6	2 squares
Yellow	-4	2 squares
Green	-2	1 square
Blue	-1	1 square

With a success or better, the pilot recalibrates the rocket motors and the ship moves as normal. No further roll is required so long as he stays in that zone. When re-entering normal space, the press of a button returns the rockets to their standard calibration. On a failure, the ship stops all forward motion and automatically drifts the number of squares indicated on the Drift Table in the direction of the flow.

The pilot may reattempt the Piloting roll at the start of the next hour of movement. He continues suffering the effects of Drift until he succeeds.

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STREAMING

Pilots entering the Wave in the same direction as the flow have been known not to calibrate their rocket motors to take advantage of the Wave. Spacejocks refer to this as “downstreaming.” The ship adds the Drift number of squares to its Travel Speed so long as it remains flying in the direction of the flow.

Conversely, a ship trying to fly against the flow (called “upstreaming”) subtracts the Drift number of squares. This can result in negative speed (i.e. the ship moves backward).

If the pilot tries to change course while up or downstreaming (such as trying to turn horizontal to the flow to escape to normal space) he must make a Piloting roll, modified by the zone he is currently in. On a success, he turns the ship as desired but all Drift bonuses for that hour are lost. With failure, the ship maintains its present course until it has completed its hourly movement.

BREATHING IN SPACE

The space between world fragments is not a vacuum. The air is thin, rather like that found at high altitudes, and few races are adapted to breathing it easily. Physical exertion is difficult and labored, and even thinking is difficult as the brain struggles for oxygen.

A character operating in the atmosphere without breathing apparatus suffers a -1 penalty to all trait rolls. The penalty also applies to everyone in the rocketship if the door is open. Closing a door automatically activates oxygen tanks, which immediately replenish the ship with normal air.

GRAVITY

Every fragment, regardless of size or spin, has gravity equivalent to that of Earth. Once a ship has left a fragment’s atmosphere it is subject to micro gravity. All rocketships are fitted with Graviton Enablers, which automatically kick in to maintain standard gravity within the ship, even when the doors are open. Operating in micro gravity gives a -1 penalty to all Agility based rolls but doubles jumping distances.

SPACE BRAWLS

Heroes and villains may on occasion find themselves fighting outside of a rocketship while in space. Whether using rocket packs to make “cavalry” charges or magnetic clamps to fight on the top of a speeding rocketship, such daring behavior is part and parcel of the space pulp tradition.

Combatants using magnetic clamps to fight on a rocketship’s hull suffer a -1 penalty to all attack rolls per 20” of ship movement due to the wind, in addition to micro gravity penalties.

ALIEN OVERBOARD

Characters trying to move around on top of a rocketship without using magnetic clamps must make a Strength roll each round with a -1 penalty per 20” of rocketship movement. Failure results in the character being “blown overboard.” Being lifted off the deck and thrown clear of the hull by some dastardly foe has the same effect.

Hauling in a tethered character requires a Strength roll. Up to four characters may cooperate on this task. On a raise, the character is successfully dragged back aboard the rocketship. A success means the character is still outside the ship but does not suffer any injury. If the roll fails, or is not even attempted, the dangling character suffers 1d6 damage per 20” of rocketship movement each round from banging against the ship’s hull.

If the character has no tether, the pilot must fly to within 10” of the stranded character. A crewmember may then throw out a tether or magnetic grapple. This requires a Throwing roll, modified by -1 per 20” of movement (rocketships can “hover” in space). If successful, the floater grabs the tether and may be pulled in as above.

Characters blown overboard in a fragment’s atmosphere fall at a rate of 20” per round. Trying to fly under a falling character to let him drop through the door requires a successful Piloting (-4) roll. Failure results in a collision between the ship and the character.

SETTING RULES

TRADING

Characters in Slipstream are heroes, not merchants, so there are no detailed rules for carrying cargo between the various fragments. Should the players decide they want to buy and sell cargo, use the following simple system.

Buying: Purchasing cargo costs a base \$400 per space; 2d6+3 spaces worth of cargo (called a consignment) are available each day on any fragment. Make a cooperative Streetwise roll once per consignment. Each success and raise on the roll reduces the cost per space by \$100 to a minimum of \$100.

Selling: Selling a cargo space of goods brings in a base \$400 per space. Make a cooperative Streetwise roll once per consignment. Each success and raise on a cooperative Streetwise roll ups the unit price by \$100 to a maximum of \$700. Fragments buy 2d6+3 cargo spaces per day. Goods cannot be resold on the same fragment they were purchased.

ROCKETSHIP COMBAT

The sections below illustrate how rocketship combat works using the existing rules, and a few new details as well.

CONTACT

Rocketships do not use radar or other forms of sensor—all sighting is purely visual. In keeping with the space pulp tradition, rocketships encounter each other at short ranges—chasing another ship while separated by thousands of miles just isn't the way things are done. Most ship encounters occur at just 5 Range Increments. If either ship wants to escape, use the Chase rules from the *Savage Worlds* rulebook.

BOARDING

When one thinks of boarding actions, one tends to think of old-fashioned sailing ships. If one ship wants to board another, it must maneuver itself to be on the same initiative card as its foe and perform a successful Force maneuver as described in the *Savage Worlds* rulebook. If successful, the boarders must get across to the enemy vessel before the initiative cards change.

Air Mobile: Rocket packs, belts, or wings all allow for the boarder to reach the enemy ship with ease.

Jumping: If the Force maneuver succeeds with a raise, the ships are close enough for boarders to leap the distance. Anathraxa's Minions favor this tactic as it allows Primals to leap across in large numbers.

Magnetic Grapples: Alternatively, the boarders can throw magnetic grapples and swing across. This requires a successful Throwing roll, with a -1 penalty per 20" of movement. Both ships are considered to be moving at the slowest ship's Top Speed. The boarder must use the rules under Alien Overboard to haul himself up the line.

MANEUVERS

Rocketships use the rules for aircraft with regard to loss of altitude, stalling, hitting the ground, crash landings, and aerial maneuvers. Rocketships cannot hover in a fragment's atmosphere—the best they can do is fly in a tight circle—but may come to a complete halt in space with no ill effects.

In addition, they may use the following maneuvers: Bootlegger Reverse (space combat only), Hard Brake, Ram, and Tight Turn. The standard modifiers apply.

NEW MANEUVER

Evasive Maneuvers (0): A pilot who performs evasive maneuvers makes a Piloting roll. Until his next action, all attack rolls made against his ship use his Piloting roll as their target, rather than the usual 4. All other modifiers apply as normal. A failed Piloting roll means the ship goes Out of Control and attackers require a 4 to hit as normal.

Unfortunately, the rapid jinking and turning hampers his own gunners as much as it does his foes'. All attacks made from the evading rocketship use the Piloting roll as their target number as well.

WEAPONS

The pilot of a ship may fire nose-mounted weapons, but he cannot fire swivel weapons. Gunners may operate swivel or a nose-mounted weapon. Regardless of the number of gunners

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aboard, each gunner may only fire one weapon per round and each weapon may only be fired once per round.

As stated elsewhere, nose mounted guns are fixed forward facing weapons, whereas swivel guns fire in all directions. Rocketships do not fly in a straight line when engaged in combat—they constantly weave and tilt. This gives all swivel weapons an opportunity to fire during the round.

Only a ship tailing its opponent can use a nose mounted weapon during a round. If you're being chased, you might want to consider getting out of there!

FIRES

Heat rays have the added effect of setting fire to combustibles within a rocketship. Other weapons can start fires, but only rarely. Any hit from a heat ray or Critical Hit from any other weapon starts a fire.

Fighting Fires: Any hero can grab a fire extinguisher (if the ship has one) and try to put out a fire. The firefighter must make an Agility roll to aim the extinguisher correctly. On a success, the d6 roll at the start of next round has a -2 penalty, or -4 on a raise.

An alternative way to fight fires is to open the doors to the thin air of space. This imposes a cumulative -1 penalty to the d6 roll at the start of each round, starting the round after the door was opened. Closing the door before the fire is extinguished immediately negates all penalties, as the cabin is automatically flooded with air.

OUT OF CONTROL

Rocketships use the standard Out of Control rules with two differences noted below. Loss of altitude is only a problem in atmospheric combat.

Roll Over: The blast from a weapon or a failed maneuver causes the rocketship to roll sideways. All crew must make an Agility roll or suffer a Fatigue level from Bumps and Bruises.

Flip: Overcompensating in a maneuver or a weapon hit flips the rocketship end over end. Use the rules for Roll Over, but apply a -2 penalty to the Agility roll.

WRECKED

Any rocketship that has taken 4 wounds is Wrecked. Those containing the heroes or important NPC Wild Cards are left derelict in space (in atmosphere, the pilot may attempt a standard emergency landing). Others automatically explode, killing all aboard.

REPAIRS

Characters may repair their rocketships given sufficient time and at least some basic tools. Each wound requires a separate Repair roll with a penalty equal to the vessel's wound modifier and 2d6 hours of work. Field work requires at least a toolkit and basic supplies, or the hero must subtract 2 from the roll. Each wound repaired also fixes the Critical Hit associated with it.

A wrecked rocketship won't run anymore, neither can its weapons fire, as they're powered by the vehicle's main engine. In order to reach a fragment, emergency repairs are required (see below). Most shipyards charge \$250 per hour to fix ships and take 1d6 hours per wound and associated Critical Hit.

EMERGENCY REPAIRS

In *Slipstream*, crews may try to patch up damage after combat. A damage control team must include someone with the Engineer Edge.

Patching up the ship requires a Repair roll at -2, with additional penalties equal to the damage modifier. Assistants may make a group or cooperative Repair roll to assist the engineer. Only one Repair roll per combat may be made. Each success and raise repairs one wound inflicted during the current combat. Repairing a wound also repairs the Critical Hit associated with it.

Emergency repairs aren't perfect. If the pilot rolls a 1 on his Piloting die, regardless of Wild Die, the strain on the vessel causes a patch to fail. The ship suffers the last wound to be repaired again (and the same Critical Hit). This cannot be Soaked by any means.

CRITICAL HITS

2d6	Effect
2	Scratch & Dent: The attack glances off. There is no permanent damage.
3	Maneuvering Jets: Acceleration is

SETTING RULES

- halved (round down). This does not affect deceleration, however.
- 4 **Main Thrusters:** Halve the rocketship's Top Speed immediately. In addition, each hit also reduces the vessel's Travel Speed by one, to a minimum of zero.
- 5 **Controls:** The controls are hit. The vehicle suffers a -1 penalty to its Handling.
- 6-8 **Hull:** The vehicle suffers a hit in the main body. A random cargo space is destroyed. Ships with no cargo or ship artifacts (p. 115) suffer no effects.
- 9-10 **Weapon:** A random weapon is destroyed and may no longer be used. If there are no weapons, this is a Hull hit.
- 11 **Crew:** These hits inflict 1d6 casualties, scattered randomly among all crewmen. Remove that many crew immediately. They may recover after the fight in the normal method. If a 6 is rolled or there are no Extras, a random player character or other named personality was hit as well. Reroll the damage and subtract the Armor value of the ship. The hero takes this much damage.
- 12 **Wrecked:** The rocketship is totally wrecked and automatically goes Out of Control. See page 46 for details.

PSIONICS

Psionicists exist among many races. Among a few races, such as the Psiclops, psionics is a racial trait, whereas in others, including Earthlings, only rare individuals display the talent. Most psionicists look no different than any other being. This is fortunate, for Queen Anathraxa has declared all psionicists to be criminals and subject to execution if caught.

NEW POWERS

In addition to the new powers presented in this book, here is a list of suitable Powers for a game of Slipstream., Armor, Beast Friend, Blast, Bolt., Boost/Lower Trait, Deflection, Detect/Conceal, Environmental Protection, Fear, Healing, Invisibility, Light, Puppet, Quickness, Smite, Speak Language, Speed, Stun, Telekinesis



BLOCK

Rank: Novice

Power Points: 1

Range: Self

Duration: 3 (1/round)

Trappings: Concentration

Some people are born able to block others from their mind. Others, including psionicists, have to be taught how to prevent unwanted intrusion.

With a success, the hero adds +2 to his trait rolls to resist opposed powers, and acts as if he had 2 points of Armor when hit by psionic attacks. This does not stack with the Arcane Resistance Edge. On a raise, the bonuses increase to +4.

CONFUSE THE MIND

Rank: Novice

Power Points: 2

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Dazed look, loss of coordination

Those of weak mind are playthings for powerful psionicists. The psionicist must pick a target within range and make a Psionics roll opposed by the victim's Smarts. If successful, the psionicist

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causes the victim to lose concentration. All the victim's trait rolls are made at -2 for the duration, -4 on a raise.

EMPATHY

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration, body reading, change in body language to match target's responses

Empathy is the ability to read surface emotions. With a successful Psionics roll, the character learns the emotional state of one target within range. So long as the power is on, the psionicist gains +2 Charisma when dealing with that person as he understands his current state of mind.

MIND READING

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration

Mind reading allows a psionicist to read the minds of others. With a successful Psionics roll, the psionicist reads the target's current surface thoughts. Such an intrusion goes unnoticed as the psionicist is only receiving broadcast signals.

MIND RIDING

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Concentration, trance

Mind riding is the ability to place your mind inside someone's else body. If the victim is an unwilling or unknowing subject, this requires an opposed roll of the character's Psionics against the victim's Spirit. A *mind rider* gains no control over his victim, but has access to his victim's senses and can see, hear, smell, taste, and feel everything his victim does. Although very handy for spying, it has a drawback. If the victim is injured in any way, including being Shaken by physical injury, the psionicist must make a Spirit roll or be Shaken and lose contact. A penalty of -1 applies for each wound the victim suffers. If the victim dies, the psionicist is automatically Shaken.

OBJECT READING

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: Instant

Trappings: Concentration, trance

Object reading is the ability to see the past of a specific, inanimate object, discovering who held it, where it has been, and such like. A success allows the psionicist to see previous owners of the object, starting with the most recent and working backward. A raise provides more accurate details. The psionicist sees only images—he cannot learn the person's name or current whereabouts through this power.

PROBE

Rank: Seasoned

Power Points: 3

Range: Special

Duration: Instant

Trappings: Concentration

Mind reading allows for the scanning of surface thoughts, but to reach deeper into a victim's mind the psionicist must use *probe*.

The psionicist must make a Psionics roll opposed by his victim's Spirit. The character must beat his victim's roll and score a success. The target knows he has been probed, but not necessarily by whom.

TELEPATHY

Rank: Novice

Power Points: 1

Range: Smarts x 2

Duration: 3 (1/round)

Trappings: Trance, concentration, mental image

Telepathy is the ability to communicate over distances. It allows thoughts to be transmitted, in the form of words. Once contact has been established, mental communication works in both directions. For as long as the power lasts, communication occurs as if the characters were talking face-to-face. This allows skills such as Intimidation, Persuasion, Streetwise, and Taunt to be used. More importantly, it also allows for silent communication between allies.

GAZETTEER



The GM has more information on the people and places of Slipstream. Presented here is the basic knowledge of the main fragments known to all inhabitants. New fragments, usually no larger than a quarter the size of the main worlds, are constantly discovered, and many more alien races inhabit Slipstream than there are worlds.

The tech level for each fragment is represented by a symbol.

↑= Hi-tech: Unless otherwise stated, the natives manufacture and repair rocketships.

↓= Low-tech: Most fragments retain some hi-tech, such as domed cities or defense cannons, but no longer manufacture these items. Hi-tech items cost 5 times the normal price.

Akwis (↑ submersibles only, no rocketship repair): Akwis has no landmasses. Several aquatic and semi-aquatic races, including the Akwisians, make their home here. The semi-aquatic races dwell in domed underwater cities reachable only by submersible.

Amazonia (↓): A hot, steamy world inhabited by the Raptor Men and the primitive Cavors, cave dwelling aliens stuck firmly in the Stone Age and hunted by the Raptor Men. Crumbling ancient ruins lie covered by the vegetation. Several species of carnivorous lizards inhabit the jungles.

Amicus (↓): The fertile home of the Amici, a peaceful race with a love of the arts. Though ripe for conquest, no race has ever managed to subdue the Amici. Amici musicians are popular in noble courts.

Angelis (↑): Angelis is an uninhabited rocky wasteland. The natives, the humanoid Angeli, live in floating cities high in the clouds. Their culture is based around honor and dueling. They mine the fragment for mineral resources.

Arachnea (↓): is home to the Arachnids, or Spider Men. The surface is thick forest, interspersed with high hills. The Spider Men are fearsome hunters and anything caught in their webs is considered prey. A massive artificial structure in the densest part of the forest is home to their living god-queen, Arachnee.

Arid (↓): The inhabitants, the Aradians, import all of their food and water, but export precious radioactive ore mined from the southern hills. Violent sandstorms are frequent and can last for days, blanketing parts of the surface in swirling clouds of fine sand.

Avia (↑): Home to the Bird Men. The fragment is covered in thick forests comprised predominantly of towering Nest Trees, which grow to over a thousand feet. Travel across the surface is difficult due to the dense vegetation.

Babel (↑ no rocketship repair): Home to the Babelonians, a race of highly intelligent creatures with a fondness for languages and knowledge. Their libraries and museums are said to contain artifacts from across Slipstream, from its origins to the present day. The surface of Babel is exceptionally rough, with Babelonian tower-cities, called Depositories, perched atop rocky crags.

Barrier: Formed by heavy chunks of debris thrown clear of the Slipstream as it spirals toward the Graveyard, the Barrier is a swirling mass of space debris. Only mining outposts and frontier cities exist here.

Barter (↑ rocketship repair only): Also known as Trade World, Barter consists of a single city centered around the only water supply on the otherwise desert fragment. The original inhabitants are unknown, but it is currently a major trading centre. Pirate attacks on merchant ships visiting Barter are on the rise.

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Borealis (⚡): A forest world ravaged by electrical storms, which produce fantastic lightning shows. The Borealians, yellow-skinned humanoids, are capable of harnessing the static electricity to power their machines or deliver shocks to opponents.

Boroosh (🕸): The surface of this dusty world is crisscrossed with a labyrinth of gullies and ravines, all of which lead into massive cave networks that run for many miles beneath the surface. The Borooshians live in these cave networks. They are considered to be the best navigators in Slipstream.

Cauldra (👤): is a world choked by plumes of sulfurous fumes venting from numerous volcanoes and fissures. The native Cauldrons live in a large domed city, protected from the poisonous fumes. Surface lighting is Dim (-1).

Charadon (🐟): A world of deep seas and thick tangles of seaweed. The Shark Men, an aquatic race that follow an ever-hungry god, live in the depths, while the Charadonios, a race of semi-aquatic fish men, make their homes on the large seaweed islands. The two races share no love for each other.

Crystalus (👤): Save for the Crystalloosians, every form of animal and plant life is crystalline in nature. The Crystalloosians are tall, willowy

beings with the power to stun opponents with their voices. Their Singing Forests are one of the natural wonders of Slipstream.

Dracos (👤): is the home of the Dracos, a race of reptile men. They are the remnants of an advanced psionic race, though few modern Dracos possess the talent. Ancient cities dot the fertile landscape and a small number of artifacts have been discovered in them.

Dust Cloud: A swirling mass of thick dust lying between two currents. Pilots flying through the cloud must do so by instruments alone. Visibility in the cloud counts as Pitch Blackness (-6).

Equus (👤): A world of rolling grasslands populated by the Equines, a race of horse men. They are a nomadic people, moving with the seasons to find new grazing lands. They are led by Spirit Whisperers, shamans who can talk to the ancestors.

Frigim (👤): A world of open tundra and constant snowfall. The native Frigims, a hairy, ape-like race, share their world with several species of carnivores which they hunt for food.

Gemopia (👤): is a world comprised of crystal spires and caves. Unique crystals used in the manufacture of vibro weapons grow here, but harvesting them is dangerous, as many crystalline entities haunt the wilds. The major native race, the Gemopians, is crystalline in structure.



Glade (♣): A fragment of forests and meadows caught in perpetual spring. Two warring races make their homes on Glade; the Antelopus, a race of horned herbivores, and the Tigra, carnivores with the features of Earth tigers. The forests and meadows are home to many species of plants and flowers, some of which are carnivorous.

Graveyard: Lies at the centre of the universe. Debris brought in by the black hole swirls through the Slipstream wind until it is deposited here to form a massive cloud. Rumors circulate about a planet hidden in the centre of the debris field, but no pilot has ever flown that far into the cloud and survived.

Graviton Energy Wave: Spiraling wave that exists out of the black hole into the Slipstream universe, pushing space debris to the Graveyard.

Gyptos (♠): Primarily a desert world. A single river flows from the polar mountains, allowing some agriculture along its banks. There is one population centre, New Gyptos City, which is surrounded by the ruins of an older civilization.

Handmaidens: The Queen's most feared warriors, serving as her bodyguard and enforcers. Clad in power armor of unknown design and armed with deadly weapons found nowhere else in Slipstream, these fearless warriors are hated by all races.

Hosbec (♠ rocketship repair only): is home to Hosbecites, a furry race with a natural affinity for trading and a desire to see the destruction of Barter. Much of the fertile surface has been built over with warehouses and trading posts. Recent attacks on rocketships traveling to and from Barter have been blamed on Hosbecite-sponsored pirates.

Hvergilmir (♣): A world inhabited by several races. The most populous race is the Hvergelmirions, small, agile creatures with a prehensile tail. The steam rising from the jungle makes surface lighting Dim (-1).

Ice Cloud: A massive cloud of icy debris caught in the gap between two currents. Floating chunks of ice make travel hazardous.

Idunn (♣): Can only be described as a paradise. Comprised mainly of tropical islands lying in shallow pale green oceans, the world is rich in exotic fruit and animals, all of which fetch great prices on other worlds. The native Idunnians, a race dwelling in simple log cabins, are said to be the most beautiful race in Slipstream. Many races believe the Idunnians have discovered the secret to perpetual youth.

Koldos (♣): is a world gripped in a perpetual ice age. The native Koldosites build their cities over geothermic springs. Without this source of heat, the planet would quickly become uninhabitable. Blizzards and crevasses make surface travel dangerous.

Krieg (♣): is home to the barbaric tribal race known as the Kriegers. Though they possess no hi-tech weaponry, their warriors are fearless and highly skilled with melee weapons.

Levitos (♠): is actually a massive floating city. It was originally a colony ship, but the engines have not worked properly since entering Slipstream and so the fragment remains hovering close to Amazonia. The Levitosians are the native species.

Lill (♣): The fragment is one vast steppe inhabited by the Lill, a race of two-headed beings. Each head has a separate personality, which often leads to arguments over who gets to control the body. The fragment is best known for its alcoholic beverages.

Lupos (♣): is the native fragment of the wolf-headed Lupines. A mixture of forests and plains, it is populated by great herds of herbivores which the Lupines hunt for their meat and bone.

Magroz (♣): is a lump of iron riddled with caverns and fissures. Its vast hill ranges are home to the Magrozites, a metallic race possessing the power of magnetism.

Mechanos (♠): The surface is one enormous city populated primarily by the Robot Men. Small enclaves of other aliens exist throughout the city. The fragment operates on a very structured system and civil disturbances are severely punished.

Memnon (♣): Home to the Memnites, a race of brutish giants (by human standards). Colossal statues of their former rulers litter the grassy landscape. The Memnites pride physical strength over any other trait and delight in blood sports. Visitors willing to risk their life in the arena and surviving are showered with wealth.

Mire (♣): The entire surface consists of large, grassy islands floating in a mangrove swamp. The entire surface is in motion; the islands moving around the planet on the currents. Several races, predominantly reptilian and insectoid beings, call Mire home, each race living on its own island.

Neptuna (♣): A world covered by violet-colored oceans. A single mixed-race city stands on a small, mountainous landmass and serves as the market for visitors. At least two aquatic races,

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the Drel and the Squelmon, dwell deep in the oceans. Fierce storms are common and travel by sea is inadvisable without a local mariner.

Nivek (♣): A sweltering jungle world and home to the multi-legged insectoid Nivekians. A giant winged statue lies deep in the jungle and is said to be an oracle. The Nivekians believe it is a god and treat it with great reverence.

Psidonia (♠): is the former homeworld of the Psiclops. It is under interdiction by Queen Anathraxa's forces and no one is permitted to land there. So far as anyone can tell, the fragment is now uninhabited.

Pyre (♠ rocketship repair only): is a world of oozing lava flows. The native Pyrites, a race of stone-like beings, live in cities that hover just above the molten surface. Pyre has great mineral wealth but few other natural resources.

Quan (unknown): Queen Anathraxa interdicted Quan as soon as the fragment was discovered and a blockade of heavily armed rocketships fires upon any ship approaching the fragment. Some suspect it is the location of her palace. Slipstreamers usually refer to the world as "Anathraxa's Nest."

Queen Anathraxa: Anathraxa does not so much rule Slipstream as terrorize it. She strikes with impunity, carrying off technology, food, natural resources, and male specimens. Few have seen the Queen and lived to tell the tale.

Radiation Cloud: A large cloud of radioactive particles streaming from the black hole. Frequent and unpredictable radiation storms make travel through the cloud dangerous.

Radios (♣): Home to the Queen's slave mines. Only prison ships are allowed to visit, flying a secret route through the morass of the Barrier.

Refler (♣): Also known as Glass World. Its entire surface is comprised of a single glassy plain with few discernible depressions or ridges outside of the glass mines. A large cylindrical object of unknown origin has been glimpsed beneath the surface, but explorers have yet to reach it.

Ruros (♣): The main agricultural fragment in Slipstream. Its lush meadows and arable plains are well-fed by a network of rivers and streams. The Rurites are a multi-limbed race of vegetarians with an extensive knowledge of agriculture. Their markets teem with fresh produce.

Sandpit (♣): was once a tropical paradise called Tropico, its surface covered with lush forests and crystal clear water. That was before

the Queen bombarded the planet with her Death Gas. Now the vegetation is dead and the waters brackish and barren of life.

Scar (♠ rocketship repair only): has a heavily cratered surface. Space debris ejected from the Slipstream toward The Barrier often collide with the fragment. The surface cities are domed and protected by batteries of heat rays. Those willing to risk being crushed to death by crashing rocks can find great mineral wealth in the craters. Anarchs are currently settled here.

Septis (♣): is a stinking swamp populated by the equally foul Septosians, a race of sluglike beings. Their cities are built on vast wooden platforms projecting from the oozing mire.

Simba (♣): is the home of the proud Lion Men. Its surface is nothing but grassy plains broken by small oases and clumps of brush. The native fauna comprises many different types of game beast, but hunting is restricted and poaching highly illegal. The Lion Men live in a series of townships spread across the fragment.

Skalin (♠): is a world covered in smog. The Skalinites are renowned as expert crafters and their cities boast huge numbers of workshops and factories. The constant smog means the surface is Dark lighting (-2).

Stygia (unknown): Located in the heart of the Dust Cloud is Stygia, a world in perpetual darkness. Surface lighting is Pitch Blackness (-6).

Tempest (♣): is a mud ball. Its rolling hills receive near constant rainfall, resulting in the surface being a thick layer of mud. The original inhabitants, the Mud Men, have been forced to live in caves by recent settlers, who have taken over the land to grow hardy grains of cereals that thrive in the nutrient rich mud. Due to the constant rain clouds, surface lighting is Dark (-2).

Vitin (♠): is also known as Pirate World. The Queen exterminated the Vitin race long ago and pirates moved into to their abandoned cities.

Xaq (unknown): is inhabited by bands of Primals. The fragment is off limits to visitors and little is known about the surface, which lies hidden beneath clouds. The surface is Dark lighting (-2).

Zeebor: is populated by the Zeeborites, a race of jellyfish-like beings. The surface is comprised entirely of warm shallow seas rich in nutrients. The Zeeborites live in cities built on stilts.



ANATHRAXA'S THRONE ROOM

**HOW DARE YOU DISTURB HER MAJESTY
WHILE SHE... RESTS.**

**ONLY HER MAJESTY'S AGENTS MAY READ
THESE SECRETS.**

**NOW GET OUT BEFORE I SEND YOU TO
THE OBLITERATION CHAMBER.**

FOMOSA

SLIPSTREAM

WHAT IS SLIPSTREAM?

Slipstream builds on the pulp tradition of the 1930s with later influences from space fantasy, as epitomized in the Saturday morning serials of pre-World War 2 America. It combines a blend of science fantasy and pulp into its own genre: space pulp.

ACTION AND DRAMA

The pulp genre is all about action and drama. Fistfights, gun battles, high-speed chases, and constant dramatic setbacks and surprises are all part and parcel of being a pulp hero.

Simple game mechanics for generating drama and action are given below, but it is up to the Game Master to present his *Slipstream* adventures as fast moving, exciting stories. If the players are pondering over a course of action force them to act quickly by having a squad of Primals or some nasty beast turn up on the scene. Don't give the players a chance to think—force them to act.

MORALITY

Pulp has two shades of morality—good and evil, though both parties can waver at times, especially at dramatic moments. The hero may be tempted to perform some diabolical act for the greater good or betray his friends to rescue a kidnapped loved one, but in the end he does the right thing. Likewise, villains retain some conscience. Even the darkest villain can show a brief glimmer of good. Maybe the vile torturer takes pity on the hero because she reminds him of his sister, or the realization of his actions prevents the rocketship commander from bombing a peaceful town.

Heroes and villains sometimes swap moral codes on a permanent basis, though usually only once. The space cop realizes that crime does pay and takes up a life of piracy to line his own pockets, or the gunrunner who sells to the highest bidder redeems himself by only smuggling weapons for the rebels.

Acting in a “grey” moral manner is acceptable on rare occasions. Heroes lie to save friends, but they do not lie to their friends; they might threaten to rough up a prisoner during interrogation, but they never actually use torture. Evil characters may offer the hand of friendship, but quickly turn traitor when the chance arises.

OTHER CONVENTIONS

Description: Locations should be described in an exciting way. Koldos isn't “an ice world.” It's a “frigid landscape of craggy mountains, with swirling snow driven by biting winds.” Character descriptions should also portray something of their personality. A “weasel-faced” alien is likely a snitch for some villain, and the “fat” merchant is greedy for wealth as well as food.

Humor: Most players crack jokes at the table—it's human nature. Pulp humor comprises witty lines, and quick comebacks. Don't go overboard, however, or the game may devolve into comedy.

Villainous Arrogance: Being captured by a villain is part of a hero's life. Not only do death-traps create a good cliffhanger, but it also allows the villain to gloat and reveal his diabolical plan. Even Anathraxa succumbs to this flaw, though few of her prisoners escape her fiendish traps.

CLIFFHANGERS

The term cliffhanger comes from having the poor hero of a pulp show dangling off the edge of the cliff as the credits roll. Wondering how the hero could survive drew audiences back week after week. Roleplaying is the same, and a dramatic end to a session is a lure for players to come back next session.

Planned well, they leave the players desperate to start the next session as soon as possible. However, they are a storytelling tool and should not be overused. There is nothing worse than having the players jadedly thinking, “What's this week's cliffhanger?” It is also important to remember that cliffhangers end just before anything serious happens. The giant boulder may get to within a few feet of the heroes when the scene ends, but it doesn't actually crush them. A cliffhanger presents a glimpse of the possible fate to come.

GAME MECHANICS

Cliffhangers are easy to work into an story. Most sessions end after a predetermined time, and shaping the course of the adventure to end on an exciting note is a GM's prerogative.

At the start of the next session after a cliffhanger, begin by recapping events that occurred shortly before it. Pulp serials used this to remind the audience what happened last week. It also helps players quickly get into character.

WHAT IS THE SLIPSTREAM

Each player whose character is actively involved in the scene receives an additional benny at the start of the session. If this is not spent during the cliffhanger scene it is lost. Why give bonus bennies? The heroes are meant to escape them and still go on to fight villains later in the adventure. Bonus bennies let the heroes act heroically without draining valuable resources.

DRAMATIC INTERLUDES

Cliffhangers and dramatic interludes serve a similar purpose—to create excitement. However, cliffhangers take place at the end of a session, leaving the heroes' lives in the balance. Dramatic interludes can happen at any time.

When creating a dramatic interlude, think of what is already taking place in the adventure. Imagine the following scene—an Anathraxan Warship is chasing the heroes' rocketship through a canyon. A stray rocket gun round whizzes past the heroes' vessel, scraping loudly along the hull. Sure, it could just be a miss, which explodes harmlessly. A more exciting approach is having it explode ahead of the heroes, causing an avalanche of rocks right in their path!

When you declare a dramatic interlude, give each hero involved a free benny. If they don't use it they get to keep it, but the danger should be such that your generosity is required.

THE FORCES OF EVIL

Once upon a time, Slipstream was a relatively peaceful pocket universe. No one is sure exactly when or how Slipstream came into being, but the first races appeared many centuries ago. Life was comfortable for the newcomers—wars were infrequent, a unified police force kept pirates in check, and the nations shared what resources they had. All that changed with the arrival of...

QUEEN ANATHRAXA

Anathraxa signaled her arrival with unprovoked attacks on every major fragment. Population centers, food production, factories, and mines were pounded to dust. Within years, the fragments fell under Anathraxa's heel. Pirates were allowed to prosper, slavery was introduced, and heavy tributes were placed upon the fragments. The time of peace was over and a dark age had begun.

Anathraxa is the *de facto* ruler of Slipstream. She doesn't get involved in the day to day running of fragments, but she keeps a careful eye on events. She doesn't act as adjudicator in disputes, though she imposes harsh laws. She doesn't defend her subjects from pirates or other raiders, but she crushes groups that threaten her power base. Her tyrannical rule has gone unchallenged for many lifetimes.

Few people have seen Anathraxa and lived. Aside from her most loyal troops, no one has regular access to her, and only the Handmaidens (and soon to be dead prisoners) attend her when she is outside her power armor.

Rumors abound as to her identity—she doesn't exist, she's a beautiful Earthling female, psionic, immortal, hideously ugly, and so on.

All fragments are supposed to pay Anathraxa some sort of tribute. She demands food, natural resources, technology, or males, though not every fragment pays the same tribute. Depending on her mood, she may demand resources a fragment lacks, thus keeping the economy down as the locals must import goods. Or she may demand goods a fragment produces in abundance, taking the lion's share to stop their economy growing.

There is no set date for tribute—on any given day her massive battleship could appear in orbit and her Handmaidens demand tribute. Failure to pay is dealt with harshly, though not always swiftly (Anathraxa likes to plan her revenge).

THE TRUTH

Anathraxa is, without doubt, the most attractive creature in Slipstream (by humanoid standards anyway). She is not actually a member of any race, but an artificial organic construct. She was built by a mad scientist (of a race similar to Earthlings) as his slave and companion. Unfortunately for her creator, his design was flawed.

Beautiful and charming she may have been, but she was also amoral. After decades of abuse (during which time she used her growing influence over her creator to acquire more genetic powers), she killed him and fled, taking with her a wealth of hi-tech gadgets. She could have gone on to terrorize the entire galaxy, but instead ended up trapped in Slipstream.

Shortly after entering Slipstream, she had an encounter with a (now extinct) telepathic race. The aliens discovered her dark secret through *mind reading*. Fearful that her subjects would

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openly rebel if they learned the truth of her origin, Anathraxa declared all psionic races to be outlaws and sentenced them to death.

ETERNAL YOUTH

One of Anathraxa's genetic upgrades turned her into a type of vampire. Forget notions of her being Count Dracula's wife—Anathraxa doesn't drink blood, she can't change form, be killed by a stake through her heart, and so on. She drains a victim's life force through a passionate embrace, using their vitality to keep herself young and beautiful. Victims feel no pain; in fact, they feel unimaginable pleasure. Those who aren't drained to a withered husk during the embrace soon find themselves on their knees begging for Anathraxa's attentions.

SOLDIERS OF EVIL

Anathraxa's army consists of three troop types. At the top are the Handmaidens. These female mercenaries are the most deadly fighting force in Slipstream. Armed with rapid-fire antimatter weapons and protected by power armor, each has enough firepower to level a small town. They are incorruptible, fearless, and fanatically loyal.

Next are the rank and file soldiers, the Primals. Hailing from Xaq, Primals are an ape-like race that worship Anathraxa as a living god. Serving her is the highest honor they can achieve and they follow her orders without question, even if it means certain death.

Lastly, there are Anathraxa's spacejocks. With too few Handmaidens to spare patrolling the universe and Primals generally too backward to grasp the skills needed to crew a rocketship, Anathraxa created a new form of servitor. Her Minions are Earthling males totally brainwashed into serving the Queen. Breaking their conditioning is impossible—any semblance of their former self has been replaced with a single desire: to serve Anathraxa in the hope that she rewards them with her seductive embrace.

PIRATES AND SLAYERS

Anathraxa permits pirates and slavers to prey upon the races of Slipstream so long as they pose no threat to her. Most bands possess only one or two ships and even the largest only five or six. Any more, and Anathraxa launches a raid to weaken their growing powerbase.

Vitin may be their main center of operations, but pirates work out of countless fragments. Having the pirates join forces, perhaps under a single leader, presents a real danger to the peace of Slipstream once Anathraxa is killed, and could form the basis of a new series for your heroes.

STYGIANS

Stygians are the mystery race of *Slipstream*. Inhabiting the fragment Stygia deep within the Dust Cloud, they are malevolent beings of great psionic power and dark designs.

Their origins are shrouded in darkness, their home world off limits (though a few have visited), and their motives unknown. All ships entering the Dust Cloud risk attack by Stygian Warships, dark vessels whose engines emit an unearthly scream.

The Stygians are presented as a mystery race for a reason—they are there for the Game Master to use as he wishes. Maybe they have some terrible secret to hide, perhaps they are waiting for Anathraxa's downfall before launching a galactic war, or maybe they are waiting for a specific individual to visit Stygia. Of course, their ethereal agents could already be active in Slipstream, gathering information unseen by the masses.

FRAGMENTS



On the following pages are brief summations of the major fragments and space areas.

ENCOUNTER TABLES

Due to the large number of fragments, there are generic tables based on terrain type provided at the end of this section. Each fragment description lists the Encounter Table that corresponds to that world. Many of the encounters are generic—check the Encounters chapter for customizing these beasts. A terrain type of “City” means the whole fragment is a single settlement.

Each hour the party spends flying through an area of space or every 8-hours they spend outside of a settlement, the GM may draw a card from the action deck. On a face card, there is an encounter. Roll on the appropriate Encounter Table to see exactly what the party has run into. If a Joker comes up, roll twice.

SAVAGE TALES

Occasionally you’ll see this symbol  followed by a small block of text. This means there’s a stand-alone Savage Tale that has something to do with this location. The page number is listed in parentheses after the name of the adventure. Check the scenario and see if it’s time to run the Savage Tale in your campaign.



Terrain: Water

No land breaks the surface of the smooth, blue green waters of Akwas. The only sign of intelligent life on the fragment is the wooden pontoons on which visitors land their rocketships.

Only one race, the semiaquatic Akwasians (a race of fish-headed humanoids), is native to the fragment, but several other races now live alongside them. Of the recent arrivals, three are aquatic and two are semiaquatic. The aquatic races dwell in water-filled caves on the subterranean mountains. The Akwasians and the other semiaquatic races live in domed cities protected by rocket gun emplacements, all of Akwasian manufacture, tethered to the seabed. Reaching them requires a submersible.

Each race maintains its own government and defends its territory from interlopers. Though they consider themselves safe from Anathraxa, they pay their annual tribute just to be on the safe side. Unbeknownst to the natives, Shark Men (see Charadon) are gathering in the depths in ever-growing numbers. Their aim is to gain control of the fragment and enforce the worship of their deity. They have carried out terrorist attacks against the submerged cities, leaving evidence implicating one of the other races.



Terrain: Jungle

From space, Amazonia lies partially hidden beneath a steamy veil. Once through the mist layer, visitors are met with a jungle landscape broken only by isolated mountain peaks and artificial clearings.

The dominant race, the Raptor Men, is a species of intelligent bipedal dinosaurs with a fondness for fresh meat. Their preferred prey is the Cavors, a degenerate race of savage humanoids that inhabit the mountains. The Raptor Men live in wooden cities and possess little technology, including the art of shaping stone, and yet numerous crumbling stone structures lie hidden in the jungle.

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Long before Amazonia came to Slipstream, the Cavors were a highly advanced race capable of building rocketships. What fate befell their world is lost to the mists of time, but some catastrophe wiped out their culture. In their place rose the Raptor Men. Neither race has any wish to provoke Anathraxa by rebelling, though elements among the Raptor Men would like to see her gone.

Old Memories (p. 121): A Raptor Man asks for help locating his master, who has disappeared in the jungle.



Terrain: Fertile

Amicus is a world of gently rolling plains broken by low hills and verdant copses. The fragment is one of natural beauty and tranquility.

Unsurprisingly, the native Amici have devoted their creative energy into the arts. Their cities and towns are spacious, with wide streets and open plazas. Artists, musicians, and poets fill the streets day and night, performing for the pleasure of passersby. Provoking an Amici to perform a violent act is impossible. Even when attacked, they merely use their limited psionic abilities to calm aggressors.

Though the Amici detest Anathraxa's violent methods, they have no wish to war against her. Visitors who try to preach rebellion find their words falling on deaf ears. The answer is always the same: "Violence is not our way."



Terrain: Rocky

Many races populate the rocky surface of Angelis, but the native Angeli (a race indistinguishable from humans) actually live in floating cities high in the clouds. Several multi-race cities stand on rocky plateaus, the locals earning a living by mining ores and atomic rocks.

The floating cities have a small, circular base tightly packed with skyscrapers linked by covered walkways. Rocketship landing pads line the outside of the base. Each is held aloft by powerful Graviton Engines. Should half of these fail, the city would drift down to the surface. More than half, and the resultant impact would destroy much of the life on Angelis.

The Angeli have a feudal society, with each floating city presided over by a hereditary baron. The rulers of the eight floating cities make up the Council of Barons, who collectively make decisions that affect the Angeli race. Dissension over whether or not to rebel against Anathraxa has split the Council down the middle. Heroes are likely to receive a warm welcome in the rebel cities, but those still loyal to Anathraxa have a low tolerance for talk of rebellion and consider agitators to be traitors.



Terrain: Forest

Few outsiders land on Arachnea unannounced. The native Arachnids, also known as Spider Men, are carnivorous and consider anything caught in their web to be prey, regardless of whether it is sentient or not. They have the appearance of spiders, but can use their mandibles for fine work.

Their living god-queen, Arachnee, a monstrous specimen with a preference for sentient flesh, rules the fragment with an iron grip.

The entire surface is a single forest, broken only by several ranges of bare hills and wide rivers. Large areas are almost impassable on foot due to dense undergrowth. It is here that the

tree-climbing Arachnids make their homes. They do not construct buildings, but live in the trees near their webs. Webs are marked with a scent unique to the spinner, and stealing prey from another's larder is ground for trial by combat, the loser becoming lunch for the victor.

Most Arachnids have never heard of Anathraxa. Arachnee has decreed that all her subjects pay her an annual tribute, which she then offers to the Queen in secret. This deceit helps her maintain her status as god-queen.



Terrain: Desert

Arid is a fragment that lives up to its name. The surface is completely devoid of water, forcing the native Aridians to import all their food and water. This unfortunate state of affairs leaves them at the mercy of unscrupulous merchants and greedy pirates who prey on the fleets of merchant ships that visit daily.

The Aridians, a gray-skinned humanoid race, would have undoubtedly died out were it not for the rich veins of minerals and atomic ores that lie beneath the surface of the southern hills. Their immunity to radiation has secured their survival, if only as miners. Trade agreements with several industrial fragments have secured the Aridians plenty of heat rays to defend their planet from any race planning on enslaving them.

Arid has a single city located on the edge of the hills. From here, the ruler, Prince Wazim, oversees the activities of the hundreds of mines that dot the nearby slopes. He is an astute businessman, always on the lookout for a new trading opportunity that benefits his people.

Pirates have recently begun to attack the more isolated mines, carrying off ore to sell and Aridians to work in Anathraxa's prison mine on Radios. The pirates may not like the Queen, but she pays well. The Aridians despise Anathraxa.

Ice Ice, Baby (p. 129): The heroes are asked to retrieve an iceberg from the Ice Cloud.



Terrain: Forest

Home to the Bird Men, one of the few races that produce rocketships, Avia is completely covered in huge Nest Trees. Each tree can grow thousands

of feet in height, and Bird Men build their homes in the higher branches, away from the numerous predators that haunt the lower levels.

The capital, Avia Prime, is home to King Throx, the fragment's hereditary ruler. Anathraxa took his son, Prince Boolar, hostage after Throx withheld part of the tribute. Throx seems unwilling to see his son rescued, but his mind is no longer his own. During the Plot Point Campaign the players learn Prince Craw, his second son, is in league with Anathraxa and uses alien technology to poison his father's mind.

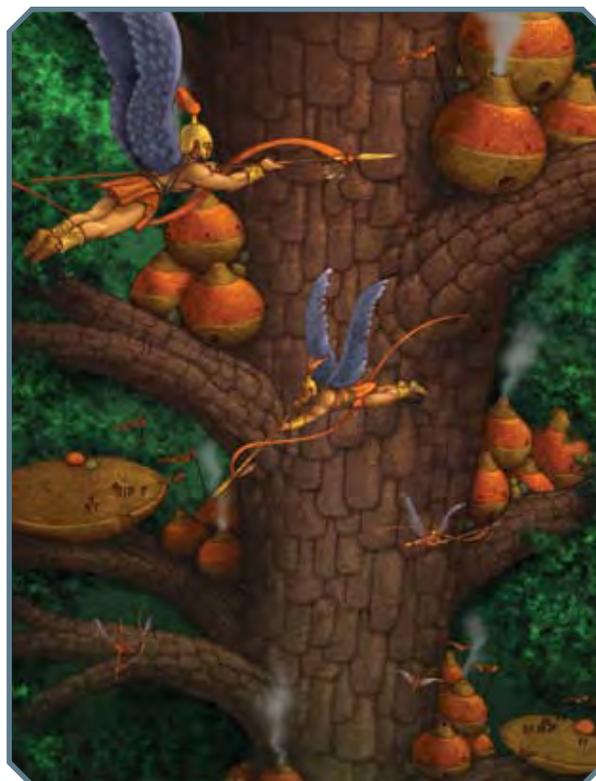
Queen Anathraxa has a perverse love of Bird Men and keeps prisoners in gilded cages, where she can torment them at her leisure.

Heroes Welcome (p. 124): King Throx throws a feast to honor the heroes when they return with Prince Boolar.



Terrain: Rocky

The surface of Babel is a mixture of rocky desert and towering crags, with very little vegetation and only a few streams. The native Babelonians, considered the most intelligent species in Slipstream, live in tower cities referred to as Depositories.



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The lower levels contain housing, shops, factories, and so on. The upper levels are the abode of the Librarians, an elite class of supra-geniuses, and the storehouses. Within these heavily defended storehouses lie thousands of texts and artifacts from all fragments. Access to outsiders requires special permission from the Chief Librarian.

The Babelonians do not possess their own rocketships. Instead, they hire spacejocks to locate artifacts on their behalf. Payment is excellent (\$500–2000 per artifact), but few spacejocks have the patience to spend weeks scouring space to find a single artifact. The Babelonian tribute to Anathraxa usually consists of alien artifacts or texts.

■ **Search and Retrieve (p. 126):** A Babelonian Librarian presents the heroes with a job offer.

THE BARRIER

The Barrier is aptly named. A churning mass of space debris thrown clear of the Graviton Wave, it forms a near-impassable wall. Scavengers and miners live in rough frontier towns on the inner edge, where the belt is more stable. Deeper in, the constant dance of debris makes flying lethal.

Most spacejocks know that a safe route through exists, for how else could Anathraxa ferry prisoners to the mines on Radios. Those with an interest in science speculate that a graviton filament winds its way through the Barrier, keeping the path clear of debris. Even if a pilot could find a way through, all that lies on the other side is a fortified prison colony and a fleet of Warships.

The Encounter Table is used if the heroes are flying within two squares of the outer edge of the Barrier. Within the Barrier, draw a card *every square* the heroes travel through. On a face card, they encounter an asteroid—on any other card, they run into a meteor storm.

ENCOUNTER TABLE

d20	Encounter
1–5	■ Anathraxan Space Patrol (p. 117)
6–10	Hazard: Asteroid
11–15	Hazard: Meteor Storm
16	Pirates
17–18	Mining vessel (Robot Man Salvager)
19–20	■ Discovery (p. 129)

BARTER

Terrain: Desert

Barter, also known as Trade World, is the main hub of mercantile activity in Slipstream. No race is native to Barter, though half-buried ruins in the desert indicate it once supported sentient life. Now Barter has one city, Barter Town, constructed around the fragment's one remaining oasis.

The inhabitants of Barter Town are merchants, smugglers, pirates, and those hoping to find a better life. Many races found nowhere else in Slipstream live here in the winding alleys and back streets. Fleets of rocketships arrive and leave daily, and passage to any fragment can be arranged, if you're not fussy about the crew's reasons for visiting the world.

Anathraxa imposes a heavy tribute on Barter in return for turning an eye to the nefarious activities that go on here. Her agents maintain a strong presence, constantly on the lookout for any dealings that the Queen considers treasonous.

■ **First Flight of the Nightwing (p. 118):** A Psiclops seeking sanctuary from bounty hunters leads the heroes to Psidonia to hunt for the Nightwing, the last psionic powered ship in Slipstream.

BLACK HOLE

At the edge of Slipstream sits the black hole. Surrounded by a swirling vortex of gas and charged particles, the gaping maw of the hole spews a constant stream of matter into the universe. Many crews have tried to fly through the black hole back to their own universe, but no one knows if the trip was successful. In most cases, the crushed remains of the rocketships have been found drifting in the Wave.

■ **No Escape (p. 117):** Run this adventure if the heroes ever try to fly through the black hole.

BOREALIS

Terrain: Forest

Borealis' atmosphere is highly charged and fierce electrical storms happen on a daily basis. Much of the lightning stays in the clouds, providing fantastic light shows, but surface strikes are not uncommon.

FRAGMENTS

The native Borealis, a yellow skinned humanoid race, are not only immune to the effects of lightning but actually channel it through their bodies. Their machines lack power supplies and are powered by the operators' own electricity.

Borealis live in cities constructed of indigenous Arc Trees, whose wood is a near-perfect electrical insulator. Borealis lacks any form of mineral ore, so the natives trade it for Arc Tree wood and sap from the Shocker Tree, which is an excellent conductor. Pirates, realizing the value of the wood, have set up lumber camps deep in the boondocks.

The surface is heavily forested, though large swathes of deforested land are dotted across the surface. Anathraxa actually taxes the Borealis in metal and minerals. This forces the Borealis to cut down huge numbers of trees each year in order to buy the import-only resources.



Terrain: Rocky

The surface of Boroosh is covered in a rocky maze of gullies, ravines, ridges, and near impassable hills. Frequent and powerful earthquakes wrack the fragment, altering the landscape each time a quake strikes. Surface vegetation is predominantly cactus-like, though deep ravines with running water at the bottom harbor more exotic ecosystems.

The Borooshians, small, bestial humanoids with dark fur and big eyes, possess a remarkable sense of direction and never get lost. Even in unfamiliar terrain, they always find their way back to where they started. Their direction sense even works in space, making them the best navigators in the universe.

Borooshians live in labyrinthine tunnels and are ruled by King Prognosh, the Supreme Navigator. The entrances to their cities are hidden behind cunningly crafted doors designed to resemble the natural terrain. Anathraxa doesn't demand tribute from Prognosh, as beneath the surface is a secret facility, where her scientists strive to duplicate alien artifacts retrieved by her minions. In return for Prognosh's support the Queen allows him to rule in peace.



Terrain: Volcanic

From space, the surface of Cauldra looks like it is on fire. Towering volcanoes constantly ooze thick streams of lava across basalt plains and spew out clouds of dense, sulfurous fumes. The surface is a mixture of flat, hardened lava plains and extremely rocky ground, interspersed with volcanic mountains. Rivers of lava flow across the world. The thick air smells bad, but is mostly breathable—only in areas of high-sulfur concentration is the air poisonous.

Cauldra's only city sits on a vast flatland, protected from the lava and fumes by a dome constructed from heat resistant volcanic glass. King Flarshi, rules here as a petty tyrant, charging his subjects for the use of clean air. He is a vehement opponent of Anathraxa and only the number of heat rays and bombproof dome have kept him safe from retribution.



Terrain: Water

The surface of Charadon looks deceptively like groups of flat, fertile islands amid a single green-blue ocean. The islands are in fact tangles of seaweed, the largest measuring several dozen miles across. Stable enough to support the shanty homes of the Charadonios, a rocketship landing on them would fall through and sink. A network of artificial islands just off the coast of the main island has been constructed to support the weight of a visiting rocketship. Travel to and from the landing areas is via rowboat.

The Charadonios (humanoids with air sacs under their chins) are simple fisher folk, content leading quiet lives and paying their annual tribute on time. A council of elders rules their society.

Beneath the waves dwell the Shark Men, a race of aquatic carnivores with short tempers and ravenous appetites. They have the appearance of bipedal sharks. They consider anything edible entering the ocean to be part of their food chain. Shark Men are deeply religious and are ruled by Ovark Charcaria, high priest of their deity, the Great White Shark.

Charcaria preaches that no being is superior to the Great White Shark, including Anathraxa. He refuses to pay her tribute and has actively set

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about spreading his barbaric faith to other worlds. Possessing no cities to destroy or resources to loot, Anathraxa has yet to decide their fate.



Terrain: Rocky

Crystalus is a world almost entirely comprised of crystalline life forms. Only the Crystaloosians are organic, though their dietary needs are alien to other organic races.

The fragment is known for the Singing Forests. In these forests grow trees similar in appearance to willows. Their leaves are wafer thin crystals, which vibrate when wind blows on them. Singing Trees cannot survive outside of crystalline soil, but can be grown if a supply of Crystalus' soil is available. The Crystaloosians (tall, willowy humanoids) charge a heavy price for their trees, which has promoted less scrupulous races to steal trees and avoid paying altogether. The cities on Crystalus are built on terraces carved into the side of mountains. A network of tunnels running through the mountain allows travel from one side of the city to the other. A Potentate, an elected official, governs each city.

Anathraxa demands Singing Trees and vast quantities of crystal as her tribute. The Crystaloosians tried to resist her demands at first, but yielded to her wishes after she flattened one of their cities. Resentment to her rule runs high, but the natives fear another attack if they rebel.



Terrain: Fertile

The native Dracos (a race of reptilian humanoids) were once a race of powerful psionics. They ruled a mighty space empire and accepted no race as their equal. No task seemed too great for their power, or their arrogance. Arrogance turned slowly to jealousy and jealousy to aggression. For a thousand years the noble houses of the Dracos warred against each other in a futile attempt to gain control of the Psionic Machine. This powerful device, built by their distant ancestors, could boost the psionic power of any being that sat within its core to superhuman levels.

The Dracos were so intent on their war that their scientists' warnings of an approaching black hole were ignored. Only when their world had been shattered and millions had perished did the war end. The passage through the black hole had a strange effect on the Dracos' genetic structure. Since then, few Dracos have been born with psionics. The Psionic Machine now lies all but forgotten in one of the fragment's many ruins.

A council of nobles from the various houses governed Dracos, at least until Anathraxa discovered the fragment. She disbanded the council and placed a noble, Ssoriss, on the throne as supreme ruler. Ssoriss is nothing more than a puppet for the Queen, though few Dracos know this.

Nobles of House Telepathicus, whose family was once among the most powerful noble houses, have recently uncovered documents that point to the location of the fabled Psionic Machine. Unwilling to accept their loss of power, they plot to rediscover the Machine, remove Ssoriss from power, and set about regaining the former might of the Dracos race by conquering Slipstream.

■ The Conspiracy (p. 126): The heroes learn of a conspiracy to assassinate Ssoriss.



The Dust Cloud is an area in space where dust particles and smaller chunks of space debris have collected. Within the Cloud, visibility is severely reduced and flying at high speed is not advisable. Encounters take place at a distance of just 10+1d20", giving pilots little time to react to hazardous situations. Pilots flying through the cloud must do so by instruments alone.

Merchants and pirates alike take shortcuts through the Dust Cloud, though Anathraxa's patrols never venture into the darkness.

ENCOUNTER TABLE

d20	Encounter
1-2	Hazard: Asteroid
3-4	Hazard: Meteor Storm
5-7	Merchant
8-9	Pirates
10-13	Gyptosian merchant ship
14-17	Stygian Warship (see entry for Stygia)
18	■ We're Stuck (p. 118)
19-20	■ Discovery (p. 129)

EQUUS

Terrain: Fertile

Tribes of nomadic Equines, a humanoid race with heads similar to those of Earth horses, make their home on the rolling plains of Equus. Though a pastoral race, living in communal tents and cooking on open fires, one should not mistake them for a peaceful race. Prime grazing grounds are fiercely contested and tribal conflict is rife.

A Spirit Whisperer, a shaman blessed with the power to communicate with ancestral spirits, leads each tribe. Spirit Whisperers are actually psionicists, though the Equines do not understand this and treat it as a form of magic. Among the boulders and outcroppings that dot the vast steppes of Equus are numerous sacred places, areas where the spirits are said to gather. These are actually deposits of psi storage crystals and psi batteries. Few outsiders have ever been allowed to visit the sacred places, but a fortune awaits any being that discovers the source of their power.

Anathraxa forces the Equines to pay her tribute in clods of earth from the most fertile parts of the planet, forcing the race to fight more aggressively for what areas remain. Her plan is to stop the race uniting against her.

FRIGIM

Terrain: Ice

Snow falls on Frigim all day, every day. It is a fragment of jagged mountains and snow plains, broken only by deep crevasses and long-frozen lakes. No plants grow on Frigim and the fauna is carnivorous. The Frigims, hairy ape-like humanoids, may be the only sentient species, but they are not at the top of the food chain—several species of predator find them tasty.

The Frigims were not the original settlers of Frigim. Eons ago, the planet was a temperate world, home to an advanced race of aliens known as the Franos. They built vast cities powered by geothermal energy, and kept the Frigims as slaves. Long before Frigim came into Slipstream, an asteroid struck the largest city, completely destroying it and throwing the world into an ice age from which it has never recovered.

In the middle of the Ice Sea, formerly a lake, strange angular spires jut like fingers clawing their way to the surface. The Frigims fear the area

and avoid it, claiming that it is the haunt of the Forgotten Ones. It is, in fact, the remains of a Franos city, submerged when the asteroid struck and now trapped in solid ice.

The Frigims pay tributes of food and Ice Gems (a rare mineral) to Anathraxa in tribute. Her agents rarely visit the world, and the existence of the Franos city remains unknown to her.

GEMOPIA

Terrain: Rocky

The landscape of Gemopia is one of rocky plains, crystal spires and buttes, and cave networks. The flora and fauna is predominately organic, though many crystalline creatures live in the wastelands. The crystals used in the manufacture of vibro weapons grow deep in the caves of Gemopia, where the native Gemopians harvest and sell them for export. Harvesting the vibro crystals is dangerous, as many crystalline entities haunt the caves.

The Gemopians are a crystalline race, though they survive on organic food as well as minerals. Their cities are built from crystal blocks and are usually situated in the highlands, close to the mining caves and away from the more dangerous predators. The Shard of All Life rules the fragment. The Shard is not an individual being, but a composite crystalline creature formed out of the collective “flesh” and spirit of Gemopian sacrifices.

Needless to say, vibro blade crystals are the chief tribute paid to Anathraxa. Each year she demands more and more from the Gemopians. Each crystal can take up to a century to reach “maturity,” and Anathraxa’s excesses mean there are fewer and fewer available for profitable export.

GLADE

Terrain: Forest

To visitors, Glade is a paradise world of lush meadows, verdant forests, and balmy weather. To natives, it is a world of hardship and struggle.

Two species compete for survival on Glade; the vegetarian Antelopus (horned humanoids with cloven feet) and the carnivorous Tigra (furred humanoids with tigerlike heads). A war of principles rages between the two species—the Antelopus object to the Tigra’s eating of flesh

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(which they consider abhorrent), while the Tigra insist the Antelopus are taking resources away from other herbivores, which the Tigra hunt.

To make matters worse, Anathraxa demands both races pay her food as tribute. As on other fragments, she keeps the natives divided.

THE GRAVEYARD

Debris brought into Slipstream usually ends up in the Graveyard, a dense sphere of planetary fragments and wrecked ships located at the very centre of the universe. The entire area is rich in alien artifacts, though pirates, Anathraxan patrols, and the constant barrage of new debris prevent sane crews from lingering too long.

ENCOUNTER TABLE

d20	Encounter
1-2	Pirates
3-5	📖 Anathraxan Space Patrol (p. 117)
6-8	Robot Man Salvager
9-11	Hazard: Asteroid
12-13	Hazard: Radiation Storm
14-17	Hazard: Meteor Storm
18-20	📖 Discovery (p. 129)



THE GRAVITON WAVE

The Graviton Wave is the graviton stream emitted by the black hole. Flying between fragments without crossing the Wave involves long trips, with the increased risk of running into something nasty. The ride through the Wave may be bumpy, but taking hours, even days, off journey times makes it worth the risk to most spacejocks.

Fragments and debris sucked into Slipstream are often caught in the Wave until they are deposited in the Graveyard. Scavengers can make a fortune by traveling up and down the Wave, though pirates have become wise to this practice and the risk of colliding with debris is much higher here than elsewhere.

ENCOUNTER TABLE

Modifiers: Red zone +4, Orange zone +3, Yellow zone +2, Green zone +1

d20	Encounter
2-5	Merchant
6-9	Pirates
10-11	Scavenger party (Robot Man Salvager)
12-13	Hazard: Asteroid
14-15	Hazard: Radiation Storm
16-17	Hazard: Graviton Surge
18-19	Hazard: Meteor Storm
20-24	📖 Discovery (p. 129)

GYPTOS

Terrain: Desert

Were it not for the River Thrag flowing from the northern polar mountains, bringing with it fertile soil, Gyptos would be a complete desert. As it is, the fertile belt extends only ten miles either side of the river over a stretch barely 100 miles in length. The only permanent settlement, New Gyptos City, is situated in the centre of the fertile zone and spans both riverbanks. The eastern part of the city is a new, hi-tech construction, with skyscrapers, crowded markets, granaries, and rocketship landing pads covering the landscape.

Across the bridges, on the western side, the city is a sprawling maze of mud houses, craft workshops, and drinking establishments. Crime is rampant and the majority of inhabitants live from hand to mouth. They are treated little better than slaves by the landowners and factory bosses.

FRAGMENTS

The elderly Pharaoh Ramenhotep XXIX rules the Gyptosians, a race of dark skinned humanoids with a high tolerance for heat and the ability to go for days without water. His son, the future Ramenhotep XXX, is renowned for his many vices and many fear the day he becomes ruler.

Surrounding the western city are numerous ruins. Many of these date back thousands of years. Scavengers, escaped criminals, and slavers inhabit them now, though there are still treasures to be found in undiscovered crypts.

Nomadic tribes travel the wastelands in search of water, food, and resources to trade. They are suspicious of strangers, especially those who come in rocketships. A charismatic chieftain, Uzbek Many Teeth, is slowly forming the tribes into a single body. His aim is to attack New Gyptos City and destroy the “evil that has plagued our people for far too long.” Early successes could see the poor westerners rise up to support him.

The city dwellers pay Anathraxa food, technology, and men in return for being left alone. Taxes are heaviest among the poor. The nomads refuse to bow before the Queen, which is punished by raising the tribute levied on the city dwellers.

Seed Runner (p. 128): A Tropico merchant asks the heroes to transport a consignment of seeds to Sandpit.

HOSBEC

Terrain: Fertile

Hosbec has few natural resources, but that hasn't stopped the Hosbecites from turning it into the second largest trading post in Slipstream. Its proximity to several important worlds has fuelled its growth and within a few years it will rival Barter in economic throughput. Large areas of fertile plains have been developed to make way for factories, warehouses, and rocketship pads.

The native Hosbecites are humanoid, stand 3–4' high, and are completely covered in long fur. They are natural hagglers with an intuitive sense of understanding what makes an individual tick.

Rumors that the Hosbecites are sponsoring pirates to target Barter are true. Hosbecite agents on Barter relay the arrival and departure times of merchant ships, as well as the contents of the cargo bays to Vitin. In order to stir up further confrontation, Anathraxa taxes the Hosbecites only half that of Barter.

ICE CLOUD

Space in Slipstream has a uniform temperature everywhere except in the Ice Cloud, where the temperature rarely rises above freezing and thick clouds of ice particles make navigation tricky.

Rocketships flying through the Ice Cloud risk their engines freezing, and without engines to provide heat, the temperature inside plummets quickly. Aside from the risk of hypothermia, rocketship crews must also be wary of space icebergs and Anathraxan patrols from Xaq. Only Koldos and Xaq are located in the Ice Cloud.

ENCOUNTER TABLE

d20	Encounter
1–4	 Anathraxan Space Patrol (p. 117)
5–7	Hazard: Asteroid
8–9	Hazard: Meteor Storm
10–12	Merchant
13–14	Pirates
15–18	 We're Stuck (p. 118)
19–20	 Discovery (p. 129)

IDUNN

Terrain: Fertile

Idunn is frequently described as a pleasure planet. Its surface comprises chains of tropical islands lying in warm, shallow seas. The rich variety of exotic flora and fauna fetch high prices on other worlds (double the standard selling price). Small communities of Idunnians living in simple log cabins dot the islands.

The native Idunnians are tall, slender humanoids with angelic faces and pale skin. Their beauty is legendary and rumors abound that they have discovered the secret to eternal youth. Unfortunately, the rumors are true.

The Idunnians make the most of their world's beauty, inviting other races to come and relax on the golden shores at a pathetically low cost. While there, the Idunnians pander to their guests' every need, however the Idunnians' eternal youth is a result of vampirism. They don't drink blood, but instead siphon off the life energy of their guests through psionic vampirism. Few visitors ever realize what has happened, but each draining prematurely ages the victim.

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Anathraxa has no idea the Idunnians are psychic vampires or she would have exterminated the race long ago. She does suspect that they are harboring rebels, however, for agents placed there on a permanent basis have a habit of disappearing. In truth, they die of old age from prolonged contact with the Idunnians.

■ **Vampires (p. 125):** Heroes visiting Idunn discover the secret of the Idunnians' immortality.



Terrain: Ice

Koldos is a fragment of jagged mountains, glaciers, and deep ravines. Unlike Frigim, Koldos has geothermic springs, and life revolves around these warm vents. Koldos was once a forest world, but it ended up in the Ice Cloud when it was ejected from the Wave. Temperatures dropped and the world froze.

The native Koldosites, a race of blue-skinned humanoids possessed of strong wills, vacated many of their cities and rebuilt them over geothermal springs. Huge pumps force warm water under the streets and keep the encroaching ice at bay. The cities would freeze solid in a matter of days if the pumps ever stopped working.

The Koldosites produce food in hydroponic gardens but import meat in return for selling minerals found in and around the geothermal springs. Many of their former hi-tech cities lie intact, buried deep beneath glaciers or ice fields. Anathraxa demands food, sulfurous minerals, and males from the Koldosites.



Terrain: Fertile

Krieg's rolling hills could be covered in ripe crops; instead, they are swathed in blood. The Kriegers, a brutish, muscular humanoid race with heavy brows, are a tribal race with one love—warfare. Things were not always so. Generations ago, the Kriegers were a warrior race governed by a single king, though they were always tribal. Anathraxa saw them a potential threat, but rather than exterminate them entirely, she decided to turn their martial prowess back on them.

Her agents informed her that the natives worshipped a female warrior-deity known as Barax. Posing as a manifestation of the deity, Anathraxa

vaporized the king and his heirs. Instead of installing a new king, she instilled a fierce religious fervor into the Kriegers. Whichever tribe could conquer the others by force of arms would win her divine favor and be guaranteed immortality.

Constant warfare has wracked the planet for almost a century, and no tribe has ever gained the upper hand. A few of the tribes possess ray guns, though Anathraxa destroys those that wield them.

Anathraxa charges each tribe with supplying warriors as their tribute. The chosen warriors are taken away and never seen again. Rather than put them to use as soldiers, Anathraxa steals their life force to preserve her own. To Anathraxa, Krieg is her larder and its male population her food. She has no wish to see a unified fragment.



Terrain: City

Levitos is not a planetary fragment, but a rocketship the size of a large city. Built on a flattened disc, it was once powered by enormous anti-graviton engines. The passage through the black hole destroyed most of these and it is all the Levitosians can do to keep the city from being pulled back into the Wave and sent crashing into the Graveyard. The remaining engines require atomic minerals for fuel and Levitosian traders ply the spacelanes, selling hydroponic food and hi-tech items in return for the precious ores.

The city has no "outside," but is built as a series of terraces culminating in a towering skyscraper. The anti-graviton engines also provide gravity through a graviton enabler, which stops the inhabitants floating around inside their city.

The Levitosians themselves resemble the "grays" of old Earth legend. Levitosian scout ships had, in fact, reached Earth and were indeed responsible for the UFO panics of the 1940's and '50's. They practice slavery of other races, using captives to stoke the atomic reactors.

Anathraxa, being the cruel witch she is, demands most of the Levitosian tribute to be paid in atomic minerals. She has threatened them with a total trade embargo should they refuse. The consequences of not having atomic fuel keep the Levitosians in line.

■ **The Great Escape (p. 127):** The heroes are arrested on a minor charge and sentenced to five years stoking the atomic reactors.

FRAGMENTS



Terrain: Fertile

The empty steppes of Lill are a desolate sight. There are no mountains or wide rivers to break up the endless grass, just gentle hills and winding streams. Were it not for the super strong alcohol brewed by the native Lill, it is unlikely anyone would ever come here.

The Lill race has been likened to the duckbilled platypus of Earth. They don't resemble platypuses, but they are proof that whatever Supreme Being created the universe possessed a sense of humor. Standing 8' tall in their socks, the Lill are strong, muscular humanoids with the noted difference of having two heads.

Each head possesses a separate brain (though admittedly not a very advanced one) and personality, both of which can control the body. Most heads get on well together, and share control of the body, but when an argument breaks out it is a strange sight, with arms and legs flailing everywhere as the separate brains fight for control. Self-inflicted violence is not uncommon in these circumstances.

The Lill live in small, tented communities centered around the tent of the Brewmaster, a cross between a chieftain, shaman, and brewer. Their first love in life is the strong alcohol known off world as Brain Rot; their second is fighting. One tends to lead to the other. Tribes meet annually for a contest between the Brewmasters to see who has made the most potent concoction.

Anathraxa occasionally takes Lill males as tribute, but usually leave the dumb brutes alone.



Terrain: Forest/Fertile

The deciduous forests and rolling plains of Lupos make it one of only a few fragments with large areas of different terrain. Great herds of herbivores roam the fragment, migrating to fresh areas of grassland and forest every few months. Their flesh is particularly succulent and the native Lupines export large quantities each year.

Lupines are wolf-headed humanoids capable of fast movement. Possessed of acute senses, they are excellent hunters and operate in small packs to bring down prey considerably larger than themselves.

A king and queen, who take the titles Alpha Male and Alpha Female, rule the Lupines. The Lupine royal court is extremely decadent and while much of the populace lives a simple life of hunting and crafting, the nobles feast on imported food and enjoy a hi-tech life. The capital, Lair, is a city of steel and stone, built at huge expense.

The current Alphas are loyal to Anathraxa and actively support her cause by donating large numbers of slaves for her mines. This has made them unpopular with the masses, who bear the brunt of the state-sanctioned slavery, and a revolt is brewing. Unknown to the populace, the capital is guarded by a Handmaiden, who serves the Alphas as an advisor, and a company of Primals.



Terrain: Rocky

Magroz was once the core of a gas giant. The atmosphere was stripped away during passage through the black hole, leaving only the solid iron core. It is riddled with fissures and caves, some of which lead to the other side of the fragment.

Many creatures inhabit Magroz, and all of them possess the same unique traits—phenomenal strength, the power of magnetism, and the ability to eat iron (which provides a similar nutrient balance as organic food does to other races).

The Magrozites, the only sentient species native to the fragment, are humanoids with a metallic rather than organic structure. However, unlike the Robot Men, they reproduce and grow older in the manner of organic races.

With nothing else to offer, Anathraxa takes large quantities of iron each year as tribute.



Terrain: City

Whatever terrain once covered Mechanos is now buried beneath a single, fragment-spanning city of steel. At the centre lies Technocrat City, a towering spire from where the Technocrats govern the populace.

Robot Men pay tribute in the form of parts and weapons. The Hi-Technocrat, who goes by the name 01, has no love for the Queen, but knows that she has the capability to destroy his society's clockwork efficiency. Rather than risk chaos, he complies with her ever-increasing demands.

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Many of the lower status Robot Men are beginning to grumble at their increased workloads. Few are willing to speak out against their ruler, but a strong leader, one willing to impose a new order, could change the status quo.

📖 **A Tale to Tell (p. 124):** Run this adventure the first time the heroes visit Mechanos.

MEMNON

Terrain: Fertile

Strong and stupid, the native Memnites are veritable giants, standing twice as tall as a human but being little smarter than a chimpanzee. They possess little technology, but do excel at stone crafting. The fertile plains of Memnon are littered with colossal statues of their former rulers, who the Memnites believe became gods when they died. Tourism is a growing trade, but visitors need to be aware of the Memnites' love of violence.

Physical strength is the greatest trait a Memnite can possess and each year the toughest warriors compete in the Trial of Strength, a brutal no-holds barred gladiatorial event that determines the pecking order. A Grand Trial is held when the king dies to see who is worthy to take his place.

Visitors are given the chance to enter gladiatorial events against Memnites. Those brave enough to enter and skilled enough to survive become heroes and are showered with wealth. Anathraxa takes Memnite warriors to work in her slave mines or for sustenance.

📖 **Trial of Strength (p. 123):** The heroes are offered a chance to compete in the Arena.

MIRE

Terrain: Swamp

Swampy water cover the entire surface of Mire. Solid ground exists in the form of large islands that float on the surface. Powerful currents push the islands across the water at 2–3 miles a day, and finding a particular island often involves a trek through the bog. Though much of the fauna is vegetarian, several species of giant snake and crocodile-like reptiles lurk in the dark water.

Mire's native sentient race perished in the journey to Slipstream, but several species of reptilian and insectoid aliens colonized the fragment shortly after its arrival. Each race lives on its own island, and contact is sporadic and usually

just chance meetings between fishermen. Stone buildings stand on several islands in the deepest part of the swamp, the legacy of Mire's original inhabitants. Few explorations have been conducted, simply because the mobile islands are hard to locate in the dense vegetation.

Stone is a rare commodity and the natives live in wooden buildings. Apart from certain fruits and woods, Mire has no real exports. Living a simple life, the locals import only a little raw metal to make weapons. Anathraxa does not have an accurate census of how many races inhabit Mire. She imposes a fragment-wide tribute, unconcerned at which species end up paying it.

NEPTUNA

Terrain: Water

A single landmass, a mountainous island known as Landfall, stands in a single, violet-colored ocean. Neptuna's natives are aquatic, but a mixture of races colonized Landfall, and densely populated terraces run around the island. The only flat area of ground, the Plateau, has been turned into a marketplace to cater for visitors. Neptuna's oceans are bountiful in fish, which the Landfall inhabitants catch and export.

Beneath the waves live two native races, the squid-headed Squelmon and the fish-headed humanoids known as the Drel. Both species were happy to let the colonists claim Landfall but excessive fishing has brought the aquatic and non-aquatic races into conflict. Nets have been slashed, boats holed, and fishermen attacked.

A third race, the Shark Men, has established a secret colony near Landfall. Their priests are stirring up trouble between the various races and have taken to destroying large fish stocks and blaming the "Landfallers." As might be expected, Anathraxa imposes a food tribute on the natives.

📖 **Kidnapped (p. 124):** The heroes witness a group of Shark Men kidnapping Landfaller children.

NIVEK

Terrain: Jungle

The sweltering jungle of Nivek is inhabited by the Nivekians, an insectoid race with multiple limbs, multifaceted eyes, and membranous wings. They live in large, stone cities on the shores of the

FRAGMENTS

great lakes that dot the surface, spending much of their time harvesting fruits, hunting prey, fishing, and praying to their great god, the Oracle.

The Oracle is actually a statue, which lies in the jungle between two northern lakes. The Nivekians believe it appeared shortly after the fragment entered Slipstream, though naturally there were no witnesses. The statue, which measures several hundred feet in length and stands almost 200 feet high, looks very similar to the Sphinx of Egypt.

Few outsiders have visited the statue, but those who have claim to have heard strange voices in their head or seen vivid hallucinations. The Nivekians claim it is their great god, Panakachewee, taken form to guide the race to a better future. The Nivekians guard the Oracle jealously, and outsiders (except the Handmaidens, who are seen as the feared deity Sky Devil) trying to visit the site must either seek permission from the High Priest or risk being hunted as desecrators.

Anathraxa sends one of her handmaidens to talk to the Oracle each year during the tribute collection. Everything the Oracle says, no matter how trivial it may seem, is reported back to the Queen. No one outside of her circle of Handmaidens knows what the Oracle says, but Anathraxa seems to place great weight on its words.

PSIDONIA

Terrain: Jungle

Once home to the Psiclops, they abandoned their world when Anathraxa declared their entire race to be criminals. Since then, ten Warships and a single War Rocket have blockaded the planet. Access is denied to everyone save the Queen's scientists.

The surface is covered in dense jungle broken by large, bare plateaus. Psiclops' cities lie abandoned on these flatlands, their walls crumbling through neglect. Much of the psionic technology developed by the Psiclops was abandoned during the Diaspora, and though Anathraxa's researchers have looted large quantities, the world is still rich in artifacts.

The last known Psiclops seer, a particularly powerful psionicist, prophesized that the Psiclops would one day return to their homeworld and reclaim it. The exact details of the prophecy are now lost, but most Psiclops believe it is their destiny to set foot on their homeworld.

PYRE

Terrain: Volcanic

Whereas Cauldra has rivers of lava, Pyre is a fragment covered in a lava sea pierced by huge volcanic islands. Vast islands of cooled lava do support life, both animal and vegetable, but the surface is pitted by crevasses and is prone to violent earthquakes. Much of the plant life is inedible to anything but the tough-skinned herbivores that populate the islands.

The native Pyrites are a stony-skinned, humanoid race that once possessed a hi-tech society. Their cities are actually vast mining platforms hovering a few hundred yards above the molten surface. When they reach an area of reachable ore, the city descends nearer the surface and teams of Pyrite miners (who are immune to the heat) descend on platforms to start excavating.

The cities are relatively self-sufficient in mineral foods, but do import water to augment the moisture taken from the atmosphere. Hi-tech items are no longer manufactured on Pyre, and the natives must import the parts they need to keep the huge anti-graviton engines operating.

King Granitos rules the Pyrites. He has no love for Anathraxa, but his reliance on hi-tech imports means he dare not upset her for fear she will impose a trade blockade. Anathraxa takes water and minerals in tribute, as well as dozens of Pyrites to work in her slave mines.

QUAN

Terrain: Ice

Anathraxa imposed a total blockade around Quan as soon as her minions discovered the fragment. Twenty Warships and two War Rockets (see p. 91 for details) fly constant patrols and are exceptionally aggressive at preventing visitors from reaching the surface.

Contrary to popular belief, Quan is not the site of Anathraxa's palace. Only one structure stands on the icy wastes covering the surface—a gigantic pyramid built by an unknown race. At the core, reached through a labyrinth of deadly traps, is a giant machine powered by a large number of extremely sophisticated atomic power plants.

The power of the great machine is revealed in the Plot Point **The Needs of the Many** (p. 103).

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out warning on anything other than prison transport ships. Any ship approaching the planet encounters 1d6+1 Warships.

The fragment itself is heavily cratered and rich in atomic minerals. Prisoners are put to work as miners in hazardous conditions, breaking rocks and carrying them to ore containers for transport to Anathraxa's outposts. The inmates are whipped regularly, and fed a minimum of food. If starvation and brutality don't kill them, radiation poisoning is guaranteed within a few weeks.

Escape has so far proven impossible. A heavy duty security fence and guard towers surround the prison facility and any prisoner somehow managing to get past those is hunted down and executed on the spot. For many, to die trying to escape is a more preferable fate.

Though the guards are Primals, a Handmaiden oversees the running of the facility. Her presence is unknown to outsiders.

RADIATION CLOUD

Situated near the entry point to Slipstream, the Radiation Cloud is an area of space regularly bombarded by radioactive energy from the black hole. Experienced travelers don radiation suits before entering into the Cloud, as radiation storms can strike without warning. Because of the risk of ships becoming stranded due to engine failure from by radiation storms, pirate activity is high.

Equus, Lupos, Magroz, Memnon, and Neptuna are all located in the Cloud, though their atmospheres protect them from the radiation storms.

ENCOUNTER TABLE

d20	Encounter
1	📖 Discovery (p.129)
2	📖 Anathraxan Patrol (p. 117)
3-6	Merchant
7-12	Hazard: Radiation Storm
13-15	Pirates
16	Hazard Asteroid
17-18	Hazard: Meteor Storm
19-20	📖 We're Stuck (p. 118)

RADIOS

Terrain: Rocky

Hidden behind the Barrier lies Radios, Anathraxa's prison planet. Twenty warships patrol the area around Radios as far as the Barrier, firing with-

REFLET

Terrain: Rocky (no animal encounters)

Reflet's glassy surface was once a sandy desert. The star at the heart of their solar system went supernova, blowing the distant world out of orbit and scorching the surface with lethal radiation, which turned the whole world to glass.

Reflet has no soil, and no vegetable or animal life (save for the Refletites) lives on the surface—ignore random encounters that indicate a nonsentient life form. Reflet is also known as Glass World. Its entire surface is comprised of a single glassy plain with few discernible depressions or ridges outside of the glass mines. The ark ships were dismantled to create cities, the hydroponic gardens expanded, towering moisture nets installed to provide water from the atmosphere, and their weapons converted into mining tools. The Refletites trade sheets of glass for technology required to keep their cities running.

The natives are humanoid, with very long necks (about 3 feet long), a bald, oval head, two thin arms, and two stubby legs.

A long, cylindrical object was discovered beneath the glass several years ago. Despite numerous attempts, no one has ever managed to tunnel through the thick glass to explore it.

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Rather than tax Repletites in glass, Anathraxa prefers her old trick and demands what is less plentiful—food and water. She has not yet made an attempt to reach the buried cylinder, though her agents maintain a constant vigil over the site.



Terrain: Fertile

Ruros is the breadbasket of Slipstream. A fragment-wide network of irrigated fields and meadows produces more food than the rest of the fragments combined.

The Rurites are a peaceful multi-limbed race, content to spend their days tending their fields and discussing crop yield statistics and agricultural methods with anyone prepared to listen. They have no standing army and aggressive thoughts rarely enter their heads. Hundreds of small, independent farmsteads dot the landscape. The only town, Agricula, acts as a central granary for exports and is rapidly growing into a proper city. Numerous merchants crowd the streets, sampling foodstuffs and buying crops and seeds.

In order to cope with the pressures of being a market world, the Rurites have formed a Trade Council. Councilors are responsible for seeing that prices remain fair, merchants are not sold short measures, and that all crops are free of pests or disease. One half of the crop yield goes to Anathraxa in tribute. The Rurites do not miss the income these crops would bring them, but they do resent the hardship it causes other worlds. Rather than rebel, they simply give the Queen the poorest crops and save the best for export.

Pirates have added to the Rurites' misery. Greedy captains charge the farmsteads protection tax (food) in return for not burning their crops and destroying their irrigation canals. The Rurites, who worry about the responsibility of feeding the other fragments, have no recourse but to pay the small tithe in order to ensure the larger quantity of their crops actually reaches market.



Terrain: Desert

Where once was a lush, tropical paradise called Tropico there is now a near-lifeless world. Lush forests bursting with fruit and crystal clear waters teeming with aquatic life attracted merchants

from across Slipstream. Then Anathraxa discovered the native Tropicos had limited psionic ability. A fleet of rocketships dumped Death Gas into the atmosphere, destroying the vegetation and turning the waters to brackish slush.

A few thousand Tropicos were fortunate enough to flee off world—the rest died with their homeworld. A generation later, the Death Gas has finally run its course and the Tropicos have returned home in secret. With what little resources they have and through the generosity of races hostile to Anathraxa, the Tropicos are slowly rebuilding their fragment. Seeds from Ruros and Mire are sprouting into fields of crops and forests, and water purifiers from Akwas are cleaning the water.



Terrain: Rocky

Scar is Slipstream's punching bag. Its cratered surface was once covered in lush meadows and fertile plains, but its location on the leading edge of the Barrier has resulted in thousands of bombardments by chunks of space debris. The fertile surface has been ripped away and the crust pounded to rubble.

The Anarchs make their home here, though they are not native to the world. Their small cities are protected from falling debris by reinforced domes and batteries of heat rays, all bought with the mineral wealth their new home brings. For the world is rich in minerals and artifacts delivered by asteroids, meteor storms, and lifeless rocket-ship wrecks. Though the Anarchs have claimed the world, scores of scavengers and independent miners travel the surface looking for fresh finds.

Anathraxa demanded heavy tribute in the form of minerals of the former slave race, and, until recently, they paid out of fear. The latest generations of Anarchs have grown up as free-beings, and are standing up for themselves. Heat rays shot down Anathraxa's last tribute fleet, and the Queen is planning a brutal revenge.



Terrain: Swamp

Septis, known impolitely as Stench World, is a festering swamp producing a vile, stomach-turning stench. Visitors with a sense of smell not

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wearing bubble helmets must make Vigor (-2) rolls every hour to avoid gaining a level of Fatigue through dizziness and nausea. These Fatigue levels recover one per minute the character breathes clean air.



Terrain: Fertile

The savanna of Simba is home to the Lion Men, a carnivorous race with a strong resemblance to lions. Flora is a mixture of tough grasses and thorny bushes, but the fauna is more varied. Hundreds of game beasts roam the prairie in migrating herds.

Many off-worlders come to Simba to hunt game. The Lion Men carefully regulate the practice, mainly to stop poachers hunting certain beasts for their skin and ivory, and hunters operating without a license (\$50 per 10 sanctioned kills) are sentenced to fight in the gladiatorial arena.

In the arena young Lion Men can prove their worth against wild beasts and criminals. It is more a training ground than a sports field, and the Lion Men elders carefully watch adolescent fighters to see if they are ready for adulthood. Lion Men fighting each other fight only to first blood—death matches are reserved for fighting beasts and criminals.

Lion Men live in townships ruled over by the Pride Leader. Each year, the Pride Leaders meet on a sacred plateau to discuss governmental issues. Security is tight and few outsiders have ever been allowed to attend the gathering.

Anthraxa demands the Lion Men pay her in valuable skins and ivory, as well as virile males. The Lion Men have refused her demands for three years running despite suffering bombing raids, and the Queen's patience has run out.



Terrain: Rocky

Skalin is a rocky fragment rich in minerals. The Skalinites, a dwarflike race, are technologically advanced and highly industrious, producing hi-tech goods for export. Their technology is functional and sturdy, but rarely beautiful. So long as it works, aesthetic value is unimportant. This

mentality comes across most profoundly in their rocketships: ugly, multi-decked craft with angles instead of sleek curves.

The surface is heavily populated. Skalinite cities are full of workshops and factories, which belch thick smoke into the atmosphere. Strip mines scar the surface, and spoil heaps tower into the sky. Governing Skalin is the Chief Executive, the Skalinite king. Beneath him is a bureaucracy of directors, executives, managers, and supervisors. Most inhabitants fall into the Worker class, responsible for the hard work that has made Skalin a technological power in Slipstream.

Pollution is high—the air is a choking smog, water supplies are contaminated with heavy metals, and even the flora and fauna is mostly poisonous. Food and water are Skalin's biggest imports. The constant smog means the surface is Dark lighting (-2).

Anthraxa keeps watch on Skalinite advances. Their best scientists and most advanced inventions are taken as tribute in a bid to stop them developing items that pose a threat to her empire.



Terrain: Unique

Deep in the depths of the Dust Cloud lies Stygia, home to the psionic race whom the fragment is named after. Few inhabitants of Slipstream have ever set foot on the surface, and those that do come back are visibly changed and reluctant to speak of what they have witnessed. So what does exist on Stygia? That's up to you! Stygia is a blank slate—make this world your own, add whatever nasties you want, and have fun.



Terrain: Swamp

The name Tempest is somewhat misleading, for no storms rage across the surface. What Tempest does have is rain. The perpetually cloudy sky discharges rain without end. As a result, the surface is a quagmire broken by rocky plateaus.

When Tempest entered Slipstream, early colonists found no sign of life, and so settled on the plateaus. The thick mud proved to be rich in nutrients, and the settlers have planted vast fields of grains and cereals, turning the barren world into the second breadbasket of Slipstream.

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Tempest was, in fact, inhabited by the Mud Men, a humanoid race whose skin looks and feels like wet mud. They lived in mud igloos, which the settlers mistook for hills and plowed flat. Forced from their fertile lands into caves beneath the plateaus, the Mud Men have taken to sabotaging agricultural machinery and trampling crops.

Anathraxa demands one-third of the crop yield as her tribute. At first the settlers refused, but yielded after the Queen sprayed the planet with short-living poisonous chemicals that destroyed the growing crops. After a period of famine, the settlers have managed to rebuild their economy and know better than to provoke Anathraxa.



Terrain: Jungle

Steamy jungle mists bathe Vergilmir in a perpetual mist. Thick jungle covers most of the surface, though isolated mountain peaks break through the canopy in the southern latitudes. Sparsely populated by the arboreal Vergelmirions, the fragment has seen a steady influx of settlers since it arrived in Slipstream and well over a hundred races live in crowded wooden cities.

The Vergelmirions live on wooden platforms high in the canopy and interact with the “grounders” only to trade fruit for “shiny” low-tech items. Their prehensile tail and long digits make them excellent climbers. They are hoarders, collecting anything that looks remotely interesting, and even stealing small objects when the opportunity presents itself. Vergelmirions live in small tribes ruled by a chieftain, and lack a central government.

Anathraxa imposes taxes on all the inhabitants, taking primarily food, wood, and males.



Terrain: Forest

Few honest travelers come to Vitin willingly, and those that do rarely stay long. The Queen exterminated the original Vitin race long ago and pirates moved into to their abandoned cities.

Around 60 disparate pirate bands inhabit the blasted ruins that litter the surface. Every now and then a few bands unite to raid poorly defended fragments, but Anathraxa ruthlessly crushes any groups trying to form a pirate nation.



Terrain: Rocky

Blockaded by a dozen Warships and six War Rockets, Xaq is off limits to everyone except Anathraxa or her Handmaidens. Spacejocks managing to slip past the blockade find Xaq unwilling to reveal its secrets—a thick layer of cloud completely conceals the surface from space.

Beneath the clouds is nothing but isolated mesas and buttes standing in a rocky wasteland scoured of vegetation by fierce winds and bone dry save for a few oases. Here live the Primals, Anathraxa’s loyal soldiers. The planet has few sources of food and water. Anathraxa drops provisions across the world, forcing the tribes to fight each other in order to survive. Each year Anathraxa takes the strongest to serve in her army.

To the Primals, Anathraxa is a god. Her “avenging spirits,” the Handmaidens, destroy any whose faith wavers as a warning to the others that their god does not tolerate weakness. Primals live in simple caves and do not build structures. Primitive rock art shows Anathraxa as a horned god coming down from the heavens in a fiery chariot, flanked by her winged avenging spirits.



Terrain: Swamp

Although called a swamp fragment, Zeebor’s surface is actually a warm, shallow ocean, rich in nutrients. The deepest parts reach 50 fathoms, but the majority is only 2–3 feet deep. Tough reeds grow well in the silt, and large areas are veritable forests of tall reed fields.

The Zeeborites, a race of jellyfish-like beings, measure 5 feet across and propel themselves through water or across land by means of powerful tentacles. Their diet consists of a soup brewed from the nutrient-rich oceans. Though fish and wading birds inhabit the planet, Zeeborites do not eat them. Zeeborite cities are constructed on stilted platforms of reeds standing above the water. None are sturdy enough to support a rocketship, so visitors must land in the shallow ocean and wade to the nearest city.

Zeebor has little to interest Anathraxa, so she amuses herself by bombing one or two settlements a year for sport.

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ENCOUNTER TABLES

OPEN SPACE

d20	Encounter
1-2	■ ■ Anathraxan Space Patrol (p. 117)
3	Hazard: Asteroid
4-5	Hazard: Meteor Storm
6-12	Merchant
13-17	Pirates
18-19	Hazard: Radiation Storm
20	■ ■ Discovery (p. 129)

DESERT FRAGMENT

d20	Encounter
1	Game
2-4	Party of 1d6+1 aliens
5-7	Giant Carnivore
8-11	Small Carnivore
12-13	Swarm
14	Hazard: Crevasse
15-16	Hazard: Heatwave
17-18	Hazard: Sandstorm
19	Hazard: Quicksand
20	■ ■ Discovery (p. 129)

FERTILE FRAGMENT

d20	Encounter
1-5	Game
6-9	Party of 1d6+1 aliens
10-12	Giant Carnivore
13-16	Small Carnivore
17-19	Swarm
20	■ ■ Discovery (p. 129)

FOREST FRAGMENT

d20	Encounter
1-5	Game
6-8	Party of 1d6+1 aliens
9	Hazard: Forest Fire
10-12	Giant Carnivore
13	Hazard: Quicksand
14-17	Small Carnivore
18-19	Swarm
20	■ ■ Discovery (p. 129)

ICE FRAGMENT

d20	Encounter
1-4	Party of 1d6+1 aliens
5-7	Giant Carnivore
8-10	Small Carnivore
11-14	Hazard: Crevasse

15-18	Hazard: Blizzard
19	Hazard: Avalanche/Cave-In
20	■ ■ Discovery (p. 129)

JUNGLE FRAGMENT

d20	Encounter
1-4	Game
5-7	Party of 1d6+1 aliens
8-10	Giant Carnivore
11-15	Small Carnivore
16-18	Swarm
19	Hazard: Quicksand
20	■ ■ Discovery (p. 129)

ROCKY FRAGMENT

d20	Encounter
1-3	Party of 1d6+1 aliens
4-6	Giant Carnivore
7-10	Small Carnivore
11	Swarm
12-16	Hazard: Crevasse
17-19	Hazard: Avalanche/Cave-In
20	■ ■ Discovery (p. 129)

SWAMP FRAGMENT

d20	Encounter
1-4	Game
5-6	Party of 1d6+1 aliens
7	Giant Carnivore
8-9	Small Carnivore
10-14	Swarm
15-17	Hazard: Poisonous Fumes
18-19	Hazard: Quicksand
20	■ ■ Discovery (p. 129)

VOLCANIC FRAGMENT

d20	Encounter
1-3	Party of 1d6+1 aliens
4-8	Small Carnivore
9-12	Hazard: Earthquake
13-16	Hazard: Poisonous Fumes
17-19	Hazard: Crevasse
20	■ ■ Discovery (p. 129)

WATER FRAGMENT

d20	Encounter
1-6	Game
7-8	Party of 1d6+1 aliens
9-12	Giant Carnivore
13-17	Small Carnivore
18-19	Swarm
20	■ ■ Discovery (p. 129)

SEASON 1: DEATH CLOUDS



The *Slipstream* Plot Point Campaign is unusual in that several episodes are designed to follow from one another with little or no break. This shouldn't be seen as a limitation to the heroes shaping their own destiny and going off at a tangent to explore the fragments and mysteries of *Slipstream*. There's nothing to prevent the heroes from following up other *Savage Tales* or simply doing their own thing between most episodes. Instead, think of them as full-length *Savage Tales*, broken down into episodes for your convenience.

There are natural breaks built into the Plot Point Campaign. These give the heroes a chance to make new friends and gather alien artifacts at their own pace. Several encounters within the *Savage Tales* are with mixed race groups, such as pirate bands. Rather than assign a complete racial template to every nameless Extra, use the quick alien generator in the *Bestiary*. Wild Cards have their racial Edges and Hindrances listed.

CAMPAIGN SUMMARY

PRELUDE: A BUMPY RIDE

The heroes start the campaign as passengers on a merchant ship. Without warning, pirates attack the ship, seeking to kidnap a passenger. After defeating the pirates and rescuing the passenger, the heroes are invited to Simba as guests of honor.

EPISODE 1: DEATH CLOUDS

The heroes are on Simba when Anathraxa's Warships drop Death Dust into the atmosphere. The Pride Leaders ask the heroes to find a cure before life on the planet is extinguished. The heroes learn that the Tropicós suffered a similar

fate but are now rebuilding their world. The heroes head toward Sandpit, unaware that a band of pirates intends to enslave the Tropicós.

EPISODE 2: WORDS OF WISDOM

The heroes travel to Nivek to consult with the great Oracle. As they arrive, they learn from the Nivekians that Anathraxa's men have cordoned off the entire area around the Oracle. As if that wasn't bad enough, the Oracle possesses one of the heroes.

EPISODE 3: WAR IN THE TREES

After deciphering the Oracle's riddle, the heroes make their way to Avia to see King Throx. There they earn the enmity of Throx's younger son, who sees his brother's absence as a way to secure the throne of Avia for himself.

EPISODE 4: KNOWLEDGE BRINGS HOPE

During their travels, the heroes learn of a Lupine spacejock who claims to know of a way through the Barrier. The intrepid pilot has been captured by Spider Men on Arachnea. Once rescued, he informs the heroes that a prison ship, War Rocket Achilles, is scheduled to make a stop at Vitin soon. If the heroes want a safe passage to Radios, all they have to do is capture the Achilles and pose as her crew.

EPISODE 5: CAPTURE THE ACHILLES

The heroes race to the pirate haven and, after proving their worth to one of the pirate chiefs, they learn Achilles has already left. Their only hope is to board her in flight. When Achilles is captured, the heroes discover an autopilot is flying the ship.

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EPISODE 6: THE MINES OF RADIOS

Traveling on the captured Achilles, the heroes reach Radios. Rescuing Prince Boolar means a raid against the prison. Unfortunately for the heroes, a Handmaiden is on Radios and she has no intention of letting them walk away with Anathraxa's prize.

EPISODE 7: THE LABYRINTH

A grateful Prince Boolar informs the heroes that Anathraxa has a secret research base on Boroosh. After earning the trust of King Prognosh, the heroes enter the Labyrinth Caves. Prognosh proves his loyalty to Anathraxa by leading the heroes into an ambush. Battling their way into the base, the heroes secure the antidote to the Death Gas, and encounter another Handmaiden.

EPISODE 8: SOLDIERS TO THE LAST

Furious at the heroes' open defiance, Anathraxa launches an invasion of Ruros. With tens of thousands of lives at stake, the heroes must act quickly to muster their allies and counter the legions of Primals threatening the fragment. The heroes' forces are desperately outnumbered and in order to win, they must seek out and destroy a force of Handmaidens.

EPISODE 9: THE NEEDS OF THE MANY

The heroes have discovered Anathraxa's plan to use the Great Machine of Quan. Arriving on Quan and entering the great pyramid, the heroes encounter ancient traps on their quest to reach the heart of the Great Machine and discover its true purpose for themselves—it is a weapon capable of destroying an entire world in an instant.

EPISODE 10: DEATH TO TYRANTS

Anathraxa makes a personal appearance as her battle station appears in the skies of Ruros. As bombs rain down on the breadbasket of Slipstream, the heroes must board her flagship and face the Queen in a final battle. The fate of Slipstream rests in the hands of a few brave aliens and their allies.

PRELUDE: A BUMPY RIDE

This prelude below is a fast and easy way to get your player's heroes together.

Passengers on rocketships are rarely accorded the luxury of a cabin. As few flights last longer than 24 hours, most passengers must make do with seats. Those unfortunate enough to hitch a ride on smaller vessels are usually left to stand.

ALL ABOARD!

The passenger lounge of the Gyptosian Merchant Ship may not be opulent, but at least it has seats. No journey in Slipstream is long but you'll be glad to reach Barter and breathe fresh air.

A number of other passengers are seated in the lounge. The most unusual is a female Lion Man, who has said little since boarding with her armed male companion. From her body language and tone of voice, she is someone of importance and outranks her companion, who watches the other passengers with steely eyes.

The heroes have all been cooped up together in the small lounge for several hours and are likely to have struck up a conversation, if only to relieve the boredom. They should introduce their characters to one another. Obvious physical Edges and Hindrances, as well as a racial description, should be mentioned.

Each player should also decide why his character is heading to Barter, even if he does not tell the other passengers. Most visitors are either merchants or seeking employment, but the players should feel free to invent their own particular reasons.

The female Lion Man, Lady Roaora, does not speak. Attempts to make conversation are met with icy silence and a threatening look from her bodyguard, Rorra. She is returning to Simba, after visiting Mechanos on a diplomatic mission, and has no wish to converse with those of an inferior social class.

Any Lion Men character can make a Common Knowledge (+2) roll. On a success, he recognizes her as a noble. If addressed correctly, she speaks briefly to the hero, but does not reveal any details about herself. With a raise, the hero recognizes her pride emblem and knows she is the daughter of an important noble by the name of Pride Leader Raor.

PREPARE TO BE BOARDED

After the introductions are done, read the following section aloud.

SEASON 1: DEATH CLOUDS

Without warning the ship lurches hard to port, scattering food wrappers and cups across the lounge. A series of metallic clangs, perhaps space debris striking the hull, echoes through the ship.

The female Lion Man stands and walks toward the door, followed closely by her companion. "This is intolerable!" she growls. "I expect better treatment than this!" The door closes behind her. Seconds later, the sound of a nearby explosion reverberates through the lounge.

Deal Initiative cards.

The ship is under attack by pirates. The metallic clangs were actually pirates leaping across and attaching to the hull using magnetic clamps. A breach bomb caused the explosion and has allowed pirates to enter the ship.

Divide the pirates into two equal groups for the purpose of Initiative cards. One group represents the boarders, who are streaming in through the newly-caused breach. The second is currently outside the ship. On the first round they plant a breach bomb. It detonates on their second action, allowing them to board on the third round. Their leader, Pirate Officer Ioptis, is with the first group of boarders. He gets his own Initiative card as befits his Wild Card status.

If the lounge door is opened, read the following.

Through the smoke, you can see a band of nefarious individuals climbing in through a tear in the ship's hull. The male Lion Man lies slumped against the wall of the corridor. His female companion screams as one of the boarders grabs her. "This little one'll make a fine prize, cap'n!"

Run the fight as normal. Lady Roaura may be a female, but she is still a Lion Man and fights alongside the heroes. If Ioptis suffers 3 Wounds he attempts to escape using his rocket belt. He didn't expect a merchant ship to be well protected and has no wish to die over a few cargo containers and some slaves.

☛ **Officer Ioptis (1):** Unknown alien race. Wild Card Pirate Officer (page 149) with Crystal-line Structure (Toughness 9), Agile (d10 Agility) and Long Arms (+1 Reach)

☛ **Pirates (2 per hero):** Pirates (page 149).

☛ **Lady Roaura:** Wild Card Lion Man (page 146), add the Noble Edge. She has no weapons other than her claws.

OUT OF CONTROL

The breach bomb has damaged the ship, and the heroes are thrown around the cabin as their ship spins through space. The captain tells his passengers they are in for a bumpy ride and should strap themselves in. The heroes must



SLIPSTREAM

stagger through the wildly bucking ship and strap themselves in. The heroes must make Agility rolls. They suffer a level of Fatigue from bumps and scrapes on a failure.

Dramatic Interlude: One of the heroes is thrown out of a breach in the ship's hull. If the hero makes a successful Agility roll they catch hold of one of the pirate's magnetic clamps. If he fails he smashes into the tail of the ship for 3d6 damage and becomes entangled in trailing wires and magnetic clamps from the pirate attack. He must now succeed at 2 Strength rolls with a -2 penalty (4 rolls if he smashed into the tail) to re-enter the ship.

ATTACK OF THE ROCK MEN

The ship crash lands on a barren fragment festooned with craggy peaks. Luckily the pilot is able to bring the ship down in a valley. Everybody on board must make a Vigor roll or take two levels of Fatigue. Those not strapped in (or outside the ship) when it crashes take 3d6 damage.

Captain Amet and his crew attempt to repair the ship. Heroes can volunteer to help, but only those with at least a d4 Repair skill are of any real use. To get the ship back into a condition where it can fly will take at least six hours.

Three hours into the repair job the ship is attacked by rock men. There is one more rock man than heroes. Rock men worship the fragments upon which they dwell and consider all aliens as heretics who defile the holy ground. The repairs have reached a crucial stage and need the crew's undivided attention. The defense of the ship is left to the heroes.

☉ **Rock Men (one for each hero +1):** see page 150.

AFTERMATH

Once the ship has been repaired and they are back on their way to Barter, Lady Roaora asks to speak to the heroes in the passengers lounge.

"My name is Lady Roaora, only child of Pride Leader Raor. It is the tradition of my people to honor those who aid us. I am on a diplomatic mission and am unable to reward you myself, but my father will hear of this incident and will wish to thank you himself."

"Once you have finished your business on Barter, you are welcomed to Simba as honored guests. My father will be expecting you. Under our honor code, refusal would be a great insult."

Roaora is happy to talk about Simba and her people, but does not get too friendly with the heroes. She asks nothing about them and looks rather bored if they begin their life story. Though this appears rude to most aliens, her high status prevents her from having too much contact with social inferiors, even those who have saved her life. Any Lion Man character knows this automatically.

Though grateful for being rescued, Roaora cannot take the heroes with her to Simba. They must make their own way to Simba. Until they do, the *Slipstream* universe is theirs to explore.

EPISODE 1: DEATH CLOUDS

The story begins whenever the heroes choose to accept Lady Roaora's offer to visit Simba.

DEATH TO SIMBA

On landing at her father's village, the heroes are welcomed by an honor guard of Lion Men warriors and escorted to see Lord Raor. Raor is a member of the Tribal Council and a notable figure on Simba. Being invited to his home is a great honor. Raor greets his guests politely and with little familiarity. The heroes may have rescued his only daughter, but the honor code demands he refrain from treating them as equals. Although his daughter has told him of their heroic exploits, he insists on hearing the story from the heroes.

Embellishing the tale of Roaora's rescue is risky—Lion Men find boasting dishonorable. If the heroes exaggerate, Raor politely asks them if their memories are true. Remember, her father knows everything Roaora witnessed. Should the tall tales continue, Raor snorts with derision—the code prevents him from insulting guests, but he makes his displeasure known.

When the story is over, Raor hands each hero a ring engraved with his personal seal. He explains that the rings are symbols of his friendship—the heroes are effectively under his protection, and other Lion Men will treat the heroes with the respect due Raor. Raor then invites the heroes to a feast in their honor, to be held the next morn-

SEASON 1: DEATH CLOUDS

A PLEA FOR HELP

ing. Until then, the heroes are free to explore the settlement and are provided with lodgings and a servant, to ensure their needs are met.

UNINVITED GUESTS

The feasting and dancing have gone on late into the afternoon. As you settle back to watch the fire jugglers, an Anathraxan Warship screams high overhead, trailing a fine purple dust. The celebrations stop as the crowd looks skyward.

Two smaller Levitosian Rocket Shuttles land in the nearby grass. Their doors open and two squads of Primals, an ape-like race in the service of Anathraxa, climb out. One of them steps forward and addresses the crowd in a grunting voice.

“Rebellious scum of Simba, hear my words! Queen Anathraxa, supreme ruler of Slipstream, has decreed that your race be punished for refusing to pay her tribute. Her Warships have dropped Death Dust into your atmosphere. Within a few short months your world will be dead, and you along with it. Your women and children will be moved to resettlement camps to await their fate. Your menfolk are to come with us.”

With that, the Primals fan out and begin advancing on the crowd. Several of the warriors, their honor impinged, charge forward, claws drawn. A burst of ray gun fire takes them down, including Lord Raor, your host.

“Forget the resettlement camp,” sneers the officer. “Kill the men and do what you will with the females.”

Unless the heroes intervene, the Lion Men males are cut down before they can organize any resistance, leaving the females at the mercy of the savage Primals. If the heroes retaliate, a small band of Lion Men citizens join them. The rocketship’s crew climbs out to aid the Primals on round 2.

☛ **Primal Officer (1):** see page 134.

☛ **Primals (3 per hero):** see page 134.

☛ **Ship Crew (4):** Typical Minions, page 133.

☛ **Lion Men (5):** see page 149. These Lion Men are unarmed except for their claws.

Once the Primals are defeated, the heroes can assist the wounded. Raor is barely alive, his wound too serious to be treated. He grabs the arm of the nearest hero.

“Friend,” he gasps, “thank you for aiding my... people again. I beseech you, in the name of... the Pride Council of Simba, save... my race. Find a cure for... the Death Dust and liberate... us from this yoke... of oppression. You will be... richly rewarded. Try... try... Sandpit...” With that, Raor’s eyes glaze over and his head slumps forward.

Sandpit was subjected to a Death Dust attack many years ago. Have each hero make a Common Knowledge roll. On a success, the hero remembers hearing from a merchant friend that the Tropicos have secretly begun rebuilding their fragment, even importing seeds and animals.

If the heroes question the locals, have them make a Streetwise roll. On a success, they locate a female who recently served aboard a Gyptosian merchant ship. She tells them the captain accepted a lucrative deal to smuggle grain seeds to Sandpit, a world infected with Death Dust.

The Lion Men are only too happy for the heroes to take one of the Primal’s Rocket Shuttles. If the heroes don’t have a pilot, a female (Aorora) volunteers her services. Treat her as a Typical Spacejock with the Lion Man racial template.

Levitosian Shuttle: The Shuttle is fitted with a nose-mounted ray gun.

LET’S GET OUT OF HERE

Escaping from Simba involves running the recently formed space blockade. As the ship leaves the atmosphere, a Warship pulls alongside. The Shuttle’s radiophone crackles into life.

“Patrol 17, why are you leaving orbit?”

Bluffing the Warship crew requires a successful Persuasion roll. Give a bonus if the heroes come up with a plausible reason. Running is not a sensible option—the Warship is faster and better armed. If the heroes look to be spoiling for a fight, have them make a Common Knowledge roll. On a success, remind them of the basic Warship stats. Should a fight break out and the heroes end up captured, run the Savage Tale 📖 **Captured** (see page 117).

☛ **Warship:** Armed with a graviton ray nose gun and 4 swivel ray guns

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☞ **Ship Crew (2):** Typical Minions see page 133.

☞ **Minions (6):** See page 133.

SECOND PLACE

Reaching Sandpit from Simba involves traveling across Slipstream. Check for encounters as normal. Tropicos settlements are well hidden from Anathraxa's rocketships. As soon as the inhabitants hear a rocketship engine, they run for cover. Unfortunately, pirates intent on scavenging the ruins stumbled across one of the villages by accident. They have captured the Tropicos and intend to sell them to Anathraxa.

As the heroes fly across the dead surface, have them make a Notice roll. On a success, they spy a Pirate Raider partially hidden in a gully. With a raise, they spot a group of huts and two armed aliens standing outside the largest hut.

The pirates automatically attack any outsiders they detect—they have no wish to share such a valuable prize. The Tropicos (20 of them) are kept inside the largest hut. A wooden pole braced against the door prevents escape.



Dramatic Interlude: One of the pirates reaches the rocketship and turns a swivel ray gun on the heroes.

☞ **Pirate Officer (1):** As Pirate Officer but add Obese (**Pace:** 4; **Toughness:** 8[2]). See page 149.

☞ **Pirates (6):** See page 149.

AFTERMATH

The rescued Tropicos are only too happy to help the heroes, though they have little to offer. Their spokesman, Jahmon, scrapes together 100 Slips worth of trinkets from the survivors as payment for the heroes' assistance. Any hero that turns down the payment and gives something to the Tropicos earns a benny (true heroes do selfless deeds).

When approached about the Death Dust, the Tropicos become sullen. Jahmon explains.

"We never hurt anyone. Anathraxa poisoned our world because we have psionic powers—we can talk to animals! What sort of evil creature does that! Our scientists tried to find a cure, but it was impossible. A cure would take years of research, but the Dust acts in months. Some of our priests recommended visiting the Oracle of Nivek for help, but our people were too afraid to leave our world. Maybe they were right. I am sorry we cannot help you further."

Whether the heroes realize it or not, Jahmon has provided a vital clue. The party now has access to a Pirate Raider. Offering the Tropicos the Levitosian Rocket Shuttle (or the Raider) as a gift earns them the eternal gratitude of the entire race. The heroes receive +2 Charisma when dealing with Tropicos.

☞ **Pirate Raider:** The Raider is armed with a nose-mounted ray gun and two swivel ray guns.

EPISODE 2: WORDS OF WISDOM

Recap: The heroes have been asked by a Lion Man lord to find an antidote to the Death Dust Anathraxa sprayed over their fragment. The heroes traveled to Sandpit and, after rescuing a group of Tropicos from pirates, the heroes are guided toward Nivek to consult with the great Oracle.

SEASON 1: DEATH CLOUDS

MISTAKEN IDENTITY

The Oracle lies in the densest part of the jungle, far from any suitable landing sites. The thickest parts of the jungle are bathed in dense mist, preventing the Oracle being viewed from the air, forcing the heroes to land at one of the lakeside cities. As they descend, they see a number of Nivekians gathered outside a building. The local priest is addressing the crowd in Nivekian, a language of clicks and chirps. Getting a local to translate requires a Persuasion (-1) roll.

"I received a vision! The Sky Devil has sent her imps to war against Panakachewee. The warriors guarding the All Knowing One are dead." The priest pauses and glances around the crowd. You sense his eyes linger on you slightly longer than on his native people.

"Panakachewee has promised he will send messengers in strange form to deliver him from evil. They will... they are among us! Look behind you, oh loyal ones!" As one, the crowd turns to face you. They fall to their knees and bow their heads low. The priest beckons you forward.

Brrip-K'Chok's vision made no mention of any messengers. He does, however, see the heroes as a blessing. By claiming he foretold their coming, he can avert his peoples' fears for the fate of their god.

As you approach, the priest whispers to you in Streamer. "Play along with what I say or the crowd will tear you limb from limb. They are very angry. I need you to help me pacify them. I will explain all to you shortly." He then addresses the crowd.

"The messengers are here to fight the Sky Devil's minions! They will go to Panakachewee and free his spirit! Do not fear! Return to your homes and pray for victory!" The crowd goes wild, cheering and shouting in their native tongue.

As they disperse, Brrip-K'Chok urges you to follow him into the nearby building.

Inside, he apologizes for dragging the heroes into this matter. He explains he had a vision only hours ago informing him the Sky Devil (Anath-raxa) had sent imps (Primals) to take control of the Oracle.

Nivek has no army—the hunters guarding the site were massacred. He asks the heroes to help liberate the Oracle. In return for their aid, he offers them a laser sword, explaining that he

found it at the feet of the Oracle last year. He also offers provisions and an experienced guide, Kkk-Kree-Chak.



KKK-KREE-CHAK

Kkk-Kree-Chak is an experienced hunter and the nearest thing the Nivekians have to a warrior. He is also very religious. His belief that the Oracle is a god is total, as is his belief that the heroes are divine agents. He constantly refers to them as "holy ones." Although a Wild Card, he defers to their judgment.

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

Skills: Fighting d8, Healing d6, Notice d8, Shooting d8, Stealth d8, Survival d8, Throwing d6, Tracking d8

Charisma: -2, **Pace:** 8; **Parry:** 7; **Toughness:** 6(1)

Hindrances: Delusion (believes the heroes are divine agents), Loyal

Edges: Marksman, Woodsman

Gear: Leather vest (+1), spear (Range: 3/6/12, Str+d6, Parry +1, Reach 1), bow and 20 arrows (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- * **Faceted Eyes:** +2 to visual Notice rolls
- * **Four Legs:** Niveks rolls a d10 running die.
- * **Leaping:** Double jumping distances
- * **Unsavory Habits:** Niveks are cannibals.

KRELL WASP ATTACK

The journey to the Oracle takes four days. The dense undergrowth makes vehicle travel impossible, forcing the heroes to brave the humidity on foot.

On the third day, the noises of the forest are replaced with a more sinister sound—a loud buzzing. The heroes have wandered into the territory of a small nest of Krell Wasps. Give them a few seconds to ponder the sound before the wasps attack.

☉ **Krell Wasps (2 per hero):** see page 142.

BATTLE OF THE ORACLE

A small force of well-armed Primals is rigging the Oracle with explosives. Unless the heroes are screaming and shouting, the jungle noises mask the sound of their approach.

SLIPSTREAM

The jungle thins enough for you to see into a clearing ahead. In the centre stands the fabled Oracle. Hundreds of feet long and two hundred feet high, it resembles a crouching cat but with a human head and feathered wings crossed behind its back.

The jungle encroaches to within 20 yards on all sides. Several Primals carrying large packs crawl over its surface.

The heroes have little time to organize a plan—the Oracle has detected their presence and intends on delivering its prophecy before it is destroyed. Have the heroes make a Spirit roll. The Oracle possesses the hero with the lowest roll.

The victim's eyes glaze over and he suddenly stands up and runs out into the clearing, ignoring the Primals. His only thought is to get to the Oracle and receive its vision. His sudden action catches both sides off guard. Everybody but the possessed hero must roll for Surprise. Combat begins!

Run the combat as normal with one exception—the possessed hero must place himself in front of the Oracle and spend one round receiving the vision. He may not attack or defend himself (Parry 2) during this time. Once he receives the vision, he snaps out of his trance (and no doubt finds himself caught in a firefight). Should he be Incapacitated before receiving the vision, the Oracle targets the nearest hero each round until it possesses someone.

Cliffhanger: The detonator for the explosives carried by the Primals is just in front of a wooden palisade. In an attempt to carry out Anathraxa's order, a nearby Primal leaps toward it, his outstretched hands aiming for the plunger. End the session.

If the explosives detonate, everyone within 6" takes 3d10 damage. Not all the explosives are placed—the Oracle survives, less a few sizeable chunks.

☉ **Primal Officer (1):** see page 134.

☉ **Primals (2 per hero):** see page 134. The Primal behind the wooden palisade (Medium Cover, -2 to hit) has a tripod-mounted heavy ray gun (Range: 40/80/160, Damage: 4d6+1) and a spare battery.

☉ **Remote Sentries (2):** see page 135.

THE PROPHECY

The vision imparted to the possessed hero by the Oracle is as follows.

Before you float three feathers: one grey, one white and one black. A slim, gloved hand reaches out and snatches the white feather. The black one grows bigger. A single tear falls from the grey.

What does it mean? It alludes to the capture of Prince Boolar of the Bird Men, the rise in power of Boolar's evil brother, and the grief of King Throx. To continue the quest, the heroes must travel to Avia.

Don't allow the heroes to make die rolls to decipher the prophecy. Knowledge of Prince Boolar's capture is available throughout the player's section—it's a big clue! Let them travel around searching for help in deciphering the vision. Eventually they'll head for Avia, even if only by accident.

EPISODE 3: WAR IN THE TREES

Recap: After following a lead that took them to Nivek, the heroes stopped an Anathraxan plot to destroy the Oracle. In return, the Oracle granted the heroes a prophecy of what they must do to find a cure for the Death Dust. With the prophecy riddle solved, the heroes head for Avia, home of the Bird Men.

GM's Note: All is not well on Avia. Prince Craw, Prince Boolar's younger brother, has succumbed to his lust for power and is now a loyal follower of Anathraxa. Equipped with a unique psionic artifact, he has dominated his father's mind and become *de facto* ruler of the fragment.

UNFRIENDLY WELCOME

A controller directs the heroes to land on a remote platform, where a herald will meet them.

Descending from their rocketship, the heroes are met by Toot, Throx's senior herald and an agent of Prince Craw. He asks the heroes their business on Avia. If they mention they have come concerning Prince Boolar, or mention the Oracle's vision, Toot agrees to lead them to his liege. Toot speaks into his radiophone in Avian (his native language). Although he informs the heroes he is summoning an escort, he is actually informing Prince Craw of the heroes' presence. Several minutes pass before the heroes spy two

SEASON 1: DEATH CLOUDS

lone Bird Men in ceremonial armor complete with white feathers on their helms approaching the platform.

They land and bow to Toot, who informs them that the heroes are guests of the king and must reach him unharmed.

Toot then leads the heroes (and their guards) into the trees, following paths carved into the trunks and across narrow bridges spanning vast drops. The heroes are over 500 feet up in the trees, and all that stands between them and certain death is their sense of balance. Heroes with a phobia of heights are in real danger.

Thirty minutes into the walk, the heroes emerge onto a network of branches that span a dizzying drop. Toot points upward through the low, broken clouds to a vast wooden hall nestled another hundred feet in the trees. “That is my lord’s hall,” he says. “I’m afraid we have to cross these branches to reach it. Don’t look down and you should be fine.”

When the party is halfway across the branches a volley of ray gun fire strikes dead the heroes’ escort. The heroes spy a number of Bird Men wearing uniforms similar to their guards, save for black feathers on their helms, swooping down out of the clouds. Their leader cries out, “There they are! Dive my Bird Men!” The death of the guards and the leader’s minor speech negates any surprise the attackers had.

In true *Slipstream* fashion, the attackers draw swords and close to melee, dispensing with their ray guns. The attackers start 12” away and “run” on their first action, hopefully giving the heroes one round to use ranged weapons to even the odds slightly. Any wounded Bird Men spiral to the ground, hundreds of feet below.

Any hero that suffers a Shaken or worse result must make an Agility roll to avoid losing his footing and falling. The hero may make an immediate second Agility roll at a -2 penalty to catch hold of the branch before he plummets. Running on the branches is risky—a running hero must make an Agility check with a penalty equal to the number of additional inches he runs (i.e. those over his base Pace). The price for failure is as above.

The heroes are badly outnumbered and at a severe disadvantage at not being able to fly. All is not lost, however, for aid is at hand. When they arrive is up to the GM, but the heroes should have a real sense that they are about to die before they are rescued. Move on the next section when reinforcements arrive.

Dramatic Interlude: One of the heroes loses his balance or is knocked off his branch, fails his second Agility roll, and succumbs to gravity. How he is rescued is up to the heroes.

☹ **Herald Toot:** Use Bird Man warrior stats on page 137. Toot is a Wild Card.

☹ **Black Feather Bird Men (3 per hero):** Use Bird Man warrior stats on page 137.

RESCUED

Just when things look their darkest, the heroes spy another band of Bird Men diving through the clouds. Any hero making a Notice check (multi-action penalties apply) spots white feathers on their helms. These are soldiers under the command of Captain Scrawk and loyal to King Throx, and are here to aid the heroes.

There are a number of friendly Bird Men equal to twice the number of the black feathers. Continue playing out the fight if you wish, but a heroic victory is assured. Alternatively, the black feathers flee as soon as the white feathers make their presence felt.

When the fight is over, the white feather leader, Captain Scrawk, introduces himself to the heroes. Scrawk believes that Toot is still loyal to their cause, simply because Toot covers his tracks well. If Toot is present, he acknowledges his presence with a bow and a few kind words of greeting.

“Hail and well met, aliens,” he says, bowing deeply. “My name is Captain Scrawk, subject of King Throx and loyal to his eldest son and rightful heir Prince Boolar.”

“Since Prince Boolar was captured, dark times have fallen upon our land. The king’s second son, Prince Craw, has poisoned his father’s mind against aiding Boolar. He has some sort of magical power over his father, who has declared all his former advisors and champions to be enemies of the state. Many were imprisoned or handed over to Anath-raxa, but a few of us still loyal to Boolar fled the palace. Our people have plunged into civil war. I know in my heart that King Throx can be saved, but we lack the resources. Join us in freeing our king and you shall be rewarded.”

When the heroes agree, Scrawk orders his men to tend the heroes’ wounds. His men have enough medical drugs to cure all but one of each hero’s wounds.

☹ **White Feather Bird Men (2 per black feather):** Use Bird Man warrior stats on page 137. They wear leather vests giving them Toughness 8(1).

SLIPSTREAM



Scrawk is a captain in the royal guard loyal to King Throx. He is unflinchingly loyal to the king of the Bird Men.

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

Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)

Hindrances: Loyal

Edges: Block, Combat Reflexes, Improved First Strike, Guardian

Gear: Leather vest (+1), claws (Str+d6), vibro sword (Str+d8+2, AP 4), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 spare batteries, radiophone

Salvage: None

Special Abilities:

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Flight:** Pace 6.
- * **Light Bones:** Bird Mea bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.



PRINCE CRAW

Assuming the heroes agree to help Scrawk, he informs them that Prince Craw never leaves his father's side and can be found in the palace. The outer palace is well guarded, but he and his men can cause a diversion, leaving the heroes to tackle Craw and his bodyguards.

Throx's throne room is a large hall perched high in the branches of the largest Nest Tree. The king is old, his feathers grey and his belly large. The kidnapping of his son and Craw's machinations have broken his spirit and he is a pale shadow of his former self. Beside him stands a dark-feathered young Bird Man—his second son, and now heir apparent, Craw. A number of black-feathered guards stand before the throne. Craw looks disdainfully at the heroes as they enter the hall before speaking.

"Father," he coos, "these aliens are part of the rebellion that seeks to place Prince Boolar on your throne, father. What should I do with them?" The old Bird Man wearily lifts his head and stares at you for a moment.

"I have no son called Boolar. Not since he joined Anathraxa's forces. I will have no mention of his name in my hall. Kill them, my heir. Remove them from my sight."

A wicked smile crosses Craw's mouth. "You heard your king. Slay the intruders!" With a wave of his hands, his guards move to attack. As they do, the walls of the hall suddenly hinge downward, leaving the great hall as an open platform.

The fight seems like a standup battle with one notable difference—the floor of the hall is part of a fighting arena designed to tip and tilt. The Bird Men can hover off the ground, but the heroes are not so lucky.

At the start of any round Craw is dealt a black card, the floor suddenly tilts, throwing the heroes off balance. Each hero must make an Agility roll. A failure causes the hero to suffer a -2 penalty to all rolls for the round as they struggle to regain their balance. A Critical Failure causes the hero to slide off the edge of the platform. A second Agility roll at -2 (no multi-action penalty) allows him to grasp the edge.

If Craw is dealt a picture card of any color, sharp metal spikes emerge through the floor instead. Each hero must make an Agility roll to avoid being skewered. Those that fail take 2d6 damage (this roll does not Ace).

SEASON 1: DEATH CLOUDS

Craw is no coward, but neither is he foolish. He targets the most inept looking character to attack first. If things look bad, Craw retreats to his father's side and puts his sword to his father's throat, calling on the heroes to surrender. Craw threatens to slay his father, but he won't actually do so, at least not if the characters play their part.

A successful Intimidation roll opposed by the prince's Spirit causes him to back down. He throws down his sword and surrenders, preferring to live to plot again rather than die in a futile show of spite.

☛ **Prince Craw:** See below.

☛ **Black Feather Bird Men (1 per hero):** Use veteran Bird Man warrior stats on page 137.



PRINCE CRAW

The second son of Throx, Craw hates his older brother. With his brother captured, Craw has become heir apparent and he has no intention of seeing his brother returned. Though he cannot stop the heroes being sent on their quest, he can make life uncomfortable.

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

Skills: Fighting d8, Intimidation d6, Notice d8, Persuasion d8, Stealth d6, Taunt d10

Charisma: +2, **Pace:** 6; **Parry:** 9; **Toughness:** 7(3)

Hindrances: Greedy (minor), Overconfident, Vengeful

Edges: Acrobat, Block, Combat Reflexes, Florentine, Natural Leader, Noble, Strong Willed

Gear: Plate corselet (+3), claws (Str+d6), rapier (Str+d4, +1 Parry), dagger (Str+d4)

Special Abilities:

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Flight:** Pace 6.
- * **Light Bones:** Bird Man bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.
- * **Mind Controller:** This unique psionic device, which takes the form of a gold headband, allows Craw to use the *puppet* power on his father, and only his father, at will. The item ceases to function if Craw is slain.

AFTERMATH

When the battle finishes, Throx quickly regains his senses. Herald Toot, whose subversion has gone undetected, enters the throne room along

with Captain Scrawk and a handful of white feather guards. "Victory is ours!" cries Scrawk. Toot informs his master of what has transpired in recent weeks, playing up the heroes' role (in the hopes of deflecting any suspicion of collusion with Craw). Captain Scrawk supports Toot's statement. The heroes should be given the opportunity to tell their story and their reason for visiting Avia.

When they have finished, Captain Scrawk grasps each character by the hand (or similar appendage) and addresses them.

"So, brave aliens," he says, "you came about the king's son, Prince Boolar. Your arrival is both well timed and sorrowful. My spies tell me Anathraxa has tired of him and sent him to die a slow death on Radios, her slave mine.

"I fear him lost forever, for passage through the Barrier is impossible without knowledge of the secret route used by the Queen's ships. For many days our ships have watched the Barrier, but without luck. A man could watch that infernal area for years and still not find what he seeks."

King Throx then speaks, though his is weak and frail. "I tell you this, aliens. If you can find a way through the Barrier and rescue my son, I will shower you with gifts fit for a king, and your names will be added to those of our greatest heroes."

Scrawk knows the following information: Boolar was held on Anathraxa's flagship until recently, prisoners are transported to Radios at random intervals so it might be months before another ship is sent, no spacejock has ever penetrated the Barrier, and Warships fire on anything passing through it uninvited.

As a token of his faith, he presents the characters with a bag of gems each (worth 2000 Slips) to help pay for any expenses and reward them for defeating his evil son, and 8 stun grenades to divide between them

He also assigns a member of his bodyguard, called Wheet, to accompany the heroes. Wheet's role is to act as a messenger. When the heroes locate a way to rescue Prince Boolar, Wheet asks to be dropped off on the nearest hi-tech world so he can fly to Avia and inform Throx.



WHEET

Wheet accompanies the heroes in their quest to rescue Prince Boolar. Once they find a method of rescuing him, he leaves the heroes to travel back to Avia, to report their findings to King Throx.

SLIPSTREAM

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

Skills: Fighting d6, Notice d6, Shooting d6, Persuasion d8, Streetwise d8, Stealth d8

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 6(1)

Hindrances: Cautious

Edges: Alertness, Fleet Footed, Quick

Gear: Leather vest (+1), rapier (Str +d4, +1 Parry), Claws (Str+d6), knife (Str+d4), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 spare batteries,

Special Abilities:

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Flight:** Pace 6.
- * **Light Bones:** Bird Man bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.

GOING IT ALONE

There is a chance the heroes will try to reach Radios on their own initiative. Let them make a Common Knowledge roll. On a success, remind them they have to survive the constant barrage of debris in the Barrier and then avoid the Warships protecting Radios, which allegedly fire on any ship that enters the system (don't mention the exception of designated transports).

EPISODE 4: KNOWLEDGE BRINGS HOPE

Recap: Having learned from King Throx of Avia that his son is soon to be transported to Radios, the heroes begin their quest to find a way to reach the prison world.

GM Note: The heroes should be Seasoned before you run this adventure. They should use the intervening time to start searching for a way through the Barrier and to acquire alien artifacts.

A PSYCHIC SCREAM

The adventure begins when the heroes encounter an Anathraxan warship. The ship passes close to the heroes' ship, but appears to pay them no particular attention. As the ship heads away, the heroes are buffeted by a psychic scream.

"HELP ME! PLEASE! THEY ARE DOING TERRIBLE THINGS TO ME. I KNOW ABOUT YOUR MISSION; GET ME OFF THIS SHIP AND I CAN HELP."

As the ship recedes, the voice also fades as if by distance.

The warship is part of one of Anathraxa's insidious experiments. Borooshians are a small bestial race which has a natural gift for navigation. Somehow they have a heightened and wide-reaching concept awareness of where they are in relation to geographical locations (such as fragments). Anathraxa is determined to use them to aid her troops.

One hapless Borooshian, named Klendar, has suffered a terrible fate. His brain has been surgically removed by Anathraxa's scientists. It now resides in a giant bell jar-like apparatus, floating in a chemical soup that both nourishes it and amplifies its psychic ability. Klendar is able to communicate with the ship's crew through an ornate speaking trumpet.

Before Klendar was reduced to this rather sorry state he was a wanderer who roamed Slipstream. In his travels he picked up many snippets of information. As luck would have it he heard of both the heroes' quest to find a way through the Barrier and the location of a Lupine spacejock who had just managed to do this near impossible feat. Klendar will be willing to tell the heroes his location if they end his torment by freeing him from Anathraxa's grasp and depositing him on a hi-tech fragment. He won't have much of a life, but freedom is freedom.

The ship is crewed by four minions and two scientists who see to the needs of the brain in a jar.

Dramatic Interlude: One of the scientists attempts to shatter Klendar's bell jar with a wrench, rather than let the brain fall into the heroes' hands.

If rescued, Klendar gladly tells them of Rezzal Yowlin, a Lupine spacejock who claimed to have found a way through the Barrier. The last Klendar heard of him, Yowlin was heading to the spider planet of Arachnea, apparently seeking an alien artifact called the Web of Life.

☹ **Minions (4):** See stats on page 133.

☹ **Scientists (2):** See stats on page 151.

SEASON 1: DEATH CLOUDS

RESCUE

Play this scene during any random encounter on the trip to Arachnea.

Sitting in the heroes' flight path is an Angeli Scout Ship under attack from a Pirate Raider. The Scout is immobile and the tethered body of a Bird Man hangs limply in space.

The ship belongs to Ran Skadi, a Valkyria. The ship's engines stalled, prompting an external repair. Repairs took longer than expected and a pirate ship attacked. The Scout has taken two Wounds (one destroying the radiophone, the other the nose mount rocket gun); the Bird Man engineer is dead. Ran is using the swivel ray guns to fight off the pirates.

The pirate ship has taken 1 wound, which destroyed a swivel gun and killed its gunner. It has a nose mounted ray gun and single swivel ray gun remaining. Use the Typical Pirate stats for the crew (pilot, engineer, and two gunners). The pirates flee if their ship takes two more Wounds.

Should the heroes side with the pirates, Ran turns the ray gun on them. The pirates have no wish to share their prize and attack the heroes once the Scout is totally disabled.

If the heroes rescue Ran and assist with hasty repairs (a Repair roll at -2), she offers to split the profit from her cargo 50/50 with the heroes as well as owe them a favor. Their share comes to \$500. Ran repays the favor in Episode 6. Ran has heard of Rezzal, but hasn't seen him in months. She warns the heroes to be wary of him—he attracts danger like Avian honey attracts Krell Wasps.



RAN SKADI

Ran Skadi is a merchant by trade. She dabbles in a little smuggling every now and then, but her heart is in the right place. She has no love for Queen Anathraxa. Her Death Wish is to “uncage a noble song bird.”

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

Skills: Fighting d8, Gambling d6, Intimidation d8, Notice d6, Persuasion d6, Piloting d10, Repair d4, Shooting d8, Stealth d6, Streetwise d8, Taunt d6

Charisma: +4, **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Racial: Ace, Born to Fly, Death Wish, Hard to Tempt, Loyal, Quirk, Statuesque

Hindrances: Vengeful (Major)

Edges: Ace, Attractive, Hard to Kill, One Man

Crew, Quick, Rocketship Gunner, Slipstream Adjusted

Gear: Leather flying suit (+1), bubble helmet (+2), vibro sword (Str+d8+2, AP 4), ray gun pistol, 2 spare batteries

CAPTURED!

Arachnea has no cities visible from the air and few clear areas in which to land a rocket ship. As the heroes fly overhead, they spy an Angeli Scout Ship crashed on the side of a steep hill. The only landing site nearby is a narrow ridge half a mile away.

Landing safely requires a Piloting roll. On a failure, the ship takes 2d6 damage, as the rock beneath slips away and the hull crashes into the ground.

The Scout is badly dented and the engines have taken a Critical Hit. Aside from a spare spacesuit and a week's worth of nutrient pills, the ship is deserted. Just as the heroes finish investigating, they are ambushed by Spider Men.

The goal here is to capture the heroes. Normally, such blatant railroading should be frowned upon, but the heroes in the old pulp serials got captured all the time, and it's important the players understand that.

There is a single ambushing Spider Man for every hero, but don't be afraid to add more if needed. Once every hero is defeated they are cocooned in webbing and carried away. The webbing must be coated with Spider Man poison, because the heroes quickly lose consciousness.

🕸️ **Spider Men (1 per hero):** See page 152.

IN THE LARDER OF THE GODDESS QUEEN

The heroes awaken sometime later. The strength of the webbing has diminished to the point where they are able to easily tear themselves free of its clinging grasp.

They appear to be in a huge cave that stretches back into darkness. They are not alone. A couple dozen other unfortunates are also either tearing their way free of web cocoons, or are inspecting the technological scrap which litters the cave. The cave mouth is blocked by thick webbing which opaquely illuminates the interior.

On a Notice roll the heroes spot a Lupine alien hiding beneath a large pile of technological salvage. He appears to be the only Lupine in the cave. If the heroes approach him, he has this to say:

SLIPSTREAM

“Yes, yes I am Rezzal Yowlin, but that doesn’t really matter right now! We are in the God-Queen’s larder, and we are all in big, big trouble. Soon the Queen will arrive and she’ll eat every single one of us she can reach, I know, because I survived her last hunger. I suggest you hide, don’t shoot at her, it’ll just give away your location—you can’t hide here, find your own place!”

The Lupine is Rezzal Yowlin, the alien the heroes seek. If they start questioning him about Radios and how to get through the Barrier, he will not-so politely remind them they will likely be dead in a few hours. He then starts to bury himself beneath a pile of battered tech.

“I HAVE AN IDEA...”

Technologically minded heroes might look at all the tech left lying around—the detritus from past victims—and get the idea of constructing something to help them escape or defeat the Queen. A successful Repair roll determines that nothing in the chamber can be used to build a weapon. However, there is enough to build several makeshift air sleds.

Building the first requires a successful Repair (–2) roll. This takes 5 hours, minus an hour for each raise, minimum of one hour. Once this prototype has been created further sleds can be built at a faster rate—each extra only takes 2 hours to build. A total of four sleds are sufficient to allow everyone to escape.

As the fourth sled is being completed the whole cave starts to tremble. Rezzal starts to panic. The Queen is crawling her way up the cave and will soon arrive to start feeding. First though, a wave of Spider Men will sweep through the cave, attempting to paralyze everyone.

Four fellow captives volunteer to finish the sleds, if the heroes can keep the Spider Men off their backs until they finish. Several aliens step forward to help, but most (including Rezzal) just try and hide.

☺ **Spider Men (1 per hero +1):** See page 152.

☺ **Alien Allies (1 per hero):** Use hi-tech citizens (see page 143).

ESCAPE!

Once the Spider Men have been dealt with it’s time to escape. The air sleds take a few seconds to warm up, during which the ominous shaking intensifies as the monstrous queen gets closer.

Just as the air sleds finish powering up the queen arrives. She’s a gargantuan spider-thing who attempts to smash the sleds out of the air with her massive legs and feelers. Treat this as a Chase with the heroes maneuvering through a Thick obstacle field (see *Savage Worlds Chases*). If an obstacle is revealed, the pilot must make a Piloting roll to avoid one of the Queens legs. The Queen has an effective skill of d8 for resisting vehicular maneuvers, such as Flee.

To escape, the pilot must either successfully Flee or increase the distance to 10 places. Either way, before he can escape he must succeed at a Piloting roll (–2) to smash through the webbing. Failure means the sled must circle around for another attempt, spending another round in the cave.

Cliffhanger: The air sled takes a glancing blow from one of the queen’s legs—it spins out of control and finally comes to rest against one of the cave walls. Luckily, everyone aboard is uninjured, but the sled has stalled and takes a round to restart.

Once the heroes escape from the larder they roam Arachnea, looking for a landmark to help them locate their ship. They spot it just as the power cells of the sleds start to fail. The ship is untouched—Spider Men are not technologically minded.

REZZAL’S TALE

Rezzal thanks them for rescuing him and walks off toward his ship. He knows his actions have revealed him for the coward he is and wants to quickly get away from them. If cornered about his knowledge of a route through the Barrier, he quickly tells his tale.

“I was captured by Primals while snooping round on Quan. They loaded me on a ship and sent me off to who knows where. I overheard two of them talking about their next tour at Radios. Apparently they’re getting there on a War Rocket named Achilles. According to the apes, it stops at Vitin to pick up slaves.”

Rezzal taps his chronometer. “Assuming this still works, they’ll be at Vitin in three weeks and two days. All you have to do is capture the ship and let the autopilot take you through. No Warship is going to fire on a recognized prisoner transport.”

SEASON 1: DEATH CLOUDS



“If you’re planning on going to Vitin, look up a pirate chief by the name of Michtitli Invigo. The password to show you’re friendly is “Hammerhead.” He’ll be able to help you get Achilles.”

If asked how he escaped, Rezzal smiles and says, *“That’s my secret.”*

Rezzal’s Escape: Primals did capture Rezzal and he did overhear the conversation. The ship he was on got caught in a meteor storm and took heavy damage. The prisoners managed to escape. Rezzal grabbed a jet pack and abandoned ship before it blew up. Fortunately, he was near Levitos.

At this point, Wheet should leave to report to King Throx about the Achilles. He’s served his purpose and insists the king be kept informed.

EPISODE 5: CAPTURE THE ACHILLES

Recap: Having learned from a spacejock that War Rocket Achilles is stopping at Vitin to pick up slaves before traveling to Radios, the heroes make their way to the pirate haven.

WELCOMING PARTY

On arriving at Vitin, three Pirate Raiders intercept the heroes’ rocketship. The senior officer, Trex Invigo (a Brockian—badger-headed humanoid race), radiophones to enquire as to their business.

Assuming they give the correct password, Trex welcomes them to Vitin and offers to escort them to see his captain, who can help them. If they refuse, Invigo warns that other pirate vessels aren’t so polite before flying off.

If the heroes wait in orbit to see if Achilles wanders past, throw a few pirate raiders at them. If they get too outgunned, Invigo returns to rescue them.

A FRIENDLY WAGER

If the heroes accept Invigo’s offer, he leads them to a ruined city deep in the heart of a forest. There, he introduces them to Captain Michtitli Invigo (his brother). Michtitli sits on a gold throne, surrounded by several nubile aliens. Dozens of armed pirates stand around Invigo’s hall. When the heroes are introduced, he waves them to approach closer.

“My brother tells me you know Rezzal. What can I do for you, my friends? Information? Guns? Slaves? Anything is for sale, at the right price.”

SLIPSTREAM

When Achilles is mentioned, a wide smile crosses Michtitli's face.

"So, you want to go up against Anathraxa, eh? I know the information you need. Put your money away, friend. I make you an offer, eh? You face my champions in a fistfight. You win and I give you the information free. You lose and it costs 5000 Slips—cash or gear. Take it or leave it, but I'm the only one who knows the info you seek."

Michtitli refuses to reveal who his champions are until the heroes agree to his terms. Once the deal is struck, the pirates form a wide circle (12" across). Michtitli gestures for the heroes to enter the ring. He then calls for his champions. A side door opens, and in lumbers a group of Oran-gataurs—a species of horned great ape renowned for its ferocity.

Dramatic Interlude: Maybe a hero is badly injured and the beast mauls him. You could even take a short break before the fight starts, leaving the heroes to wonder about their opponents' combat abilities.

☞ **Trek Invigo:** Wild Card Pirate Officer with Brockian racial Edges and Hindrances. (page 149).

☞ **Pirates (50):** Typical Pirates (page 149).

☞ **Orangataur (1 per hero):** See page 139.



MICHTITLI INVIGO

Michtitli is a Brockian, a badger-headed human-oid race with a stubborn streak a mile wide. He won his position by killing his predecessor in a lengthy duel, which left him heavily scarred. He has an eye for the ladies, of any race, and makes lewd advances.

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

Skills: Fighting d10, Gambling d8, Intimidation d10, Lockpicking d6, Notice d6, Piloting d8, Shooting d6, Survival d6

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 8(1)

Hindrances: Mean, Stubborn, Ugly (facial scars), Wanted (3000 Slip reward on Barter)

Edges: Block, Combat Reflexes, Command, Florentine, Nerves of Steel

Gear: Leather suit (+1), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), vibro sword (Str+d8+2, AP 4), vibro knife (Str+d4+2, AP2)

Special Abilities:

* **Brawny:** Brockians are naturally stocky

* **Burrowing 6":** Brockians can burrow through

the earth at a rate of 6" a turn.

* **Low Light Vision:** Brockians ignore penalties for Dim and Dark lighting.

FIGHT OVER

Michtitli is a Brockian of his word. Whether through a victory or paying him, he informs the heroes that Achilles left just before they arrived. If the heroes staked out Vitin early, the same information applies. Achilles simply left from a different part of the fragment.

"Lucky for you she doesn't fly fast!" he laughs. "If you fly fast and straight, you might catch her coming through the Wave. No hard feelings, eh?"

BATTLE STATIONS!

So long as they aim roughly for the Barrier, the heroes catch sight of Achilles as they exit the Wave.

Emerging from the Graviton Wave, you catch sight of War Rocket Achilles and her escort—six Warships! As if on cue, your radiophone crackles into life. "Hello again aliens. This is Commander Brax. My ships will be alongside you in a moment, courtesy of King Throx. The king suggests you do not engage Achilles in ship combat lest you damage her and arouse suspicions at Radios. He recommends a boarding action. Fifteen of my best warriors will assist you."

A few moments later, ten Bird Man Yachts fall into formation around the heroes' vessel. Fifteen Bird Men fly across and arrange themselves around the heroes' ship. The leader, Captain Scrawk, boards the heroes' ship and places his men at the heroes' disposal. He hands the heroes two brech bombs.

Brax's voice comes across the radiophone again. "My crews will engage the escorts, leaving you free to tackle Achilles. I do not think we will see each other again in this life." With that, the Yachts accelerate to attack speed and begin firing on the Warships. As they break to engage, Achilles veers sharply right to avoid the battle— straight into your flight path.

Unwilling to trust living crew with knowledge of how to penetrate the Barrier, Achilles has been fitted out to run entirely on automatic (no manual piloting controls). The swivel guns open fire automatically when the heroes' ship gets in range. The nose gun is only a danger if the heroes

SEASON 1: DEATH CLOUDS

fly in front of Achilles. The swivel guns cannot target anything smaller than a rocket sled (so flying heroes are safe).

The Primals aboard Achilles rush to the outer gangways (11 to a side) ready to repel boarders as soon as the battle commences. This gives them Medium Cover. The gangways are covered by the Graviton Enabler and have standard gravity.

Getting close enough to board requires a Force maneuver. Scrawk orders his men to carry the heroes across if they lack personal transportation.

☛ **Captain Scrawk:** see page 83.

☛ **Bird Men Warriors (14):** See page 137.

☛ **Primal Officer (2):** page 134 but add ray gun rifles.

☛ **Primals (20):** see page 134 but add ray gun pistols.

WAR ROCKET ACHILLES

War Rockets are heavily armed vessels used to ferry troops and captives, and are symbols of Anathraxa's military might. Standard War Rockets require four crew (pilot, radiophone, and two engineers) and have no autopilot or gunnery computers.

Achilles' autopilot works on punch card instructions. The only card onboard is in the computer—it takes Achilles to Radios via the secret route through the Barrier. There are no manual controls—disabling the autopilot means the ship cannot be steered!

Acc/TS: 2/4

Toughness: 24 (10)

Climb: 1

Crew: 0+40

Travel Speed: 2

Cargo Space: 2

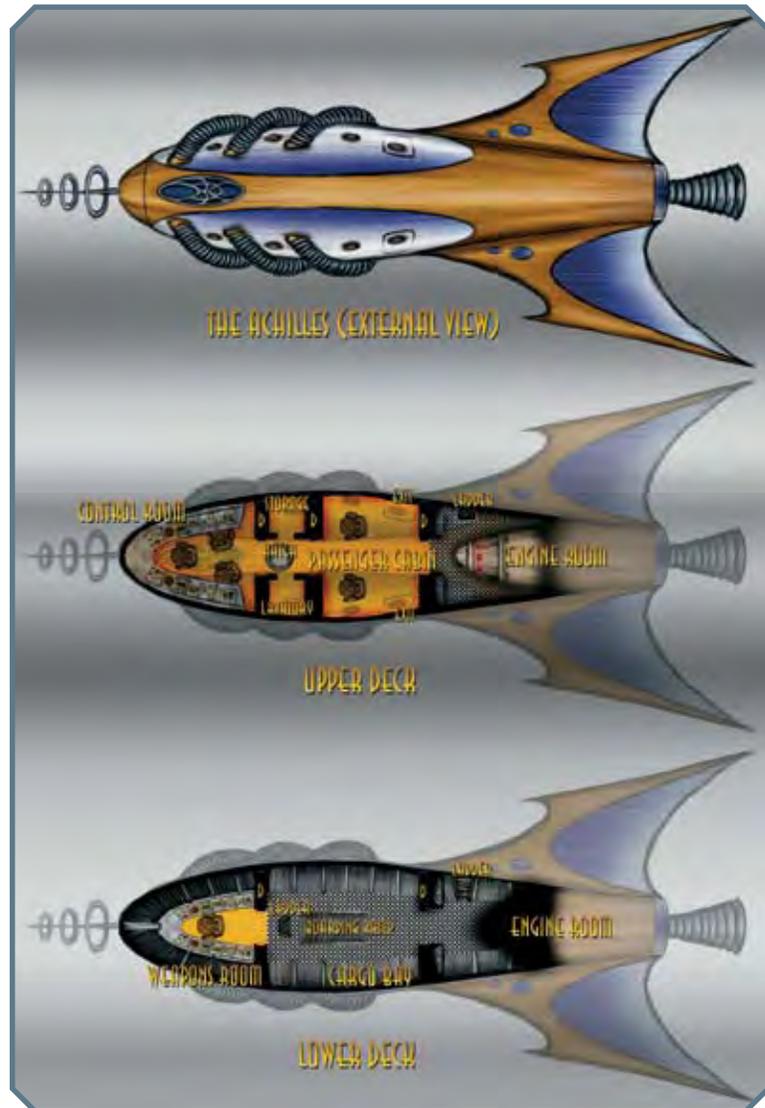
Handling: -1

Cost: Mil

Weapons: 1 nose mounted + 8 swivel mounted

Notes: Advanced autopilot plus nine advanced gunnery computers

Dramatic Interlude: pieces of flaming wreckage from the battle smash into the both the heroes' ship and the Achilles. Although it does little more than cosmetic damage, it does rock both ships severely. Those clinging to the outside hulls of the ships or in portholes may be thrown clear of the ships.



AFTERMATH

Once Achilles is secured, the heroes can search the ship. There are 10 prisoners (any races you want), none of who are particularly handy in a fight (treat as low-tech Citizens) and who refuse to get involved in a raid on a prison. Captured Primals know nothing about the layout of the prison—this is their first visit. Surviving Bird Men remain with the heroes for the next episode.

As Achilles powers toward the Barrier the radiophone crackles into life. "Brax to Achilles. I hope you're in command or this has been for naught! We can hold them here a while longer. By the time they finish with us you'll be long gone. May the wind always be at your back. Brax out."

CONTROL COLLARS

Every prisoner is fitted with a psionic control collar after being processed. The collars are imbedded with alien technology activated by a signal generated from the prison's control room. When activated, the wearer becomes subject to the *puppet* power. The collar has a Psionic die of d12+2 and although it only affects the wearer, the control signal has a range of 500 miles (i.e. anywhere on Radios).

Failure to resist its effect causes the prisoner to obey commands sent via radio waves from the control room. In most cases, the signal simply forces the wearer to stand still. However, in dire situations, the collars force the wearers to turn on their comrades.

Removing a collar requires a Weird Science (-2) or Repair (-4) roll. The roll may be attempted each round. With a success, the collar is safely removed. On a failure, the collar transmits a radio signal back to the command room, silently informing the Primals that an escape is being attempted.

Ahead lies the Barrier, and beyond that the slave mines of Radios. All you can do now is wait.

Memorizing the safe route through the Barrier requires a Smarts (-4) roll. Each hero has one chance and one chance only. The information is worth £3000 to the right buyer (who that may be is up to you).

EPISODE 6: THE MINES OF RADIOS

Recap: Having captured War Rocket Achilles with the aid of Bird Man soldiers, the heroes continue their voyage to Radios. A few hours later, Achilles clears the Barrier, slips past the outer ring of Warships without hindrance, and approaches Radios, the Queen's notorious slave mine.

GM Note: Achilles is on autopilot and takes the heroes directly to the prison.

ARRIVAL

Achilles begins its descent through the upper atmosphere. Breaking through the clouds, it skims across a landscape of craters and dust plains at a breakneck speed. Minutes later the ship slows and follows a spiral pattern as it descends toward a metal structure. Powerful spotlights pierce the dust, tracking Achilles' final moments before landing. As the ship settles amid a cloud of dust, two metal spheres emerge from the structure and float toward the ship.

Let the heroes decide their course of action. The spheres are Remote Sentries, programmed to escort prisoners to the cells and kill any non-Primal leaving designated areas or causing trouble. Due to her arrogance, Anathraxa does not bother to assign operators to the Sentries—no one is monitoring their camera feedback. Everything is supposed to run smoothly—prisoners disembark with their Primal guard (who the Sentries recognize as Primals and thus don't attack) and are escorted to the cells by the Sentries. All non-Primals are assumed to be prisoners.

It is important to note that the Sentries do not scan prisoners for weapons. The programmers assumed the prisoners would be manacled by the time they reached Radios.

When the heroes disembark, read the following.

As you open the door, the nearest sphere rises until it is level with you. In a grating, metallic voice, it says, "Prisoners will descend the ramp and stand in the red area. Failure to comply within 30 seconds or attempting to leave the red area will result in instant death."

The speech is pre-programmed. No further communication is possible.

☉ **Remote Sentries (2):** see page 135.

BREAKING IN

Obeying the Sentries is the best way of finding the Prince. Not only do the Sentries lead them straight to the cells, Primals encountered en route assume the heroes are new prisoners and ignore them. Use the map if the heroes go it alone.

SEASON 1: DEATH CLOUDS

The door to the cellblock slides open to reveal the prisoner preparation area. Here new prisoners receive uniforms and control collars, a swift beating to further break their will, and a lecture on how painful their miserable lives will be.

A Primal officer and six of his troops await the new intake, pain sticks at the ready. Unless the heroes wedge open the door leading to the detention area (a somewhat suspicious act for a prisoner), it shuts automatically.

Heroes who pretend to be prisoners (i.e. wearing manacles and not openly displaying weapons) have only thirty seconds in which to act before the Primals start beating them with pain sticks. A quick attack catches the Primals by Surprise—they aren't expecting anyone to try and break into the prison.

There are several cameras in the cellblock (the Handmaiden in charge of the facility enjoys watching new arrivals being broken). The heroes spot these clunky devices automatically. Cameras count as Small targets and have Toughness 6.

If any cameras are left intact at the end of the combat, the alarm sounds (see below); otherwise, give the heroes a few minutes to find Prince Boolar while the Handmaiden checks for faults.

☛ **Primal Officer:** see page 134.

☛ **Primals (4 + 1 per Bird Man ally):** see page 134. All carry pain sticks.

BREAKING OUT

There are hundreds of cellblocks to search and the heroes don't have time to search them all. Like all prisons, however, there is a record system. The officer has a small computer tucked inside his corselet. Finding it requires either a successful Notice (-2) roll or a hero to state he searches the bodies (in which case it is automatic). Prince Boolar is being held in cell 50F, on this level.

Prince Boolar is surprised by the rescue—he never expected anyone to come looking for him. Though time is pressing, he is royalty and insists on basic introductions. He knows nothing about the layout of the prison outside of the cellblock.

Around his neck (and those of any other rescued prisoners) is a thick metal collar (see sidebar). Boolar has no idea what the collar does. Sooner or later, the alarm sounds.

AWOOGA! AWOOGA! The din of an alarm klaxon blares through the cellblock, followed by a harsh female voice.



“Prisoner escape in Cell Block A! Prisoner escape in Cell Block A! All guards respond! I want them alive!”

If the main door shut earlier, it is now locked. Battering it down is not easy—it has Toughness 14. There is no lock on this side!

There is one other means of escape—a small hatch located at the end of the corridor containing Boolar's cell can be removed to reveal a long-disused maintenance tunnel. Recognizing the hatch requires a successful Notice roll. To add to the pressure, a squad of 10 Primals led by the Handmaiden bursts through the door just as the heroes discover the hatch.

The Handmaiden waits behind the Primals, but she enters combat once all the Primals are in the detention area. Staying to fight her is not a wise choice for the heroes—she is extremely powerful and is here as a portent of things to come.

As if this isn't bad enough, the collar around Boolar's neck receives a command signal and activates. Rather than force Boolar to surrender, the signal causes him to turn on the heroes and start attacking them! Killing Boolar is not a viable option if the heroes want to defeat the Queen. The collar glows with a red light and Boolar apologizes even as he tries his best to kill them.

Opening the hatch requires a successful Lock-picking roll with a -2 penalty due to the rusted lock. Squeezing through the tight opening takes an entire round (limiting the escape to one person per round), unless a hero makes a suc-

SLIPSTREAM

cessful Agility (-2) roll, in which case a second person can escape in the same round. No more than two heroes per round can enter the tunnel.

Any Bird Men left alive by this point offer to be the last into the hatch and urge the heroes to get Prince Boolar to safety. And if the heroes are captured? Prepare an escape adventure pronto!

Dramatic Interlude: Shortly after the alarm sounds, purple gas begins to pour into the area from ceiling vents. Characters must make Vigor (-1) rolls each round to avoid passing out for 2d6 minutes. The gas is to stop prisoner escapes, not knock out the guards, so there are gas masks in a wall cupboard. Locating it requires a Notice roll.

☛ **Handmaiden (1):** see page 133.

☛ **Primals (10):** see page 134.

☛ **Prince Boolar:** see below.



PRINCE BOOLAR OF AVIA

Prince Boolar is the eldest son of King Throx and heir to the throne of Avia. Possessed of a keen mind and strong spirit, he strives constantly to prove that he will make a capable king when his father dies. If questioned about his time in captivity, Boolar says only that it was humiliating and, "I will never forget what she did to me!"

Boolar endured Anathraxa's embrace while her prisoner. If you don't intend run the *Savage Tale A Tale to Tell* (p. 124), Boolar can impart the same basic information. Otherwise, he refuses to speak of the matter.

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

Skills: Fighting d6, Healing d6, Knowledge (Earthlings) d8, Knowledge (History) d8, Intimidation d6, Notice d10, Persuasion d10, Shooting d6, Streetwise d8, Taunt d8

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

Racial: Aerial Race, Agile, Claustrophobic, Claws (Str+d6), Light Bones

Hindrances: Anemic, Delusion (minor: that he must prove himself to his people), Loyal

Edges: Charismatic, Command, Common Bond, Noble, Strong Willed

Gear: None

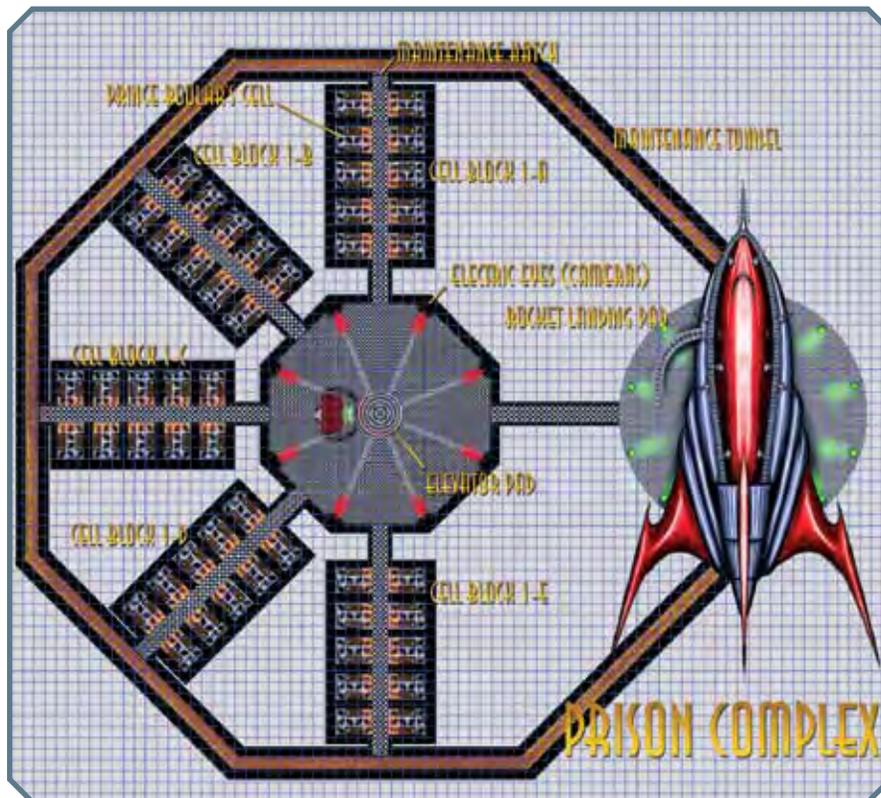
TUNNEL TO FREEDOM

The maintenance tunnels are narrow, forcing the heroes to assume single file. Have the lead character make a Smarts (-2) roll. On a success, he locates a hatch leading to the exterior. On a failure, several Rad Rats drop onto the heroes from an overhead duct. Check for Surprise. All attack rolls are at -2 due to the narrow confines.

The outer hatch (point Y on the map) opens easily. From here the heroes can see four Primals at the foot of Achilles' access ramp. The prisoners who remained on Achilles' have been recaptured and taken to the cells. With the entire base on high alert, rescuing them is not an option.

Ten rounds after the heroes leave the hatch (whether a fight is still taking place or not), the Handmaiden and a squad of 10 Primals emerge from the main building. If Achilles' engines are running (see below), they attempt to board.

Remember, the Achilles has an open walkway along each side—the Primals can make a Climbing roll to board the ship. The Handmaiden has a rocket belt.



SEASON 1: DEATH CLOUDS

AFTERMATH

- ☛ **Handmaiden (1):** see page 133.
- ☛ **Primals (18):** see page 134.
- ☛ **Rad Rats (1 per character):** see page 142.

RADIOS, WE HAVE A PROBLEM!

Achilles' autopilot cannot operate without a new punch card—it's going nowhere fast! If you haven't used a cliffhanger this adventure, this is the perfect time. Creating a makeshift punch card using the existing one as a template requires a Smarts (-6) roll and 1d4 rounds per attempt. On a success, the ship is directed back to Vitin, whereas on a raise it heads for Avia. On a critical failure it goes wherever the GM wants.

Enemy forces on Achilles when she blasts off continue the fight. This is bad news indeed if the Handmaiden has boarded!

RAN'S SACRIFICE

Achilles finally blasts off into the skies. As it does, the heroes spot a large heat ray cannon rising up from an underground bunker behind them, its crew scrambling to battle stations. The ray opens fire at 200". With the ship on autopilot there is little the heroes can do but pray. Continue the attack until Achilles suffers its first hit.

Through the smoke and flames you catch sight of a lone rocketship careening toward you, smoke and flames pouring from its hull. A familiar voice comes over the radiophone. "You didn't think I'd trust a bunch of men to pull this off, do you?" It's Ran Skadi!

"A Bird Man called Brax said I'd find you here. My ship's taken a bad hit, but I know how to fulfill my life goal. The path ahead is clear; the Bird Men have pulled the patrol ships this side of the Barrier out of position. Now get going—there's going to be a big bang."

Ran's ship turns toward the heat ray. Desperately, the gunners try to hit the jinking ship, but to no avail. Ran's ship crashes into the heat ray. The shock wave from the explosion rocks Achilles, the heat palpable through the hull. Ran's sacrifice has removed the danger.

● **Mega Heat Ray:** Range 200/400/800, Damage 4d8, AP 20. Crew members have a d8 Shooting.

Prince Boolar is extremely grateful to the heroes and pledges his eternal friendship to them. When told of the plight of Simba, he replies:

"Anathraxa has a secret research base on Boroosh. It's where they manufacture the Death Dust. Maybe they have an antidote as well. She boasted about it while I was her... prisoner. I guess she never expected me to be able to tell anyone about it. My advice is to visit King Prognosh and ask his aid."

Learning how the punch card system works requires a week of study and a successful Smarts (-2) roll. Punched instructions work in the same manner as verbal commands but take an hour to create.

If the heroes head to Avia first to return Prince Boolar to his father, run the Savage Tale ■■ **Heroes Welcome (p. 124)**

HEROES DEFEATED?

The Primals confiscate the heroes' equipment, manacle them (Toughness 12), and escort them to the base. They are thrown into a cell and left for an hour. If they haven't escaped by this time, Primals take one of them away to the nightmare suite. The room is close enough for the other heroes to hear their comrades' screams. That should give them incentive to escape!

Nightmare Suite: This foul device comprises a bench fitted with restraining straps, a helmet with no eyeholes, and a small control box with a dial going from 1 to 10. Victims are strapped to the bench and the helmet placed on them. The machine then sends horrifying images into the victim's brain.

Victims must make a Spirit roll opposed by the level the device is set, with level 1 being a d4, 2 a d6, and so on up to 10, which uses a d12+5. A failed roll means the victim must roll on the Fright Table and answer truthfully any one question the controller asks. The process is then repeated until the interrogation is over.

SLIPSTREAM

EPISODE 7: THE LABYRINTH

Recap: The heroes have rescued Prince Boolar from Radios. Following his advice, the heroes head toward Boroosh, location of Queen Anathraxa's secret research base, in search of a cure for the Death Dust.

MEETING THE LOCAL WILDLIFE

Few suitable landing sites exist on Boroosh—the dusty surface is cracked with gullies and ravines and elevated by steep buttes and hills. The Borooshians live underground—no surface features mark nearby cities. Without Borooshian help, however, the heroes could spend years scouring the fragment and find nothing of interest.

Let them wander round for a few days and encounter some of the native wildlife and natural hazards. Even if there is a Borooshian in the party, the nearest settlement he knows of (the capital) lies several days' march over rough terrain with no suitable places to park a rocketship nearby.

One random encounter should be exchanged for the following creature. If you draw no face cards, have the creature attack anyway. The creature attacks with Surprise.

👉 **Borooshian Quaker (1):** see page 138.

KING OF THE NAVIGATORS

Sooner or later, the heroes run into a Borooshian patrol on the surface. The guards question the heroes as to their reason for visiting Boroosh. So long as their reason seems plausible, the guards are happy to escort them to the capital. All non-Borooshians are blindfolded to protect the location of the city entrance but may retain their gear.

After several hours of marching, the party descends a steep gully and enters the city. The sound of the wind is replaced with the hustle and bustle of a city. The blindfolds are removed, and the guards escort the heroes to Prognosh's court.

Prognosh, the Supreme Navigator, sits on an ornately carved throne that is far too big for his body—but it fits his ego. Having made a deal with Anathraxa, he has developed delusions of grandeur. He also knows that outsiders causing trouble must be handed over to the Queen's

local forces without revealing his allegiance to her. Aside from the heroes and their escort, only a handful of advisors tend the monarch.

After introductions, Prognosh demands the heroes tell him why they have come to his world. His tone is polite, but firm. If the heroes ask to speak with him in private, he dismisses the courtiers but not the guards, though they do step back out of earshot.

Unless the heroes tell Prognosh about their need to find Anathraxa's base, he cannot help. Assuming they tell the truth, Prognosh muses thoughtfully for a few moments and then agrees to help.

"Anathraxa is no friend of my people. What she does not know is that I personally discovered the existence of her secret base many months ago. Nothing on Boroosh stays hidden from my eyes. My people are not powerful enough to attack, but you, you look like true heroes to me. The entrance is located in the Labyrinth Caves, a maze of caverns and tunnels running for many tens of miles. I shall send two of my most trusted guards to escort you to the entrance, but they will not aid you in any violence. My involvement in your actions must remain a secret. Now, tell me your plans."

After listening to the heroes' plans, Prognosh orders two of the guards to take the heroes away for refreshment and prepare an expedition. While the heroes are resting, Prognosh radiophones the base and informs the Primals of the heroes' plans. Dark deeds are afoot.

THE LABYRINTH CAVES

The heroes are blindfolded again when they leave the city. Only when they are several miles away are the blindfolds removed. After several hours hard march, the guides lead the party into a deep gully, along the gully floor, and stop outside a cave. The Labyrinth Caves await!

Memorizing the route through the caves is possible, but not easy. Each hero must make a Smarts (–2) roll. On a success, they memorize this particular part of the route. On a failure, they become lost and could not retrace their steps. Sounds easy? Ask for a further Smarts (–2) roll from those that succeeded on the previous roll (if a hero failed, he can't suddenly work out the route back). Repeat this five times. Each roll rep-

SEASON 1: DEATH CLOUDS

resents an hour of exploration. Any hero passing all five rolls deserves a benny for his good fortune and excellent memory.

Dramatic Interlude: Why not have a cave-in start? Describe the rumbling, the first few rocks tumbling from the ceiling, and then hand out the free benny—the players will know what’s coming! Alternately, have a carnivorous, burrowing beast burst through a wall, its mandibles open and ready to crush the nearest hero.

BETRAYED!

After eight hours of travel, the heroes enter a cavern. Roughly halfway across the cavern, a band of Primals leaps out from side tunnels to block their route, guns drawn and leveled. The Borooshian guides scurry to the back of the party as if afraid.

“Excellent!” growls the officer. “Exactly where Prognosh said you’d be! His loyalty shall be rewarded. Now, drop your weapons, scum!”

While the heroes are concentrating on the Primals, the guides, who are in on the act, attack from the rear.

☛ **Borooshian Guides (2):** see page 137.

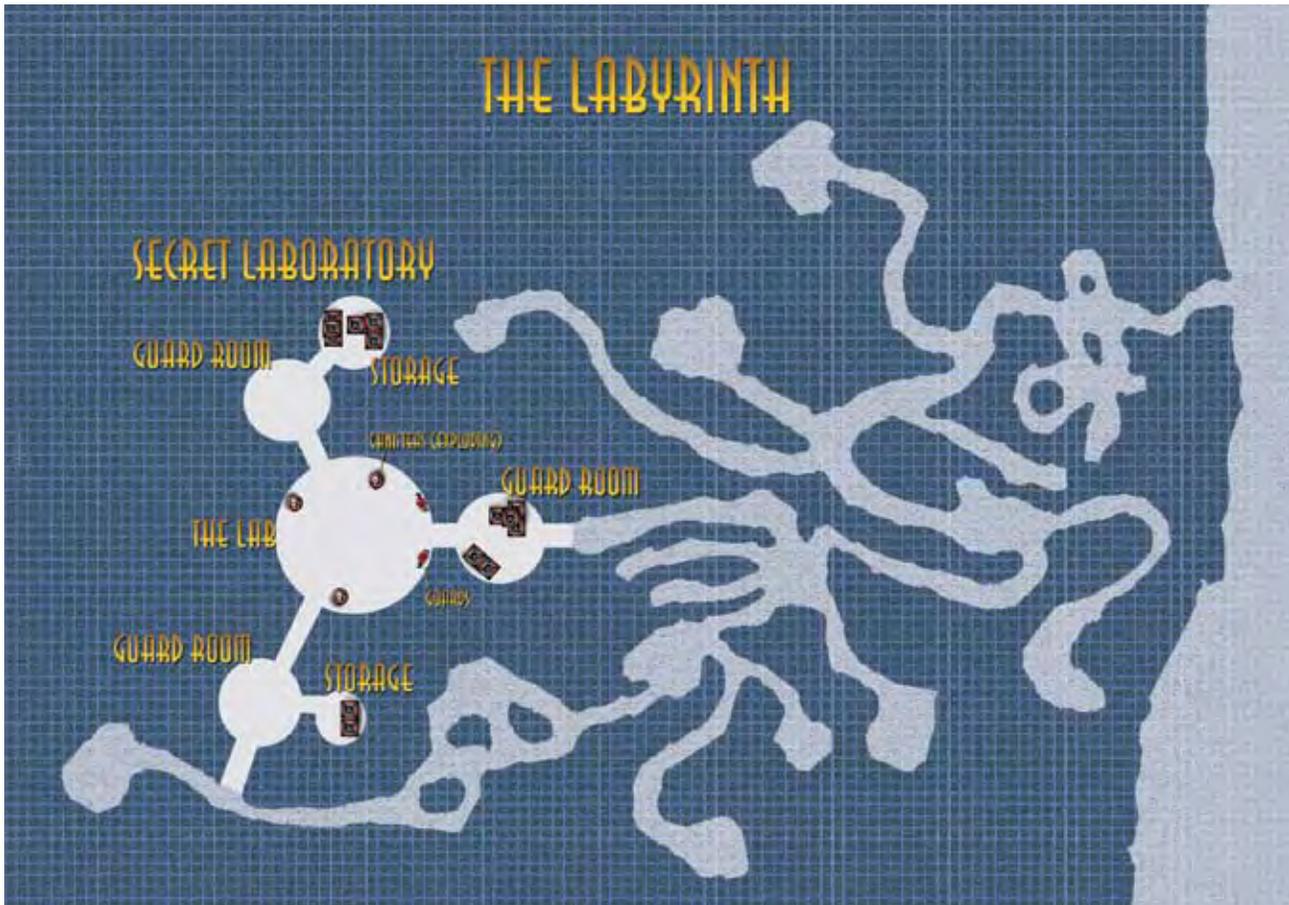
☛ **Primal Officer (1):** see page 134.

☛ **Primals (6):** see page 134.

THE LABORATORY

The Borooshian guards (if still alive) refuse to lead the heroes to the base. Their fear of Prognosh (and thusly Anathraxa) is too great. Fortunately, the Primal officer has a map of how to reach the entrance and a key to open the door. Another four hours further travel and the heroes spot the entrance. Make another Smarts roll as before to memorize this part of the route.

The Primals know the heroes are coming and have taken up defensive positions—Prognosh has exaggerated their threat potential. The scientists and most of the smaller items they were researching have already been evacuated through another exit. All that remains are a group of Primals.



SLIPSTREAM

Having Primal prisoners stand in the doorway temporarily leads the lab guards to think their ambush was successful. Psionics could be used to create illusions within the lab. Let the heroes gain the edge if they use their brains.

Hitting the canisters with an energy weapon causes an immediate explosion, filling a Medium Burst Template and inflicting 3d10 damage to everything under the template. If you are using a tabletop map, place counters to represent the canisters. Chain reactions are possible. Pushing the canisters onto their side and rolling them at foes requires a successful Strength roll. Characters making a raise are able to throw the barrels (range 1/2/4).

On a bench in the lab is a *plasma pistol* (Range: 6/12/24, 2d8 damage, ROF 1, 8 shots, 6 lbs, uses ray gun rifle batteries). Another bench has two *Lazarus injectors* (see page 113). A third holds the Death Dust antidote in an armoured canister (Toughness 12) is clearly marked in Streamer.

Allowing the heroes to loot Anathraxa's secret weapons laboratory is not a good idea. No sooner have they grabbed the antidote than a massive cave-in begins. Huge rocks fall from the ceiling, areas of the lab begin to explode, and so on. Getting out alive should become their first priority. If the Anathraxan clone cliffhanger is not used, this is the perfect time to end the session.

Dramatic Interlude: If the heroes are having an easy time, feel free to have Primal reinforcements or an Anathraxa clone (number 7) appear from one of the doorways marked on the map. The presence of the "Queen" should come as a shock.

☑ **Primal Officer (1):** see page 134.

☑ **Primals (12):** see page 134.

☑ **Anathraxa Clone (1):** see page 132.

ESCAPE

There are two ways to escape the rapidly collapsing lab. First, the heroes can run into the caverns. If a hero has memorized the entire route back, this is a sensible option. Heroes with no clue of how to get back to the cave entrance are in serious danger of running out of water and dying. Allow one Smarts (-6) roll per day to find the way out.

Second, the escape tubes marked on the map contain rocket-powered capsules that seat three people. There are only two capsules. Activating them is simple—you push a large red button.

The capsule shoots up a tunnel, breaks through a hatch on the surface, and then parachutes gently down to earth. How easily the heroes locate their rocketship is up to the GM.

ALLIES IN ARMS

With the antidote in their hands, the heroes can return to Simba. Anathraxa's blockade remains in effect and her troops control the surface. If none of the heroes think of it, Prince Boolar (if still present) recommends that the heroes return to Avia and ask King Throx for assistance. Remember to run the Savage Tale **Heroes Welcome** (p. 124) when Boolar is returned home.

King Throx knows that the real Anathraxa will shortly learn of his part in Boolar's escape and is only too pleased to help the heroes liberate Simba. Within a day, he musters a fleet of 30 rocketships and several merchant vessels full of soldiers.

CLEANSING SIMBA

As the heroes approach, Anathraxan Warships attack them. Regardless of whether the heroes have Throx's aid or not, the heroes must defeat two Anathraxan Warships. Each Warship has a nose mounted rocket gun, four swivel ray guns, and a random Rocketship Artifact.

Once the Warships are defeated, the heroes can release the antidote into the atmosphere while the Bird Men engage the ground forces.

Within a few hours, the Death Dust is neutralized and Simba is saved. With the threat of the Death Dust gone and Bird Men attacking on all fronts, Anathraxa's forces pull back from Simba as fast as their rocketships can carry them. Hundreds of Lion Men have lost their lives, but thousands more have been saved.

☑ **Crew (2 per ship):** As Experienced Minions (page 133).

REWARDS

The Lion Men are eternally grateful to the heroes. The Pride Council rewards each hero with an alien artifact and 5000 Slips. Roll randomly on the artifact table most suited to each character (use your discretion).

The heroes' names are added to those of the heroes of Simba, granting +4 Charisma when dealing with Lion Men. Marriage offers are also

SEASON 1: DEATH CLOUDS

very likely (the Lion Man Code of Honor still applies to heroes—refusal should be done politely to avoid causing offense).

Enough antidote remains for chemical analysis. Discovering the formula requires a successful Knowledge (Weird Science) roll with a –6 penalty. Any hi-tech world has scientists capable of analyzing the dust and manufacturing the antidote within a month. With an antidote now commonly available, Anathraxa has lost a major weapon.

The antidote cannot be used on Sandpit—the Death Dust has done its work—but the heroes won't know that until they try.

SAVAGE INTERLUDES

Run the following Savage Tales after the liberation of Simba. They can be run in any order.

WANTED ALIENS

The first part of the Plot Point is over and the heroes now have some time to follow their own destinies. Although Queen Anathraxa remains undefeated, she has been thwarted. While she broods over how best to punish Simba and Avia for their open revolt, her agents begin combing through the debris on Radios and Boroosh.

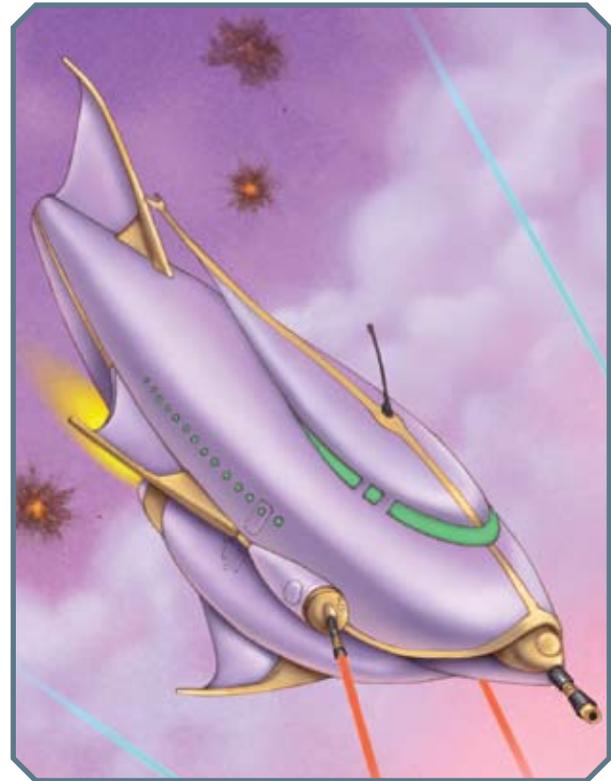
Within a few days, her spies on Avia report back to her with a message from Prince Crow—in return for helping him secure his father's throne, he gives Anathraxa the heroes' names and descriptions.

Rather than risk her own forces (which she needs for her revenge), she hires bounty hunters to track down and exterminate the heroes. The first the heroes learn of this turn of events is when a squad of bounty hunters attacks. Run this interlude anytime between Episodes 7 and 8. The heroes should get the message—they are marked aliens!

After the attack, the heroes may start asking questions. On a successful Streetwise roll they learn that Anathraxa has posted a reward of 20,000 Slips *per hero* for their capture. The reward is high enough to tempt citizens as well as bounty hunters.

☛ **Typical Bounty Hunters (2 per hero):** see page 137.

☛ **Experienced Bounty Hunter (1):** see page 137.



FUNNY TURN

Run this interlude if the hero who received the prophecy from the Oracle of Nivek is still alive. The hero has a sudden fit—his eyes glaze over, his body shakes, and in his mind he sees another vision from the Oracle of Nivek.

You see a fragment drenched in blood. From the heavens a flock of carrion birds descend, carrying a beautiful nest in their claws. They drop the nest. As it lands, the fragment is engulfed in writhing flames that burn it to a cinder. Impenetrable darkness falls.

The bloody fragment is Ruros, site of Anathraxa's revenge. The carrion birds represent Warships, and their cargo is the ultimate weapon—a fragment-destroying bomb created by the Great Machine of Quan (see Episode 9). The “beautiful nest” alludes to Quan's nickname as “Anathraxa's Nest.”

SECRET ALLIANCE

Having dealt a blow to Anathraxa, it may occur to the heroes to start uniting those races they have aided into an alliance. Should the heroes waver

SLIPSTREAM

in their duty, have Boolar summon the heroes to his hall to discuss forming such a band, with the heroes as the leaders.

Gaining allies among the Bird Men and Lion Men is easy—the heroes need only ask. Between them, King Boolar and the Tribal Council provide 100 ships. However, other support is required if the alliance is to challenge Anathraxa at some point in the future.

A list of possible allies is given below. The GM should feel free to let the heroes approach other races or individuals, but two important facts must be remembered.

First, the races are terrified of Anathraxa and her soldiers. Convincing any race not mentioned below to rebel, whether openly or covertly, requires at least two raises on a Persuasion roll. Even then, there is no guarantee that aid will be forthcoming when it is most needed.

Second, Anathraxa has spies and agents on every fragment. Unless the heroes are extremely careful, Anathraxa learns of their plans and takes appropriate steps. This should lead to several *Savage Tales* where the heroes must either prevent spies from returning to the Queen with gathered information or avoid attacks by her Minions.

Captain Michtitli: The captain may be pirate scum, but he's pirate scum with a fleet of rocket-ships. Like any good pirate, the captain knows that keeping on the good side of Anathraxa (such as it is) is the way to a long, happy life.

Of course, he's also a pirate, which means money is always on his mind. Michtitli can be "encouraged" to support a rebellion against Anathraxa, but he wants 2000 Slips per ship in his fleet, and all in advance. The good captain can supply a maximum of 20 ships. Where and how the heroes find that much money is left for you to determine. He isn't open to bargains, seeing as how the "market" is in his favor.

Naturally, the characters are very likely to treat the captain's offer of aid with suspicion. He's a pirate and he's proven tricky once before. Despite his occupation, Michtitli isn't totally stupid. He knows that if Anathraxa is defeated, there will be nothing to curb his piratical activities.

Kelmellilee the Psiclops: Kelmellilee (from **First Flight of the Nightwing**, page 118) should be an obvious choice for recruitment. The problem is finding him. Unless the heroes have kept in regular contact, they must first locate a Psiclops. Kelmellilee's fame has grown rapidly

among his people, as has the heroes'. Locating a Psiclops can be as easy or as hard as the GM wishes.

Once located, Kelmellilee joins the alliance without hesitation. Although he brings only a single ship of his own, within a month he can muster 10 Psiclops-crewed ships. His price—the liberation of Psidonia and its unconditional return to his race.

Nivekians: Priest Brrip-K'Chok owes the heroes a favor for saving the Oracle from destruction. He can get them an audience with the High Priest, and even agrees to speak on their behalf, but he can make no promises. The High Priest, Kklik-Bree'k, is a devout follower of Panakachewee and believes Anathraxa is the Sky Devil. In order to gain his help, the heroes must convince him the Sky Devil can be defeated. This should make for some great roleplaying. If a die roll is required, the heroes must make a Persuasion roll at -6 to bring him in on the idea.

If the heroes succeed, they gain unlimited access to the Oracle. What information it can provide is left to the GM, though leading the heroes to alien artifacts is an obvious choice.

Rezzal Yowlin: Rezzal may be a single alien, but he has his own ship and a wealth of useful contacts. He can be found with a Streetwise roll at -4 made on any hi-tech world. The roll may be made once per week.

The main problem is convincing him to risk his neck for someone else. Rezzal works for money and for his help with the alliance he wants plenty of it—100,000 Slips. Reminding him of the situation on Arachnea is futile—Rezzal cleared that debt by spilling the word on the Achilles.

Aside from providing a ship, Rezzal can act as a spy and recruiter. His network of contacts spans Slipstream and many individuals owe him favors. Assume Rezzal can gather one ship per week to their cause, to a maximum of 20 ships.

Stygians: Don't even think it. The Stygians maintain their own agenda and have no wish to become involved in the heroes' crusade.

Tropicos: The Tropicos owe the heroes for their kindness in Episode 1, but are pacifists and don't want Anathraxa to know they are rebuilding their world. Convincing them to enlist is not easy. They will agree to Sandpit becoming a covert meeting place (Anathraxa's forces rarely bother visiting the fragment), but they require an abundance of food and building supplies. An increase in foodstuffs and other supplies heading toward Sandpit is likely to attract unwanted attention.

SEASON 1: DEATH CLOUDS

Walflump Broseptos: If the heroes have completed the Savage Tale **Search & Retrieve** (page 126) they know Walflump, the Babelonian librarian. His race has no desire to join in any war, but Walflump joins the alliance as an advisor. He uses his contacts to lead the heroes to alien artifacts, the retrieval of which should be generated as Savage Tales.

EPISODE 8: SOLDIERS TO THE LAST

Recap: Anathraxa's plan to destroy Simba has been thwarted through the courageous actions of the heroes. To add insult to injury, her research base on Boroosh has also been destroyed.

ANATHRAXA'S REVENGE

Run this adventure when the heroes reach Heroic status.

Queen Anathraxa, furious her plan to destroy Simba has been thwarted with the help of Bird Men, launches a full-scale invasion of Ruros. With the threat of using Death Dust neutralized, she aims to destroy the peaceful Rurites the conventional way and then lay waste to the fragment using atomic bombs. With the major food-producing fragment sterile, Anathraxa hopes to force the whole of Slipstream into gradual starvation.

Her excessive tributes of food were not taken out of pure greed. She retains enough food to keep her army fed well for decades. She can also sell excess to fragments whose rulers swear absolute loyalty to her. Her dominance of Slipstream will be complete.

No matter where they are in Slipstream, word of the invasion soon reaches the heroes. The heroes, as leaders in the secret alliance, should gather their forces and prepare for open war.

FIRST ENGAGEMENT

Anathraxa's Warships and War Rockets engage the alliances' mighty fleet in an epic space battle over Ruros. Exploding rocket shells and beams of energy tear through the fleets. The outcome of the space battle hangs in the balance.

Run this encounter as a Mass Battle. Anathraxa's fleet has 200 vessels and receives 10 tokens. The heroes receive one token for every 20 ships in their fleet, as determined in ...**Secret Alliance**. The heroes receive a +2 bonus on the first round

as they have the advantage of surprise against a stationary fleet. Anathraxa may know the fleet is coming (through her spies), but she doesn't know when or from which direction.

After three rounds of combat, run the following encounter. The heroes witness King Boolar's ship being chased by two Warships. Before they can react, a rocket shell explodes near Boolar's vessel. The fireball engulfs Boolar's ship, which smokes heavily and spirals into the clouds, obviously out of control. The Heroes' ship is the closest to the action.

One of the Warships breaks off; the other dives for the kill. The heroes should intervene here. The Warship, which is armed with a nose mounted rocket gun and swivel ray guns, ignores Boolar as soon as combat begins with the heroes.

☛ **Crew (2):** Experienced Minions (see page 133).

BATTLE JOINED

When the fight ends, the heroes find themselves near the surface of Ruros. They see Boolar's vessel crashed into a wheat field. Boolar and some of his men survived but are engaged in fierce hand-to-hand combat against a large number of Primals. Boolar appears to be wounded. Worse still, a large force of Primals is approaching. Without aid, Boolar is certain to perish.

The heroes' first response should be to target the approaching Primals. Set up 20 counters on the table to represent the Primals, ideally spaced 1–2" apart. The heroes have time to make just two bombing or strafing runs (see Bombs, page 30) before the Primals close on Boolar's position.

It takes the heroes one round to land the rocketship and another to disembark. Any Primals who survive the attack join their comrades against the Bird Men the same round the heroes enter the fray. Should the heroes decide to leave Boolar to his fate, he survives another five rounds.

☛ **King Boolar:** see page 94. He has taken one Wound.

☛ **Bird Men Warriors (4):** see page 137.

☛ **Primal Officers (1):** see page 134.

☛ **Primals (6+):** see page 134.

WHERE NEXT?

Once the attack is beaten back the heroes can pause for breath.

SLIPSTREAM

“Again you have saved me!” says Boolar, grimacing as he clutches the bleeding wound in his leg. “My father managed to radiophone through just before we landed. Anathraxa’s fleet has withdrawn. Our forces are landing but are coming under heavy attack.

“Anathraxa wasn’t pulling any punches, my friends. Primals couldn’t organize a fight on this scale. There must be a Handmaiden coordinating the war. Unless we neutralize their command structure I fear the battle lost!”

Let the heroes discuss what to do next. They may suppose the Handmaidens are operating from a rocketship. A successful Common Knowledge (-2) or Knowledge (Battle or Tactics) roll tells them this is unlikely—commanders usually prefer to be on the ground to better coordinate attacks and send reinforcements.

If they seem stuck, allow any who have previously visited Ruros or possess a mercantile background to make a Common Knowledge roll. On a success, they recall that the capital city, Agricula, has everything the enemy needs to run a war—rocketship landing sites, food stores, and a large radiophone (normally used for contacting incoming merchants).

Should no hero qualify to make the roll, Boolar suggests the capital city as a good place to start hunting for the reasons stated above.

Once they decide to head for Agricula, Boolar ushers the heroes over to his ship. Inside are two rocket sleds fitted with swivel ray guns. *“I thought these might come in handy!”* grins Boolar.

STREETS OF BLOOD

An hour later, the heroes reach the outskirts of Agricula. It is not a large settlement by the standards of some fragments, but there are more than enough places the Handmaiden command post could be located. The radio mast atop the radiophone station is clearly visible from the heroes’ position.

The town appears deserted. Allow any hero using a periscope to make a Notice (-2) roll. On a success, he spots an Anathraxan Warship, partially concealed by buildings, parked near the radiophone mast.

There is no need to lay out the entire town on the battle map in tactical scale—a hand drawn sketch will suffice. The town is not quite deserted.

Draw a card from the action deck as the heroes make their way through the town and run the corresponding encounter.

Card Encounter

- 2-7 2d4 Primals (no officer) in the open
- 8-10 1d4 Primals concealed in a building (Heavy Cover)
- J-Q 1d4 Walking Bombs in the open (Roll a single d6 at the start of each round. On a 1, an operator is paying attention and can detonate the Walking Bombs. Otherwise the Bombs attempt to shock their opponents.)
- K-A Primal roadblock comprising one Primal officer behind a sandbag barricade (Medium Cover) operating a heavy ray gun and 1d4 other Primals.
- Joker 1d4+1 Bird Men Veteran Royal Guards on a reconnaissance mission. They join the heroes if asked.

☹ **Primals:** see page 134.

☹ **Primal Officers:** see page 134.

☹ **Walking Bombs:** see page 135.

☹ **Bird Man Warriors:** see page 137.

THE WARSHIP

The Warship is not guarded, but it does have an anti-intruder trap. Any creature touching the doors suffers 2d6 electrical damage as a high-powered energy field envelops his body (only full cover armor protects). The hero must make a Vigor roll if he is trying to open the door (rather than just touching it). On a success, he manages to open it, which switches off the trap. Otherwise, it remains closed and the trap stays active.

The warship is a standard model fitted with a nose mounted rocket gun, two swivel heat rays and two swivel ray guns. It does have one unique feature—it is equipped with an advanced cloaking device, which renders the ship almost invisible when activated (-6 to Notice and Shooting rolls against the vessel). Identifying the artifact requires a successful Weird Science roll.

Any hero searching the ship should make a Notice roll. The hero with the best success finds a loaded atomic rifle (Range: 5/10/20, 3d10 damage, ROF 1, 5 shots, 20 lbs, d8 Str, Heavy Weapon, uses heavy ray gun batteries). There are no spare batteries.

SEASON 1: DEATH CLOUDS

HANDMAIDEN MAYHEM

The headquarters of the invading force is indeed located in the radiophone building. Simply blowing up the building does not guarantee the destruction of the occupants (it's also not very heroic, as there may also be innocent hostages inside). In fact there are no hostages, but there are three Handmaidens.

This is the toughest single encounter the heroes have faced so far. Handmaidens do not take prisoners—Incapacitated heroes are dealt a Finishing Move (i.e. no chance of coming back without a Lazarus injector).

By using their wits, tactics, and any artifacts they have salvaged in their adventures, the heroes stand a chance of success. But it won't be easy.

☛ **Handmaidens (3):** page 133.

MOVING ALONG

As the smoke from the last exploding Handmaiden clears, the radiophone crackles.

“Urgent message from Queen Anathraxa to all commanders. All ground forces to regroup and prepare for evacuation. All War Rockets to head to Quan at highest speed immediately for special assignment. Utmost secrecy required. Message ends. Hail Anathraxa!”

If the heroes contact King Boolar, he confirms the Primals are pulling back to defensive positions. Should the heroes not work it out themselves, he advises them to make for Quan immediately and see what is happening. Alternatively, remind the heroes of the second vision (see ...Funny Turn).

EPISODE 9: THE NEEDS OF THE MANY

Recap: Following Anathraxa's invasion of Ruros, the heroes and their allies launch a counter attack. Having rescued Boolar from a Primal attack, the heroes made their way to the capital city in a bid to destroy the invaders' command structure. After a fierce battle against Handmaidens, the heroes emerged victorious.

BREAKING THE NET

A dozen War Rockets and dozens of Warships have bolstered Quan's regular interdiction fleet. Trying to fly past the blockade in a regular

rocketship is doomed to failure. Throw as many Warships as you need to convince the heroes of the futility of their task.

Using War Rocket Achilles to slip through the net is a possibility. Every War Rocket commander has a personal identity code. Achilles, being an automated vessel used only for the Radios run, does not have a commander, and thusly there is no code.

Achilles is not visibly distinguishable from other War Rockets and thus is approached by 1d4+1 Warships, who request the commander's code. A truly plausible story and a successful Persuasion (-6) roll are required to bluff this one out.

Mentioning the name Achilles is fatal—Anathraxa has worked out that Achilles was the route the heroes took to get to Radios and has ordered her Minions to destroy it without hesitation. The safest option is to take the Warship from Ruros fitted with the advanced cloaking device. This allows the heroes to slip quietly through the defenses and land wherever they please.

STORMING THE TEMPLE

The pyramid of Quan stands a colossal 2 miles high and is visible from space. Its impossibly smooth sides cannot be scaled and are impervious to damage from any source. Were it not for an opening near the base, the structure would be impenetrable.

The area outside the pyramid's entrance is a hive of activity. A squad of Primals is busy stripping all non-vital equipment from a pair of nearby War Rockets. Overseeing the operation is a pair of Anathraxa's scientists. Due to the large fleet in orbit, security is lax and the only guards are two Walking Bombs (the first scientist has the detonation control).

There is, however, a security fence. It draws power from a large generator housed in a makeshift shelter. There is a gap in the security fence, but detecting it requires the heroes to have encountered one before (so they know what they are looking at) and a successful Notice (-2) roll.

Although the heroes are flying an invisible ship (hopefully), it still generates noise and kicks up an ice storm when it lands. Landing anywhere within half a mile instantly alerts the defenders, who take up defensive positions (GM's discretion where, but they should present a challenge).

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As soon as a fight breaks out, one scientist uses his first action to radiophone to alert the ships in orbit. Reinforcements arrive too late to help the defenders but make their presence felt later.

☹ **Experienced Mad Scientists (2):** See page 147. The first scientist has an energy shield (*armor*) and a stun pistol (*stun*); the second an atomic bazooka (*blast*) and a mind control helmet (*puppet*). Both have 20 Power Points.

☹ **Primals (12):** see page 134.

☹ **Walking Bombs (2):** see page 135.

ANCIENT DEFENSES

Searching the War Rockets reveals nothing unusual. Whatever Anathraxa's minions are doing here must relate to the pyramid.

The entrance chamber is large with only a single corridor leading up into the heart of the structure. There are no markings of any sort to indicate what the structure is used for. The corridor makes twists and turns while it rises, but there are no side tunnels or chambers—the heroes have only one route open to them.

Run each of the following encounters in turn.

SECURITY SENSOR

While moving along a corridor the lead character is suddenly bathed in a pale blue light. He finds himself rooted to the spot. A disembodied voice echoes through the corridor. It asks three questions. Any question not answered correctly by the lead character (it can read minds) results in 2d6 psionic damage (only anti-psionic armor or Arcane Resistance protects).

Q: *Who are you?*

A: The character must give his own name.

Q: *What do you want?*

A: To stop Queen Anathraxa, to discover what Anathraxa is doing here, and to prevent a war are all perfectly good answers. The GM must judge the veracity of other answers.

Q: *Would you offer me your life to save another?*

A: Yes is the only correct answer. Only those of seemingly noble intention can pass, though the question may give a hero pause for thought as to what may come next. Anathraxa's scientists would die to save her and so passed the test. When all three questions are answered correctly the light vanishes. It does not affect other members of the party.

MOVING BRIDGES

The corridor opens onto a ledge (2" wide) at the edge of a chasm. Shining a light down the chasm reveals no bottom. Likewise, no sound is heard if an object is thrown off. The chasm is 400 yards (a quarter mile) deep and 14 game inches wide, with a similar ledge and corridor opening on the far side.

Spanning the gap is a bridge, 1" (2 yards) wide with no handrail to prevent falling, and actually split into two parts. Both halves of the bridge actually move independently of each other—one moves left as one moves right, meeting only in the centre of the chasm. Each bridge automatically moves 1" at the start of the round.

There is no way of preventing or accelerating this movement. All the heroes need do to cross is walk to the end of the nearest bridge, wait until the other bridge is level, and then walk across before the bridges part again. Simple. Apart from one problem—as soon as the first hero steps foot on the bridge a group of Primals (the reinforcements mentioned earlier) enters the corridor behind them.

Impatient heroes can leap to the other bridge before it is level. Since the bridges are both moving, leaping requires an Agility roll with a -1 penalty per game inch the bridges are separated. Heroes may make Strength rolls as normal to increase jumping distances (but woe to the hero who fails!).

If the Agility roll is successful, the hero makes the leap and retains his balance. On a failure, the hero fails to make the gap or loses his balance. Allow an Agility (-2) roll to grab the edge before he plummets to his death. Pulling oneself back up requires a success on a Strength roll.

If the heroes can all fly (using wings, rocket packs, etc.) they are in just as much danger. A rocket pack cutting out over a seemingly bottomless pit is a frightening proposition. A Shaken natural flyer is stunned and plummets. If there is a bridge section within 1" of a falling hero he may make an Agility (-2) roll to grab the edge.

Assume a falling character moves at Pace 10. Flying heroes thus have the opportunity to pull off a heroic rescue before a comrade goes splat. Any hero on the bridge who suffers a Wound must also make an Agility roll to avoid falling. They can make a second roll as above to break their fall. Primals automatically fail this roll and fall.

SEASON 1: DEATH CLOUDS

Dramatic Interlude: Declare a dramatic interlude when the first hero fails to make a jump, fails an Agility roll after being wounded, or a rocket pack cuts out.

☉ **Primals (2 per hero):** see page 134 with ray gun pistols.

DEATH BY PLASMA

After more twists and turns, the corridor opens into another room. The floor is divided in a grid of tiles, each 2 yards (1 game inch) across. Some of the tiles are trapped (colored black on the map).

Anything moving over the edges of a trapped tile activates the trap. Use descriptions like, “As your foot moves over the next tile...” to give clues. The trap shoots a pillar of plasma from the floor, causing 2d6 damage to everything on (or over) the square. A hero standing on an activated trap square is safe takes damage at the start of each round he remains there.

The first time this happens the hero automatically takes damage. On subsequent turns, allow him to make an Agility (–2) roll to withdraw his limb in time. Using a long object, such as a sword, is a safe method of locating the trapped squares, though such objects take damage and may be destroyed.

If the heroes have had an easy run through the pyramid so far, use another squad of Primals (as above) turn up to get things moving. Running across the floor gives the heroes less of a chance to avoid the traps.

You may have noticed that the scientists have not marked the trapped squares. Firstly, they have memorized the pattern, and secondly they do not want Primals wandering into the heart of the Great Machine and playing with the machinery.

Dramatic Interlude: The first time a hero activates a trap describe the hairs on the back of his neck rising as he feels intense heat being generated in front of him and can smell the scent of freshly singed flesh.

THE HEART OF THE GREAT MACHINE

At last, the heroes have reached their destination—the core of the Great Machine. Atomic reactors enclose the chamber—any ranged attack that misses its target has a 50% chance of striking a reactor (rather than the floor or ceiling). The reactor walls have Toughness 10. If breached, a burst of super hot steam jets out in a Cone

Template. Anyone in the template must make an Agility roll or suffer 2d10 damage. In the centre is a bank of flashing lights and whirring magnetic discs.

Within the chamber are a tall, bearded man in court clothes and bedecked in alien artifacts, four Primal officers in radiation suits, and a scientist. The scientist wears a metallic skullcap that connects to the Great Machine. A disembodied voice can be heard saying, “*Annihilation Bomb creation cycle complete in 60 seconds.*”

The skullcap allows the scientist to communicate with the Great Machine. Unfortunately, it takes an hour to form a new link between mind and machine, so the adventurers can’t make use of it during this tale. The courtier is actually Lord Cryos, one of Anathraxa’s most loyal male servants and her chief weird scientist. Killing him would be a severe blow to Anathraxa’s plans. He carries a variety of alien artifacts and uses them to their full potential. He should not be easy to defeat.

During the first round of combat, Cryos introduces himself to the heroes while activating his personal energy shield and combat harness (set for Vigor).

“What pathetic fools you are to try to go against the Queen! I, Lord Cryos, high adviser to Her Dark Majesty, will have the glorious honor of bringing your heads to her on a silver platter!”

At the start of each round the voice gives the current time until the cycle is complete. Each round, deduct another 6 seconds from the total: 54, 48, 42, 36, 30, 24, 18, 12, 6. What’s going on? Anathraxa’s scientists have discovered the purpose of the Great Machine—it creates bombs capable of destroying an entire fragment instantly.

Unless stopped, they shortly have the potential to destroy any fragment—any attempt at rebellion would result in genocide. Killing the scientist attached to the Great Machine does not affect the countdown.

If Cryos reaches 3 Wounds, he speaks into his radiophone. On his next Initiative card he vanishes into thin air, teleported to the safety of his flagship. He may be mad, but he’s not stupid.

After nine rounds of combat read the following. (If Cryos is still alive at this point, he uses his radiophone and is teleported to safety after you read the text.)

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The voice of the Great Machine suddenly increases in volume. “Error! Error! Error! Critical failure of safety systems! Detonation of Annihilation Bomb in 60 minutes! Safety overrides inoperative! Evacuate! Evacuate!” Anathraxa’s minions pause to look at you. They then throw down their weapons and run for the exit, a look of absolute terror on their faces.

The countdown cannot be stopped—Quan is going to self-destruct in one hour. Anathraxa’s minions do not make it out alive—describe how they charge blindly across the trapped tiles and die a horrible death, or leap impatiently for the bridge (the security sensor doesn’t stop those exiting), only to miss, their screams echoing as they fall to their death.

☛ **Primal Officers (4):** see page 134

☛ **Scientist (1):** Wild Card Experienced Mad Scientist (page 147). The scientist has an energy shield (*armor*), a fear inducer (*fear*), and a laser sword (Str+d6+8, AP 12, plus *smite*), 25 Power Points and d8 Fighting.



LOD CRVOS

Cryos, an Earthling, is Anathraxa’s most trusted male servant. Any order he gives is treated as if it came from Anathraxa herself. An expert in alien technology, it is partly due to his brilliance that



Anathraxa has become the dominant force in Slipstream. Cryos’ motives for supporting the Queen are simple—she is unbelievably sexy, and she can offer him all the power he craves.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Knowledge (alien artifacts, mechanics, physics, rocketry) d10, Notice d8, Repair d12, Shooting d8, Taunt d8, Weird Science d12

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Loyal (Anathraxa only), Overconfident, Vengeful (Major)

Edges: Arcane Background (Weird Science), Block, Charismatic, Combat Reflexes, Level Headed, Quick, Strong Willed

Gear: Court clothes, major anti-psi helmet (p. 115), displacer cloak (24 PP) (p. 114), linguaphone (30 PP) (p. 114), plasma pistol (p. 112), personal energy shield (30 PP) (p. 114), combat harness (30 PP) (p. 114), rocket belt, laser sword (Str+d6+8, AP 12), radiophone.

DVE DVE QUAN

Loitering outside are more Primal reinforcements. Unsure what is happening inside the pyramid, they are waiting for news of the heroes’ death or capture. Reaching their ship requires the heroes to engage in a battle they would probably rather avoid. Primals are not the most gifted communicators in the universe—Anathraxa’s fleet remains in orbit waiting for clarification from one of the scientists. Their strict adherence to orders is about to prove fatal.

Although you can no longer hear the countdown, you know it’s going to be tight. The minutes tick down as your ship screams away from Quan. Tick, tick, tick. A burst of light brighter than any star illuminates the entire universe.

Moments later, chunks of Quan hurtle past your ship—a deadly rain of rock and ice. The twisted remains of a War Rocket narrowly miss you as they spin into space. The roar of a dying world tears through Slipstream.

Have the pilot make a Piloting roll. On a failure, the heroes’ ship suffers 4d10 damage, ignoring Armor. On a success this drops to 2d10. No damage is taken on a raise.

SEASON 1: DEATH CLOUDS

With your ship bucking and writhing, you ride through the firestorm that was Quan. Within minutes you are through the worst and the ship settles into smooth flight. Behind you, the light fades and is gone.

The radiophone crackles into life, breaking the sudden silence with a familiar, but urgent-sounding, voice. "This is King Boolar. Can you hear me? I don't have long. If you can hear me, return to Ruros immediately! Anathraxa's flagship has just arrived in orbit! She's here!"

The heroes aren't out of the woods yet and they have more work to do to save Slipstream from Anathraxa's evil clutches. They had better set a course for Ruros with all haste.

☛ **Primal Officers (2):** see page 134.

☛ **Primals (3 per hero):** see page 134.

GM Note: In case you're curious, the debris from Quan ends up in the Graveyard, another victim of Slipstream. Does Lord Cryos survive? Of course he does! He's a Wild Card and a villain that dastardly deserves to come back for a second series.

EPISODE 10: DEATH TO TYRANTS

Recap: Traveling to Quan, the heroes discovered the true purpose of the Great Machine. After avoiding alien death traps, they were forced to flee before Quan exploded. Escaping from the firestorm, King Boolar radiophones them to give them bad news—Anathraxa's Warship has appeared in orbit over Ruros.

DEATH FROM ABOVE

Ignore encounters on the return trip to Ruros—the heroes have been through enough and their greatest battle lies ahead.

Anathraxa has come to Ruros to personally oversee her revenge. Garbled messages from Quan, not to mention the light of the explosion, lead her to believe (Correctly as it happens) that her plan to acquire Annihilation Bombs has failed. She resorts to the tried and tested method of punishment—orbital bombardment.

Approaching Ruros, you cannot help but notice Anathraxa's flagship hovering over the planet. A mile long, and half as wide, it is a ship constructed from the remains of other vessels. Some you recognize, others are completely

alien. The entire ship bristles with weapons, many of which are firing against a swarm of hopelessly outgunned Bird Man rocketships.

A sudden flash of light from the flagship signals the firing of a rocket. It streaks toward Ruros. Seconds later the unmistakable mushroom cloud of an atomic bomb detonation can be seen on the surface.

The heroes have no chance of defeating this monstrous vessel in combat. Let them blast away if they wish. Regardless of damage, their most powerful attacks barely scratch the outer hull. Every round they engage the flagship, return fire with 1d6 heat rays (d10 Shooting).

GAINING ACCESS

Hopefully the heroes will realize that if Anathraxa is to be defeated, it must be from within. If they are having trouble reaching this conclusion, Throx's voice comes over the radiophone.

"Attention all ships, this is Throx! Our attacks are futile. Try to board the flagship and sabotage the atomic bombs. It's our only hope!"

There are several ways into the flagship. The heroes can teleport (if they have a teleporter device), launch a boarding action, or ram their ship through the hull (the latter is very dangerous). However they board, the heroes reach the bomb bay unmolested. Inside the bay, however, are a squad of Primals and several Remote Sentries. The bomb bay is stacked with atomic bombs, hundreds of them! Their tough outer casing protects them from stray shots, though the heroes won't know this. Rigging one to explode by remote control or if fired requires a successful Repair (-2) roll.

☛ **Primals (10):** see page 134.

☛ **Remote Sentries (4):** see page 135.

TOO EASY!

As the heroes try to escape, a female voice speaks over the PA system.

The voice is feminine, yet colder than a blizzard on Frigim. There can be no doubt who is addressing you. "Your actions have not gone unnoticed, little beings. Did you honestly think destroying me would be that easy?" The ship gives a sudden lurch.

"Since I do not know which of my atomic bombs you have tampered with, I shall use them all at once! My flagship is now heading on a collision course for Ruros. The resultant

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explosion should be quite spectacular. By my calculations, Ruros has about five minutes to live. Oh, and if you're thinking of abandoning ship, perhaps you would like to know that King Boolar is once again my captive. He has, so to speak, a bird's eye view of the proceedings."

The downside to being a hero is that you're a hero. Leaving hundreds of thousands of innocent aliens to die is simply unthinkable.

FINAL PLAY

Reaching the bridge takes three minutes, leaving just two minutes to avert disaster. On the bridge are Anathraxa, four Handmaidens, several Minions, and, in a cage, King Boolar.

Anathraxa smiles as you enter the bridge. Through the view screen, the surface of Ruros looms ever larger. "Two minutes left. Surrender to me and I shall spare Ruros. Or die with the scum you love so much."

Should the heroes surrender, Anathraxa orders the ship back to orbit, but only after the heroes are beaten senseless and manacled. What she does with them next is unthinkable. It's more likely that the mother of all battles takes place.

The heroes have just 20 combat rounds to gain control of the ship and divert it away from Ruros. Should 20 rounds pass without the heroes saving the world (which requires a hero to gain control of the master control panel and make a successful Piloting roll to send the ship out into space) the ship explodes, destroying the heroes and Ruros.

One Handmaiden stays within 1" of Anathraxa at all times. For her part, Anathraxa tries to use her pheromones to enslave the heroes—she'd rather they were her slaves than useless corpses.

♥**Queen Anathraxa:** see page 132.

♥**Anathraxa Clones (10):** see page 132 (9 if the heroes dispatched no. 7 in **The Labyrinth**)

♥**Handmaidens (4):** see page 133.

♥**Experienced Minions (4)** see page 133.

DEFEATED!

Once Anathraxa reaches Incapacitated, read the following.

Your blow catches the Queen square across her chest. She staggers back and drops to her knees. Defiantly, she stares up at you.

"You will not defeat me! I shall have my revenge!" she hisses. She reaches down to her belt and grabs a small box with one big button. "You're not the only ones who have tampered with this ship!" Her hand begins to close...

You can end the session here if you want. If Anathraxa is dealt another Shaken (or worse), the box flies from her hand to land harmlessly nearby and the Queen slumps to the floor, seemingly lifeless. Continue the battle to its bitter end.

Once the battle is over, but before the heroes can check the condition of the Queen, another disaster looms—through the front windows they see a fast moving War Rocket on a collision course. A handmaiden can be seen at its controls. Aware of her Queen's death through links between her armor and the Queen's, the Handmaiden is making a desperate attempt at revenge.

The flagship is too slow to maneuver out of the way! If the heroes leave at once (and that means without grabbing the Queen's body), they just have time to reach a rocket sled before impact.

As the sled blasts away from the flagship it is shaken by the impact. You see explosions rippling through the superstructure. Several more sleds jettison from the flagship.

Suddenly the sky is filled with a blinding light—the atomic bombs have detonated! As you watch, the mighty flagship is engulfed in a massive fireball. It's over!

CLOSING CREDITS

Anathraxa is defeated! For a while at least, the dark shroud covering Slipstream has given way to a ray of light. Word of your deeds spreads like wildfire, and a few days after the now legendary battle of Ruros King Boolar arrives to see you. He explains that the inhabitants of Slipstream wish to show their thanks at a special ceremony on Barter.

In a short but joyous ceremony, the heroes are hailed as "Champions of Slipstream." For their good deeds, they are granted the hereditary rights to a small fragment of their own (the Game Master should decide the details and add it to the map as a named fragment) and receive \$100,000 each from the grateful populaces of the numerous fragments of slipstream. Characters also receive +2 Charisma when dealing with races opposed to Anathraxa. Conversely, Anathraxa's remaining forces (and there are lots) become their mortal enemies. The heroes acquire the Wanted (Major) Hindrance.

SEASON 1: DEATH CLOUDS

Evil will soon rear its ugly head again, for there are many villains in Slipstream and countless members of Anathraxa's army remain active, but for now, it's time to take a well-deserved vacation.

SEASON GENERATOR

Defeating Anathraxa is only one series of *Slipstream*. By using the Series Generator you can create your own *Slipstream* series or *Savage Tales*. What lies in the frozen cities of Frigim? Does the cylinder on Reflet contain treasure or something far more deadly? What dark secrets exist on Stygia? These adventures, and many more, are yours to write. And remember, this is space pulp—the villains *always* come back for more.

Even if the heroes decide to ignore your planned adventure and go elsewhere, the Series Generator can help you roll a new story in a few minutes and get them straight into the action.

USING THE GENERATOR

To create your own series or one-off *Savage Tale*, simply follow the steps below. A series need only have one major villain, but additional locales, henchmen, allies, and twists should be created for each individual episode.

1. VILLAIN

The villain is the main nemesis of the heroes. He is the spider at the centre of the web and usually only encountered at the climax of the adventure. The villain should be a fully developed Wild Card, at least equal in power to individual heroes, if not the whole party.

d6	Result
1	Warlord
2	Mad Scientist/Psionicist
3	Avenger
4	Corruptor
5	Zealot
6	Destroyer

Avenger: Seeks revenge for a perceived slight.

Corruptor: Works through subversion rather than brute force.

Destroyer: Destroyers seek to bring something (or someone) to a permanent end.

Mad Scientist/Psionicist: The unusual powers of these villains make them unpredictable foes.

Warlord: The warlord is a militaristic alien, seeking to conquer by force..

Zealot: Whatever his cause (political, military, religious), the zealot has a total belief in it.

2. GOAL

The villain's goal represents his primary motivation. His Hindrances should be sculpted around his nature (as defined above) and his goal. A villain may have more than one goal, but there should always be a primary goal to which the others lead. Think of the others as sub-plots.

d6	Result
1	Revenge
2	Kidnap/Steal
3	Destroy/Conquer
4	Discovery
5	Power
6	Greed

Destroy/Conquer: Destruction and conquest can involve a single city on a fragment, an entire fragment, or the overthrow of Anathraxa and the installation of a new government.

Discovery: The villain seeks to uncover something useful to his cause. This may be a weapon, an alien race, or perhaps simply as knowledge.

Greed: There's more to greed than money. Seeking political favors, rare minerals, or ancient knowledge can easily lead to villainous activities.

Kidnap/Steal: Kidnapping involves taking someone as a hostage or to interrogate them. Stealing usually involves an object as opposed a living creature.



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Power: Gaining a political position or sensitive information can bring power as easily as acquiring a super weapon or conquering a fragment.

Revenge: Revenge takes many forms, from simple humiliation to murder. It usually involves methods similar to one of the other goals, but is aimed at a specific target for a personal reason.

3. HOOK

The Hook determines how the heroes get involved in the adventure.

d6	Result
1	Old Friend/Enemy
2	Rumor
3	Mistaken Identity
4	Patron
5	Motivation
6	Caught up in Events

Caught up in Events: Through no fault of their own, the heroes suddenly find themselves thrust into the action. Starting this way may leave the heroes confused as to what is happening, thus encouraging them to investigate.

Mistaken Identity: The heroes may be mistaken for someone else, or they could mistake someone else.

Motivation: Heroes sometimes have Hindrances drag them into adventures.

Old Friend/Enemy: An old acquaintance seeks out the heroes, for good or ill.

Patron: Someone approaches the heroes with a job offer (maybe the villain!).

Rumor: With no media outlets, rumors circulate through Slipstream like wildfires. A rumor can come in the form of an overheard conversation or a piece of evidence found while scavenging.

4. LOCALES

Exciting locales make interesting battlegrounds and scenic backdrops. Roll once or twice per episode. In a series, try to set each episode on a different fragment, allowing you to introduce a variety of locales.

2d6	Result
2	Villain's Lair
3	New Fragment
4-5	Public Place
6-7	Ruin
8-9	Wilderness
10	Exotic Landscape
11	Single Building

12Rocketship

Exotic Landscape: An exotic locale is more specific than a wilderness, such as the Nest Trees of Avia or the rim of a volcano on Cauldra.

New Fragment: With thousands of fragments floating around in Slipstream, anything you can dream of could be out there. Take your heroes someplace they've never imagined before.

Public Place: A public place can be a city, settlement, or village.

Rocketship: This could be a standard vessel, a derelict, or even a space station constructed by the villain.

Ruin: A ruin doesn't have to be just dilapidated stoneworks; it can be a lost city or old base.

Single Building: Sometimes the best adventures begin in your own backyard. A single building can be a home, local bar, or palace.

Villain's Lair: Much of the adventure takes place in the Villain's base. Roll again to see where the base is located.

Wilderness: Wilderness covers typical deserts, forest, and so on.

5. HENCHMEN

Villains rarely operate alone. Even the lowliest criminal has a gang of loyal thugs. Roll once or twice per episode. Henchmen should generally be encountered in the early scenes—save the villain for the climax. Individual henchmen may be low level Wild Cards at the GM's discretion.

2d6	Result
2	Mad Scientist
3-4	Combat Veteran
5	Right Hand Man
6-8	Gang of Thugs/Soldiers
9	Seducer/Spy
10-11	Thief/Pirate/Smuggler
12	Psionicist

Combat Veteran: Combat veterans are masters of warfare and should be able to take down any individual hero in a fair fight.

Gang of Thugs/Soldiers: Hired thugs or common soldiers, they're loyal to their paycheck.

Mad Scientist/Psionicist: Like the villainous version, these henchmen have unusual powers at their disposal.

Right Hand Man: The villain's most trusted lackey is usually a jack-of-all-trades. He can fight, talk, and fly his way out of trouble. He is also fanatically loyal to his master.

SEASON 1: DEATH CLOUDS

Seducer/Spy: Seduction can involve more than just good looks or charm. Blackmail, bribery, even mind control drugs are all weapons in the seducer's arsenal.

Thief/Pirate/Smuggler: Subversive and subtle, the heroes may never see them coming.

C. HEROIC ALLIES

Heroes aren't expected to work alone. The very nature of Slipstream brings out the best in those with a good heart. Roll once per episode. Allies needn't be involved in combat—they may supply valuable information or simply get the heroes to where they want to be.

d6	Result
1	Genius/Mad Scientist
2	Soldier/Hunter
3	Former Villain/Good Hearted Smuggler
4	Spacejock/Merchant
5	Old Friend
6	Psionicist

7. TWISTS AND TURNS

Pulp adventures rarely run as smoothly as the heroes would like. Ideally, there should be one or two twists and turns per episode. To increase the length of an adventure, make extra rolls.

2d6	Result
2	Double-Crossed
3	Unexpected Foe
4	Trap/Ambush
5	Rescue Ally
6	Chase
7	Creature
8	Natural Hazard
9	New Alien Species
10	Unexpected Ally
11	Shock Revelation
12	Discovery

Chase: Whether on foot, animals, or vehicles, a chase adds excitement to any adventure. Sometimes the heroes do the chasing; sometimes they get chased.

Creature: Why do villains keep such horrible pets? Because they're EVIL. Throw a Borooshian quaker at them. You don't even have to be on Boroosh. Of course, the heroes could stumble across a nest of saliva beetles that aren't even related to the overall plot.

Discovery: Many secrets lie buried in Slipstream and not all bring material reward. Maybe the heroes find a document revealing the villain's plan or discover an alien inscription that leads to another Savage Tale. For those with mundane goals, maybe an alien artifact is uncovered.

Double-Crossed: At some point, a key figure in the adventure switches side. This works both for and against the heroes.

Natural Hazard: Hazards (see page 144) can happen at any time, any where. Obviously, certain logic applies—you don't get earthquakes in space or have to avoid asteroids on fragments.

New Alien Species: New arrivals to Slipstream may be friendly, neutral, or hostile, depending on who discovers them first and how they are treated.

Rescue Ally: At some point during the adventure, an ally of the heroes ends up in the villain's clutches. Rescuing the ally may be a distraction to cover the villain's actions elsewhere.

Shock Revelation: Something important is revealed during the adventure. Shock Revelations do not have to be bad—perhaps an Extra declares his undying love for a hero or maybe the heroes discover a clue to Anathraxa's background.

Trap/Ambush: Traps range from simple pits to complex hi-tech death traps.

Unexpected Ally: Maybe the natives rise up against the villain and join the heroes, or perhaps the old man they met earlier in the adventure turns out to be a retired mercenary who just can't sit back and watch the villain get away with his foul plot. Either way, someone or something comes to the heroes' aid at a crucial moment.

Unexpected Foe: Maybe the villain is actually someone the heroes weren't expecting ("It's my sister!"), extra henchmen join the battle at a crucial time, or an innocent looking animal turns out to be a vicious killing machine.



The number of fragments and ancient ruins, both discovered and undiscovered, coupled with the constant stream of new material entering through the black hole, means that Slipstream is rich in treasure. Some treasure lies forgotten in ruined cities, just waiting to be discovered; other riches are already in circulation. This is either carried by characters or creatures the party runs into, or is found in their lair or homes nearby.

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Coins and novelties are used as currency. The percentage listed under *Alien Artifact* is the percentage chance that an artifact is present. If there is, roll again on the Alien Artifacts Table below.

SALVAGE TABLE

Finds	Coins & Novelties Artifact	Alien
Jackpot!	1d10 x \$1000	100%
Bountiful	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%



If an artifact of some sort is found, roll d20 to determine the type of item found, then consult the appropriate table for details. Make sure you roll any artifacts before a fight breaks out—if a villain has a device, he'll use it. Note, more artifacts can be found in specific *Savage Tales*.

Artifacts come in two types—those that are simply modified hi-tech (such as guns and drugs) and those that contain unusual powers. Heroes with the *Weird Science* skill can tell what powers an item possesses (and how to operate it) or the bonuses it confers by spending an hour tinkering and making a *Weird Science* roll. Any hero can use a hi-tech gadget but the GM must track them secretly until a scientist is consulted.

d20.....Type
1-2.....Armor
3-5.....Melee Weapon
6-9.....Ranged Weapon
10-12.....Drug
13-16.....Miscellaneous Item
17-18.....Psionic Artifact
19-20.....Rocketship Artifact (found only in spaceships, or large buildings; treat as Misc Item otherwise)

ARMOR

Roll d20 to determine the type of armor, then a second d20 to determine its power. All armor listed on this table is made for average-sized humanoids unless the GM rules otherwise.

ARMOR TYPE

d20	Type
1-4	“Leather” vest
5-9	“Leather” suit
10-11	Plate corselet

12	Plate (1-10 arms, 11-20 legs)
13-17	Spacesuit, normal
18-19	Spacesuit, shielded
20	Power armor, scout*

* *Do not roll for a bonus on the tables below; this is already a powerful item.*

BONUS

d20	Type
1-10	Half weight
11-15	+1 Toughness; half weight
16-20	+2 Toughness; half weight

MELEE WEAPON

Roll a d20 to determine the type of weapon, then another to determine its power.

WEAPON TYPE

d20	Type
1-3	Dagger
4-6	Rapier
7-11	Sword
12-13	Laser sword
14-17	Vibro knife
18-20	Vibro sword

BONUS

d20	Type
1-10	+1 damage
11-15	+2 damage; +1 Parry
16-20	+2 damage; +1 Parry; +1 Fighting

RANGED WEAPON

Roll a d20 to determine the type of weapon, then another to determine its power.

WEAPON TYPE

d20	Type
1-6	Ray gun pistol
7-8	Rocket pistol
9-10	Sonic pistol
11-12	Stunner
13-16	Ray gun rifle
17	Sonic rifle
18	Plasma pistol* (Range: 6/12/24, 2d8 dmg, ROF 1, 8 shots, 6 lbs, AP 2, ray gun rifle batteries)
19	Plasma rifle* (Range: 12/24/48, dmg 3d8, ROF 1, 12 shots, 14 lbs, d6 Str, AP 4, Hvy Wpn, hvy ray gun batteries)

SEASON 1: DEATH CLOUDS

20 Atomic rifle* (Range: 5/10/20, 3d10 dmg, ROF 1, 5 shots, 20 lbs, d8 Str, AP 6, Hvy Wpn, hvy ray gun batteries)

* Do not roll for a bonus on the tables below; these are already powerful items.

BONUS

d20	Type
1–10+1 damage
11–15+2 damage
16–19+2 damage; +1 Shooting
20Double range brackets

DRUG

Roll a d20 on the drug table below. Injectors used as a melee weapon are Small Improvised Weapons but only require a successful Touch Attack against exposed flesh.

d20 Effect

1 **“Lazarus” Injector:** Restores life to a corpse that has been dead for 4 hours or less. The patient is Incapacitated and must heal.

2 **Mild Anesthetic Injector:** Recipient ignores 1 point of wound penalties for 3 hours. A second dose in the same time period increases the potency to 2 points of wound penalties.

3 **Neural-Paralysis Injector:** Victim must make a Vigor roll or be paralyzed, as if he had become Incapacitated through fatigue. Effects last four hours after which the recipient recovers one fatigue level per hour. Multiple doses give a cumulative –1 penalty per dose to the Vigor roll.

4 **Psi-Enhancer Pill:** A psionician increases his Psionic die by two steps for 1 hour.

5 **Combat Drug Injector:** Boosts the recipient’s Vigor by two steps for 3 hours.

6 **Poison Injector:** Victims must make a Vigor roll at –2 or suffer an automatic wound.

7 **Muscle Enhancer Pill:** Boosts the recipient’s Strength by two steps for 3 hours.

8 **Anti-Radiation Pill:** Grants a +4 bonus to Vigor rolls vs radiation effects for 4 hours.

9–10 **Stimulant Pill:** Automatically removes all Fatigue, regardless of its source.

11 **Blood Cleanser Pill:** Purges the blood of all foreign toxins, neutralizing all diseases, drugs, and poisons currently in the patient’s system.

12–13 **Med Drug Injector:** Heals one wound, even after the “golden hour.”

14–15 **Mind Enhancer Pill:** Boosts the recipient’s Smarts by two die types for the next 3 hours.

16–17 **Psionic Restorer Pill:** A psionician using this drug regains 2d6 Power Points.

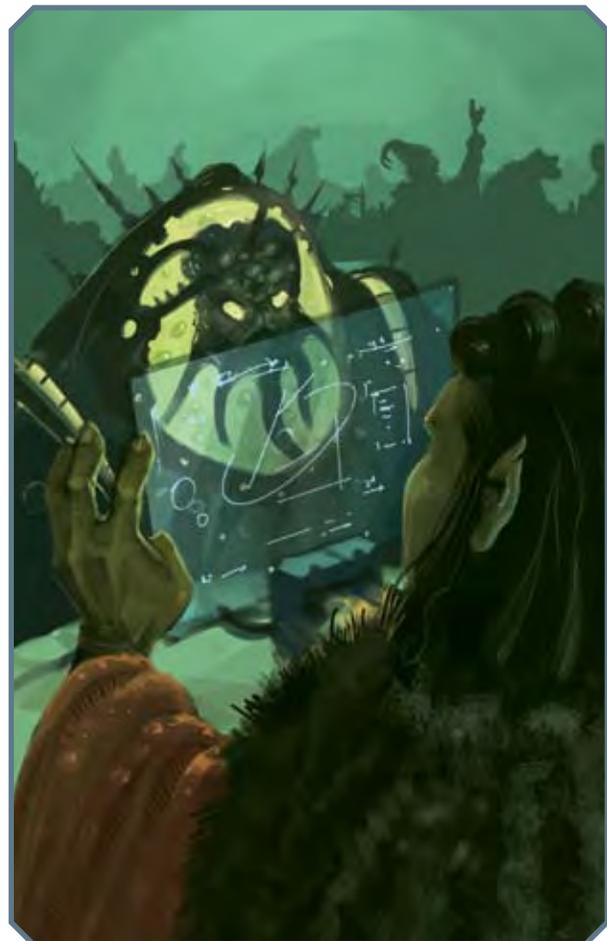
18 **Sixth Sense Pill:** Grants the recipient the Danger Sense Edge for 2 hours.

19 **Psi Blocker Pill:** The recipient gains a +4 to resist psionics for one hour. A psionician using the drug suffers a –4 penalty to Psionics rolls.

20 **Enhanced Combat Drug Injector:** Grants the recipient the Berserk Edge for 2 hours.

MISCELLANEOUS

Roll a d20 on the miscellaneous table below. Unless otherwise stated, these artifacts have 10+(1d4x5) Power Points, which recharge at the rate of 1 per 15 minutes. They must also be activated (a Weird Science roll), which takes an



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action. All standard powers function as per the *Savage Worlds* rules. Powers are maintained automatically and Power Points drained until the artifact is switched off (a free action).

Repairing any miscellaneous artifacts requires a Weird Science (-2) roll, a hi-tech toolkit, and 1d6 hours of time.

d20 Effect

1-2 **Personal Energy Shield:** This artifact looks like a wide belt with an oversized buckle. Pressing the buckle activates the shield, generating an energy field (as the *armor* power). The *armor* bonus does not stack with any other armor the user is wearing. Weight: 1.

3-4 **Mind Controller:** This artifact is a gold ring with an inset oversized red gem. The ring allows the wearer to use *puppet*. When activated, a beam of red energy strikes out at a nominated target within 10”.

5-6 **Displacer Cloak:** Believed to be a Stygian artifact, displacer cloaks are made from a black gossamer material. The cloak contains the *deflection* power. To activate the power, the wearer must fasten the complex neck clasp correctly. Once activated, the material shimmers, blurring the wearer’s outline.

7-8 **Invisibility Suit:** Also known as a chameleon suit, this artifact is a full body suit made of a silky, shimmering material. The suit contains the *invisibility* power. To activate the suit, the wearer must fasten the buttons correctly. Putting on a suit in combat takes 4 actions. Weight: 3.

9-10 **Remote Teleport Disc:** A remote teleport disc allows a teleporter operator to beam someone directly to the disc without a penalty to the Smarts roll for unseen location. The teleporter automatically locates onto the disc, so long as it is on the ground and nothing is currently resting on it. Weight: 3.

11-12 **Security Fencing:** Security fencing generates an energy field between two or more fence posts. Each fence post weighs 3 pounds, stands a yard high, and looks like a traffic light with lights on each side. Each set found contains a control box and 2+1d6 posts.

To operate, two or more posts must be placed upright on the ground and aligned so one set of lights faces another set. Posts may be no more than 1” (2 yards) apart. Once activated with a Weird Science roll, the energy field functions as a

barrier. The *barrier* cannot be climbed, but does present an obstacle to movement. Touching it delivers a 2d6 electric shock.

A security fence connected to a large power supply remains in effect until switched off. Standalone systems have a generator (8 pounds) that provides 60 Power Points and recharges 1 point per hour.

13-14 **Combat Harness:** A combat harness is a large metal armband. It contains the *boost* power, but only for Agility, Strength, or Vigor. The user decides which powers he activates by setting a dial. Only one attribute can be increased with a single activation. Weight: 8.

15-16 **Stutter Jumper:** A stutter jumper is a form of personal teleportation device, though its range is limited to just 12” (24 yards). It takes the form of a large armband studded with a number of small buttons and dials.

The user must be able to see his destination to work the device without a penalty. Safely teleporting to a place previously seen imposes a -2 penalty to the Weird Science roll. Teleporting to a previously unseen location gives a -4 penalty.

Failure means the user has hit an object of some kind. They return to the same spot they vacated and are Shaken. A roll of 1 on the Weird Science die (regardless of the Wild Die) indicates a more serious disaster—the victims suffer 3d6 damage. It uses 1 Power Point per 1” (2 yards) of movement. The *stutter jumper* replaces the wearer’s usual movement. Weight: 2.

17-18 **Linguaphone:** A linguaphone is a metal collar worn around the neck (or next to whatever your species calls a voice box). It allows for instant two-way translation of any languages. A wearer is assumed to speak every language. It uses 1 Power Point every 10 minutes. Weight: 4.

19-20 **Holomap:** Holomaps are prized by spacejocks as they represent an accurate image of Slipstream. A holomap is a small glass sphere, which, when light is shone on it, projects a large hologram map of Slipstream behind the artifact. Using the map grants a +2 bonus to Piloting rolls when navigating. The map does not use Power Points or require a Weird Science roll to activate. Weight: 1.

SEASON 1: DEATH CLOUDS

PSIONIC

Roll a d20 on the psionic table below. Unless otherwise stated, these artifacts don't require the use of Power Points or an arcane skill roll.

d20 Effect

1 **Major Anti-Psi Helmet:** This slim, metal skullcap blocks psionic signals. It grants the wearer a +4 bonus to resist psionic effects. A psionist wearing the helmet finds his own power blocked and suffers a -4 penalty to all Psionics rolls. Weight: 3.

2-3 **Minor Anti-Psi Helmet:** Like its more powerful relative, this metal cap blocks psionic signals. It grants the wearer a +2 bonus to resist psionic effects. A psionist wearing the helmet suffers a -2 penalty to all Psionics rolls. Weight: 1.

4-5 **Psi Scanner:** Functioning much like a Geiger counter, this artifact detects psionists. It has the *detect arcana* power and uses the rules for **Miscellaneous Artifacts** above regarding Power Points.

6-10 **Psi Energy Storage Crystal:** This rough white crystal shard holds 1d10+5 Power Points. A psionist can use them as if they were personal Power Points. The crystal is not rechargeable; when the last Point is used the crystal turns black and becomes a \$5 curiosity. Weight: 0.5.

11-16 **Psi Energy Battery:** A psi battery is a peach-sized golden orb that glows softly. Each battery holds 1d6+2 Power Points, which a psionist can use to fuel his powers. The battery recharges 1 point every hour. Weight 1.

17 **Psionic Enhancer:** The psionic enhancer is a metal cap with a ring of small crystals on the top. When worn, it increases a psionist's Psionics die by one die type. Weight: 2.

18 **Psi Gun:** No race remembers who developed the psi gun, but they are most often found in the hands of the Psiclops. They resemble a standard ray gun pistol, save for their bright yellow color and a small yellow crystal where the rear sight would be normally.

The psi gun only becomes a weapon in the hands of a psionist. Although the gun itself causes no damage, it allows the user to project psionic attacks over increased ranges. The exact increase varies according to the power being channeled through the crystal. *Bolt* (increases range to 15/30/60); *fear* (increases range to Smarts x 3); *stun* (increases range to 15/30/60). No other powers can be focused through the device.

In addition, the crystal holds 10 Power Points. These may be used to augment the firer's own pool when using the above powers, but he must always expend a minimum of one Power Point from his personal reserves to activate the gun. Any number of additional points may be taken from the crystal. The crystal recharges one Power Point per hour.

19-20 **Power Teacher:** These rare items are actually bucket helmets brimming with wires and crystal shards of varied color. When worn, the helmet implants the knowledge of a single psionic power (as chosen by the GM) into the wearer's mind. A psionist wearing the helmet for 2d6 uninterrupted hours learns the power and may add it to his repertoire. Any interruption means the character has to restart the process. Once a power teacher has imparted its knowledge it becomes a \$15 novelty item.

A non-psionist donning the helmet must make a Spirit (-2) roll or suffer a -2 penalty to all Smarts-based rolls for the next adventure. On a roll of 1 (regardless of the Wild Die), the character suffers permanent brain damage and has his Smarts lowered by one die type (d4 minimum).

ROCKETSHIP

Roll a d20 on the rocketship table below. Unless otherwise stated, a rocketship may only have one type of each item installed.

Installation requires a successful Weird Science roll at -2 and takes 1d6+6 hours per roll. A failure means the time is wasted but the roll made be tried again. A critical failure breaks the item, requiring a successful Weird Science (-4) roll and 1d6+10 hours to fix. The engineer may then try to install it.

Artifacts use 1 cargo space unless otherwise noted.

d20 Effect

1-2 **Gunnery Computer:** This computer system has a d8 Shooting die and connects to a single swivel or a nose mounted weapon. Changing control to a different weapon requires reinstallation. Switching it on or off takes an action (no activation roll). One computer can be installed for each weapon a ship possesses (subject to cargo spaces).

3 **Advanced Autopilot:** As a regular autopilot (p. 32) except for a d10 Piloting and a Wild Die.

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4 **Nose Mounted Atomic Cannon:** This powerful weapon is larger than regular nose mounted weapons, which it replaces. It uses a single cargo space as well as filling the nose mount slot. Range: 150/300/600, 4d10 damage, AP 20.

5–6 **Advanced Rockets:** Advanced rockets provide a +1 bonus to a rocketship's Travel Speed.

7 **Videophone:** Videophones allow pictures and sound to be transmitted to other videophones within 3 map squares of the rocketship. When connecting to a radiophone, they send audio signals only.

8 **Automatic Fire Extinguisher:** This artifact activates automatically when a fire breaks out aboard ship. The roll to determine the effects of the fire suffers a –2 penalty each round (non-stacking) until the fire is extinguished, at which point the system deactivates.

9 **Advanced Thrusters:** Rocket thrusters provide short bursts of thrust. They add +10 to Acceleration and +20 to Top Speed.

10 **Telepathy Helmet:** A telepathy helmet allows the user to send instantaneous telepathic messages to any individual he has met provided they are within 5 map squares of the rocketship. The user must make a Weird Science roll to contact the other person's mind, with a penalty of –1 per map square that separates them. Once contact has been established, communication is two-way. Using the helmet counts as an action.

11 **Energy Shield:** Once per combat, an energy shield can be activated as a free action by the pilot. This allows the ship to make a Soak roll as if it spent a benny. It rolls a d8 as its "Vigor."

12 **Gyroscope:** A gyroscope provides a +1 bonus to Handling.

13 **Swivel Mounted Atomic Cannon:** One of these weapons may be installed in each swivel mount position, though each gun requires a cargo space for the separate power coupling. Range: 100/200/400, 3d10 damage, AP 10.

14 **Advanced Gunnery Computer:** As a standard gunnery computer except for d10 Shooting and a Wild Die.

15–16 **Armor Plating:** This ultra-strong, light-weight armor plating adds +2 to a rocketship's Armor and Toughness. Installation requires 24 hours. Up to three layers may be added for a maximum bonus of +6. Requires no cargo space.

17 **Advanced Graviton Compensators:** Originally invented by an alien race to enable them to explore the outer edges of black holes in safety, advanced graviton compensators make flying through the Slipstream easier. They give a +4 bonus to Piloting rolls when entering the Graviton Wave.

18 **Teleporter Device:** Rocketship teleporters require two cargo spaces; one for the atomic power system and another for the 6 teleporter booths. The operator must be able to see his destination to work the device without a roll (such as through a videophone).

Safely teleporting people to a place he has previously seen requires a Weird Science roll at –2. Teleporting people to a previously unseen location gives a –4 penalty to the roll. The operator may teleport any number of people he wants, though only one person may be on each pad (or the teleporter does not function).

Failure means the passengers have hit an object of some kind. They return to the teleporter booths and are Shaken. A roll of 1 on the Weird Science die (regardless of the Wild Die) indicates a more serious disaster—the victims suffer 3d6 damage. Teleporters have a failsafe to prevent the operator from sending people into a solid object, even if he wants to.

The range of a teleporter is limited to anywhere within the same map square as the rocketship. Complexities such as speed relativity do not exist—you can teleport into a moving object with no harmful side effects. When trying to teleport someone back to the ship, the operator must be contacted by radiophone in order to know where the passengers are located. The same penalties as above apply.

19 **Cloaking Field:** A cloaking field makes a ship harder to target by surrounding it in a shimmering haze, but does not render it invisible. Opponents suffer a –2 penalty to Shooting rolls when attacking the vessel. Switching the device on and off requires a Weird Science roll.

20 **Atomic Power Plant:** Atomic power plants add +2 to damage on all ship ray guns, heat rays, and graviton beams, as well as adding 10/20/40 to range. An Engine Critical Hit causes a radiation leak in addition to normal effects.

The first hit causes a low radiation leak, while a second hit causes a high radiation leak. The engine explodes on a third critical hit, inflicting 3d10 damage to the ship (ignoring Armor) and its crew.

SAVAGE TALES



Presented here are 21 Savage tales. Several are encounters that can be run time after time—the rest are fully fleshed out events triggered by the heroes visiting a key location.

The *Slipstream* universe has the potential for hundreds of Savage Tales. By using the Series Generator and fragment descriptions to provide a base idea and the Savage Tales here as examples, the GM can create a wealth of adventures. Don't worry if the heroes want to wander off the path and start a Savage Tale while in the middle of a series. None of these stories should take more than a session or two, and the party might find some useful artifacts to help them in their goal.

NO ESCAPE

Location Requirement: Black Hole.

Escaping Slipstream is a dream for many aliens. The most obvious way is to attempt to fly back through the black hole. Sadly, this is not possible, though each year some attempt the journey.

Entering the black hole requires going upstream in the Graviton Wave, which is in itself no easy task. A ship making it through the event horizon finds itself in a swirling tunnel of gas, and subjected to destructive gravitational forces.

The ship suffers 1d10 damage in the first hour of travel, increasing by an additional 1d10 per extra hour. Don't just roll for damage—describe the ever-increasing gravity, the creaking and buckling of the hull, and the stream of matter whizzing past into Slipstream. Unless the heroes turn back, the ship will implode; its crushed hull re-enters Slipstream as another piece of debris.

It is much easier to get back to Slipstream than it is to leave. The ship takes damage equal to half that it suffered on the outward-bound journey, then emerges back into the Wave.

ANATHRAXAN PATROL

Location Requirement: Space.

The heroes run across a small fleet of Anathraxa's minions on a routine patrol. The fleet comprises a War Rocket escorted by 1d4 Warships. Each Warship carries a nose mounted rocket gun and a full compliment of swivel heat ray guns with one gunner per weapon. The War Rocket has only half a compliment of ray guns and gunners. Each Warship also has one random Rocketship Artifact installed (p. 115).

The Warships move to an intercept course, hailing the heroes' vessel to surrender and prepare to be boarded. Fleeing vessels are chased and attacked. The patrol is interested in psionic races, wanted heroes, alien artifacts, or items considered illegal under Anathraxa's laws. If they find any of these, they place the crew under arrest, run the Savage Tale **Captured!** (below). Otherwise, they allow the heroes to go free.

 **Crew:** Typical Minions (page 133).

CAPTURED!

Location Requirement: Space.

Run this adventure, when an Anathraxan space patrol captures the heroes.

The Minions signal a War Rocket, which pulls alongside a few minutes later. The characters are then locked up and their ship piloted by one of the Minions. Cell doors are Toughness 10.

Escaping should be the heroes' number one priority—they have no idea what grisly fate awaits them and shouldn't wait to find out. Fellow prisoners (2d6+2 low-tech citizens of various races) aid any escape. Use the map of War Rocket Achilles (page 91) to run a breakout adventure.

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Remember, the Rocket has an escort—getting off may not be as easy as capturing the vessel.

- ☑ **Crew (12):** Typical Minions (page 133)
- ☑ **Primal Officer (1):** see page 134
- ☑ **Primals (6):** see page 134
- ☑ **Low-tech Citizens (2d6+2):** see page 143.

WE'RE STUCK

Location Requirement: Space.

Many hazards exist in space and getting stranded is one of them. The nature of the problem depends on the area of space: a radiation burst fries the engines in the Radiation Cloud, a buildup of ice causes the rockets to fail in the Ice Cloud, or dust clogs them up in the Dust Cloud.

Whatever the cause, the engines splutter and die, leaving the ship floating idly in space. The electric engine provides power, but without the rocket motors the ship is going nowhere. Repairing the ship requires someone to go outside and sort out the problem. Fixing the ship requires a Repair roll (-2) and an hour of time. On a success, the engineer gets the ship running again. If the result is a failure the ship remains stranded. The roll made be retried each hour.



Check for encounters every hour as normal. Another result of “We’re Stuck” means the problem was more severe than first thought.

FIRST FLIGHT OF THE NIGHTWING

Location Requirement: Barter, Veteran.

You’ve only been seated a few minutes when the door to the bar crashes open and a lone Psiclops rushes in. He hurries toward you, as two Earthlings armed with ray guns skid into the bar. “There he is!” one of them shouts, leveling his ray gun at the Psiclops’ back. “Die psionic scum!” he hisses as his finger tightens on the trigger.

The Earthlings are bounty hunters. The Psiclops is a former scientist by the name of Kelmellilee. Unless the heroes act quickly, Kelmellilee stands a good chance of being killed. Kelmellilee thanks the heroes profusely if they rescue him.

“My name is Kelmellilee. Before Anathraxa bombed my home world, I was a psionic scientist. Have you ever heard of the Nightwing? No? Perhaps not surprising. She’s one of a kind, the only psionic powered ship in Slipstream.

“When Anathraxa started hunting us, we had to leave fast. The Nightwing wasn’t quite finished, so we had to hide her. She’s the last of her kind and the fastest ship in the universe. The Nightwing could be a beacon of hope to my people. Help me find her before the Queen and I’ll reward you well in artifacts.”

If the heroes are interested, Kelmellilee explains that the ship was being constructed in a cavern beneath an old observatory in the capital city. He has no idea if the observatory is still standing, but is confident the cavern has not yet been discovered.

☑ **Experienced Bounty Hunters (2):** see page 137.

KELMELLILEE

Once a top scientist, Kelmellilee has spent the last few years on the run from bounty hunters. Since fleeing Psidonia, he has tried to find a group willing to run the blockade and liberate the *Nightwing*. He sees the heroes as his best hope.

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

Skills: Knowledge (psionic science) d10, Piloting d6, Psionics d8, Repair d10, Shooting d6

Charisma: -2, **Pace:** 6; **Parry:** 2; **Toughness:** 8 (2)

Racial: Mentalist, Outsider, Psionics, Wanted

Hindrances: Death Wish (free the Nightwing), Pacifist (minor)

Edges: Arcane Background (Psionics), Mentalist, Power Points

Powers: (15 Power Points) *block* (concentration), *deflection* (wave of hands), *stun* (shout)

Gear: Spacesuit (+2), 5 point psi energy battery, 2 stimulant pills

BLOCKADE RUNNING

Before the heroes can land on Psidonia they must run Anathraxa's blockade. They enter the atmosphere without seeing a single vessel. Kelmellilee spots the heavily bombed ruins of his former home city in the distance and instructs the pilot to land in a clearing a few hundred yards away from a domed structure atop a rocky outcropping.

As the ship comes in to land, an Anathraxan Warship screams out of the clouds, its guns blazing. The Warship is armed with a full compliment of heat rays but no alien artifacts. Whether the heroes defeat the Warship and land or suffer damage and crash, their rocketship ends up near the observatory.

☛ **Crew (2):** use typical spacejock stats (see page 152).

THE OBSERVATORY

The observatory is a two-story building. The lower level is square, with a huge telescope sitting on a rotating circular platform. Around the edges are offices, a storage room, and a flight of steps leading to the upper level. The upper story is a one-way glass dome. Catwalks run around the edge, with retractable platforms allowing access to the telescope for maintenance work.

As you enter, Kelmellilee leds you toward a small room. Opening the door, he frowns. "Something's wrong! The trapdoor is..."

Suddenly the front door to the observatory flies open and four Primals and an officer charge through. "There they are, lads!" the officer sneers, pointing at you. "Take male humanoids alive. Kill the rest."

Kelmellilee avoids getting involved in the fight. While the heroes are busy, he climbs through the trapdoor into the cavern below. Even though the trapdoor was already open (meaning someone else has found the cavern), his desire to see the *Nightwing* clouded his judgment. By the time the fight is over, the Psiclops is already in trouble.

☛ **Primal Officer:** see page 134

☛ **Primals (4):** see page 134. One of the soldiers has a tangle gun and 3 reloads.

THE CAVERN

A spiral staircase leads from the trapdoor down to a dimly lit cavern in the centre of the outcropping. Sitting in the centre of the cavern is the *Nightwing*. She resembles an old Earth sailing ship, with a single mast to centre and a small cabin at the rear. A glass dome covers the open deck.

Kelmellilee stands on the deck at the top of the boarding ramp, a look of terror on his face. "Stop right there, scum!" calls a guttural voice. A Primal officer emerges from behind the Psiclops, his ray gun leveled at Kelmellilee.

"Unfortunately for you, we discovered your little hideout yesterday. That box at the rear of the cavern," he says, gesturing to a large rectangular box with a clock dial on the front, "is an atomic bomb. When my men radiophoned to say your party had arrived, I activated the timer. By my reckoning, the entire chamber will be blown to pieces in exactly 3 minutes unless you comply.

"Drop your weapons or watch the Psiclops die!" As if to add emphasis to his threat, eight Primal soldiers rise from behind the ship's side bulwark and begin descending the ramp toward you.

"I'll give you to the count of three," the officer states coldly. "One... two... "

This is a suitable cliffhanger moment. What happens next? Firstly, the officer is not bluffing. If he draws a higher Initiative card than the heroes, he Holds his action. He tries to interrupt any hero taking an offensive action, pulling the trigger of his ray gun (he has the Drop and takes a Called Shot to the head). Even if a hero gets a shot off, Kelmellilee provides Medium Cover for the officer.

SLIPSTREAM



When combat starts, the timer shows 3 minutes remaining. Deactivating the bomb requires two steps. Firstly, the heroes must unscrew the front panel. This takes 2 rounds, or a single round if a hero succeeds at an Agility (-2) roll.

Secondly, the bomb must be diffused, requiring a Repair (-2) roll (it can be a Cooperative roll). If successful, the timer stops. On a roll of 1, regardless of the Wild Die subtract one round from the time left. The bomb explodes at the end of the 3rd minute (30 rounds), causing 5d10 damage to anything within 24". The cavern collapses next round, killing everyone (this could be a good cliffhanger if you didn't use the earlier one).

☑ **Primal Officer:** see page 134.

☑ **Primals (8):** see page 134.

LIFT OFF

The best outcome for the heroes is to kill the Primals and disarm the bomb. An atomic bomb may prove useful in the future. Alternately, the heroes may struggle to disarm the bomb and decide to flee aboard the *Nightwing*.

Kelmellilee takes the pilot's chair and places the control helmet on his head. As he does, a sail of flicking energy unfolds from the top of

the mast. Concentrating as hard as he can, the sail begins to fill with psionic energy and the ship moves silently forward... straight toward the solid wall at the end of the cavern. Heedless of the heroes' warnings, Kelmellilee accelerates the ship. With only scant inches to go, the cavern wall disappears and the *Nightwing* launches into the Psidonian atmosphere on its maiden flight. Kelmellilee smiles at the heroes.

"The wall was a psionic projection to conceal the cavern mouth. Now, where shall we go?"

AFTERMATH

True to his word, scattered about the hold of the *Nightwing* are various alien artifacts. The heroes' reward total two randomly rolled alien artifacts and \$8,000 in assorted trinkets.

THE NIGHTWING

Every system on the *Nightwing* is powered by psionics. At the rear of the vessel is a cabin where the psionic amplifiers are housed. Each hour the craft travels in space, the pilot must expend Power Points. Every 2 Points he expends propels the ship through space at +1 Travel Speed. The only limit to the number of points that can be expended in any given hour is the pilot's own reserves.

Gunners must expend 1 Power Point per shot from a swivel gun and 2 per nose-mounted heat ray shot. Every additional Power Point expended on a shot causes +1 extra damage, with no maximum.

Crewmembers still use Piloting and Shooting skills to operate the relevant systems. Replacing the psionic amplifiers with a standard rocket motor gives the vessel a Travel Speed of 3 and allows the guns to be fired by non-psionics, but reduces the cargo space to 2.

Acc/TS: Smarts x 3*/Smarts x 10*; **Toughness:** 16 (4); **Crew:** 1+12; **Travel Speed:** Variable **Cargo Space:** 4; **Handling:** 0; **Cost:** \$100,000; **Notes:** Telepathy helmet installed

Weapons: 1 nose mounted heat ray & 4 swivel ray guns

* Based on pilot's attribute

OLD MEMORIES

Location Requirement: Amazonia.

While wandering through a Raptor Man settlement, a young Raptor approaches you.

“Gentle beings,” he says in broken Streamer, “please be listening to me plea. My master, the noble and wise Tricer, has been vanish for long months. He was investigating a ruin. No one here care, for master is arrogant to others.

“Followed his trail did I, apprentice Allos, but was attacked by Cavors most organized. Swear upon my clutch-brothers that master was shouting instructions to them. Please be helping! Master has treasures as reward.”

Allos provides directions to the ruin but refuses to accompany them, he’s just a lowly historian not a brave warrior. A successful Notice roll can detect no falsehood in Allos’ story.

GM’s Notes: Tricer found a previously unknown ruin five months ago and set about exploring it. What he discovered drove him insane. Using an alien artifact found in the ruin, he has increased his intelligence and gained psionic control over a local Cavor band and is using them to keep intruders away.

The journey to the ruin takes 2 days through the thick jungle. Check for encounters normally.

Cutting through the vegetation, you emerge into a clearing some 100 yards across. In the middle is a stepped pyramid, 60 feet high and 50 feet to a side. A faint blue glow emanates from the top of the pyramid. Allos’ directions indicate this is the correct location.

When the heroes get halfway to the pyramid, five brutish humanoids with bone clubs and spears rush from the jungle. These are members of a local Cavor band enslaved by Tricer. They fight to the death and treat the heroes as if they were Raptor Men.

CAVOR WARRIORS (5)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

Pace: 6; **Parry:** 5 or 7; **Toughness:** 9(1)

Gear: Furs (+1), Maul (Str+d8, AP 2 vs rigid armor, Parry -1) or Spear (Str+d6, Parry +1, Reach 1)

Salvage: Meager (between all 5)

Special Abilities:

- * **All Thumbs:** Cavors lack both the aptitude and the fine motor skills to use mechanical objects.
- * **Brawny:** Cavors are almost as broad as they are tall. +1 to Toughness.
- * **Righteous Vengeance:** Cavors gain +1 to all Strength rolls (including damage checks) when facing Raptor Men.

EXPLORING THE RUIN

Heroes wishing to investigate the blue glow may climb the pyramid with ease. The top is flat and covered in a thick translucent mineral.

The glow comes from inside the structure, though its source cannot be easily determined due to the dazzling glow in the chamber. If a hero finds a way to filter the glare, he sees a glowing stone on a pedestal and a Raptor Man wearing a strange helmet in a corner, seemingly asleep.

On the north side of the pyramid is a recessed opening blocked by a metal door. In the center is a depression in the shape of a human hand and some Cavor glyphs. Any being except a human (or Cavor) who touches the door receives an electric shock for 2d6 damage. Attacking the door yields no effect. The only way for it to be opened is for a human to place their hand in the depression. The door slides into the ground, revealing a short passageway blocked by another identical door.

Cliffhanger: Tricer has constructed a trap in the corridor. As soon as a non-Cavor (or non-human) enters, the outer door closes (there is another handprint on the inner face but don’t tell the players this unless they look) and knockout gas fills the corridor. Heroes must make a Vigor (-1) roll each round or suffer a Fatigue level. The gas can Incapacitate, but does not lead to Death. Fatigue recovers one level per 10 minutes once victims are in fresh air. The gas disperses as soon as either door is opened. Once past the trap, the heroes encounter the insane Tricer.

As the inner door slides into the floor, a Raptor Man wearing an ill-fitting helmet steps into view. He levels a ray gun at you and hisses, “Lies! LIES! You want to destroy my race! I cannot allow that to happen!” His finger tenses on the trigger...

If Tricer is captured, he continues ranting about “lies” and “the true race” until the helmet is removed, when he passes out for 1d6 hours.

SLIPSTREAM

TRICER THE SAGE

Tricer may be a historian, but he also believes that the Raptor Men are the true sentients of Amazonia. Discovering his people were once slaves unhinged his mind. In his delusional state, he chooses to ignore the truth and uses an alien artifact to reinforce his own views.

Attributes: Agility d8, Smarts d12+1, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Knowledge (architecture, history, science) d8, Notice d8, Shooting d6

Charisma: -3; **Pace:** 6; **Parry:** 6; **Toughness:** 7(1)

Hindrances: Delusional (Major: must protect his race from the truth), Greedy (Major), Habit (taps his gutting claws)

Edges: Alertness, Scholar

Gear: Journal, pencils, walking stick (Str+d4, Parry +1), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), slave controller (p. 122.)

Special Abilities:

- * **Armor+1:** Tough hide
- * **Eat Live Food:** Raptor men's repulsive habit of eating their prey live gives them a -2 to Charisma.
- * **Gutting Claw:** Str+d6.
- * **Leapers:** Raptor men double the standard jumping distance.

SLAVE CONTROLLER

Tricer's helmet is a slave controller, used by the original Cavors to control their slave race. Sadly, it is faulty. It boosts the wearer's Smarts by two die types and allows him to control lesser minds. The wearer makes an opposed Smarts roll against one target within 12". This counts as an action.

Success means the target is under the wearer's complete mental control and will perform any action asked of him. The helmet allows mental commands to be given to a range of 10 miles. The effect lasts until the wearer removes the helmet.

As mentioned before, the helmet is faulty. Each time it is used to enslave someone, the wearer must make a Spirit roll with a penalty equal to the number of slaves he currently controls. On a failure, the wearer gains a Major Delusion (GM's choice). The delusion is permanent and remains even if the helmet is later removed.

THE TRUTH

The only other object in the room is a glowing blue stone on a pedestal. As soon as any creature touches the stone, something strange happens.

The glow from the stone stops and the air around the chamber begins to swirl. Suddenly, you find yourself standing in the center of a projected image of a solar system. Twelve planets circle a sun, represented by the stone. A voice emanates from the stone. "Greetings, traveler. My name is unimportant for I am long dead, but I shall tell you of our demise. My planet was the fourth from our star and was called Almeda. We were an advanced species, dedicated to science and research. Our greatest achievement was the creation of a slave race, which we called Raptorus."

A life-size image of a Raptor Man appears beyond the furthest planet. "We bred them to labor in our fields and fight our wars. But I digress, for these wretches are not important. A comet approached our planet on a collision course. Despite our scientists' best efforts, we could not find a way to divert the missile. It struck our world with deadly force."

"I do not know how many of us survive, but the sky has been dark for many years and our civilization is smashed. Food supplies are exhausted. Our end has come. This stone contains a record of our technology and our history. Use it wisely."

The images fade and the stone glows blue, though considerably dimmer than before.

AFTERMATH

A hero studying the stone for a week makes a Smarts roll. On a success, he learns how to operate it. After one month of dedicated study he can learn one of the following skills at a d4: Healing, Knowledge (any), or Repair. Alternately, he can raise one of the skills by one level (to a maximum of his Smarts die type). The stone's power source is good for just three uses before it becomes a near-worthless lump of rock (a 10 Slip novelty).

The stone can project the star map and history lesson an infinite number of times until the battery is drained. This could be used to start teaching the Cavor about their true heritage. It'll take months, maybe years, and might lead to a brutal civil war, but it could also lead to harmony between the Cavors and Raptor Men.

TRIAL OF STRENGTH

Location Requirement: Memnon.

The heroes are approached by a Memnite noble by the name of Thres Ganat, who offers one of them a chance to pit their skills in the arena against his champion. If the heroes agree, he tells them to be at the local arena tomorrow evening at dusk. During the following day, word of the fight spreads and the heroes draw a large crowd of curious locals. A successful Streetwise roll learns of Drexus' reputation as a fierce combatant. With a raise, he is told that Drexus has a fatal flaw—if he knocks a foe down, he showboats to the crowd before going in for the finishing blow.

When the heroes arrive at the arena, their champion is shown to the waiting area, where he is outfitted with his glove, while the others are shown to their seats beside the noble.

The arena is a circle of sand measuring 12" across. The rules of the arena are simple—two contestants enter but only one may leave conscious. Contestants are given a single studded glove (which deals lethal damage), but may opt to wear it on their off hand if they intend on subduing their opponent. Wearing armor or the use of psionics, weapons other than fists, or drugs is prohibited. Combatants wear only a loin cloth to cover their modesty. Voluntarily stepping outside of the circle is a signal of surrender, something the Memnites consider cowardly and dishonorable. Being thrown out is acceptable, so long as the unfortunate victim makes his way swiftly back to the fight. During the fight, describe the shouts of the crowd, the cheers as a blow lands and the jeers if one misses. This is as much a spectacle for the crowd as it is a combat.

Give Drexus to one of the other players to run. If they do a good job of beating the tar out of their friend's character, give them a benny. After a couple of rounds pass Drexus to another player. Keep doing this until the fight is over.

If the hero wins, Thres rewards him with 3000 Slips and an exceptional quality sword (+1 damage, +1 Fighting). A great feast is held in the hero's honor—he gains +2 Charisma among Memnites until he is defeated in the arena. Refusing future challenges (which are very likely) immediately destroys his reputation, lowering his Charisma to -2. Offers of marriage also flood in—whether the hero wishes to accept a proposal is up to the individual player.

DREXUS

Drexus is Thres' personal champion and a veteran fighter. He starts combat by trying to intimidate his opponent. He never uses Tricks and always uses his left hand to finish a foe. If beaten, he shows a remarkable sense of sportsmanship, adopting his opponent as a brother in arms.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 9

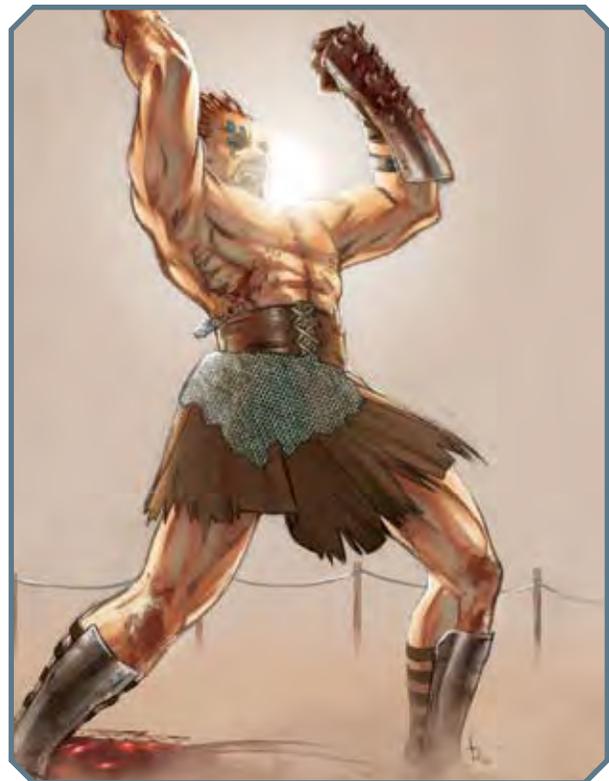
Hindrances: Code of Honor (always use his left hand to finish off opponents), Mean, Overconfident, Quirk (if his opponent is knocked over, Drexus spends the next action playing up to the crowd)

Edges: Combat Reflexes, Slugger, Two Fisted

Gear: Studded glove on right hand (Str+d4)

Special Abilities:

- * **Gullible:** Drexus suffers a -2 to resist Tests of Will.
- * **Showboating:** If Drexus inflicts a wound, he spends the next action playing up to the crowd, during which time his foe can get the Drop.
- * **Size +2:** Memnites are huge.



SLIPSTREAM

HEROES WELCOME

Location Requirement: Avia, when Prince Boolar is returned to his father.

Boolar explains in great detail how the heroes rescued him from certain death. Throx allows the heroes to tell their side of the story, accepting any embellishments they throw in as fact.

Throx gifts each hero with 5,000 Slips in gems and grants them the freedom of Avia. He also gives the party a *teleport device* for their vessel and has his best engineers install it. Alternatively, if the heroes still have War Rocket Achilles, Throx offers to have the *autopilot* replaced with a manual control system as well. Scores of Bird Men volunteer to crew for the heroes; it is not difficult to fill the full crew roster of the Achilles.

After the gifts, Throx addresses the court.

"I am old. Recent events have taken their toll on my health. Look," he laughs, "even my feathers grow gray! Let it be known across my land that I am abdicating in favor of my son and rightful heir, Prince Boolar. Hail KING Boolar!" The court erupts into wild cheering.

Herald Toot, still loyal to the ideals of the captured Prince Craw, fumes at Boolar's return and accession to the throne. The GM should have Toot cause trouble for the heroes in the future.

A TALE TO TELL

Location Requirement: Mechanos.

Shortly after landing on Mechanos, the heroes detect a thin Earthling following them. No matter where they go, he is present. If one of the heroes starts to speak, he interrupts, speaking in a rapid babble broken by hacking coughs.

"I'm Gregor. <cough> Do you have a ship? I know you do. I saw you arrive. Yes, fly me <cough> to my destination. I must get back to her side <cough>. Take me to her."

To find out what Gregor is babbling about requires a Persuasion (-2) roll. On a success, Gregor calms down and reveals the following.

"They captured my ship. They took me to her, to my Queen. I <cough> thought she was going to kill me. Instead she embraced me. <cough> I've never felt so good in my life <cough>. Nothing can compare to her touch.

<cough> Now, take me to her side or...," Gregor opens his jacket to reveal a large bomb strapped to his waist, "... you die!"

Gregor wants to be with Anathraxa again, so he won't actually blow himself up, but he tries to stab anyone attempting to subdue him. If restrained (or Incapacitated), he is suddenly lucid.

"I was strong like you once: <cough> strong, virile. She made me like this! She <cough> broke me with her irresistible embrace! Drained my strength, <cough> my will. She does it to all her <cough> male prisoners <cough>. She discarded me—like a plaything. Kill her... promise me you'll kill her! Stop <cough> this happening to anyone else!"

If a hero makes the promise, Gregor thanks them then dies—he's lost the will to live.

GREGOR

Gregor was captured by Anathraxa's minions and sent to the Queen. His experience with her drained him of vigor and willpower. Though he has escaped her clutches, the insatiable urge to return to her side has driven him insane.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d4

Skills: Fighting d10

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 4

Hindrances: Ugly (extremely gaunt)

Edges: Frenzy

Gear: Rags, vibro knife (Str+d4+2, AP 2), bomb (3d10 damage in Large Burst Template)

Special Abilities

* **Hardy:** Gregor does not suffer a wound from being Shaken twice.

KIDNAPPED

Location Requirement: Neptuna.

While exploring the sights of Landfall, the heroes hear a cry for help coming from the nearest beach. On arriving, they find a distraught Earthling female standing in waist deep water. Further out (12") is a small dinghy containing three children. On hearing the heroes approach, the woman turns to them, crying out, *"My children! They're drifting out to sea!"*

Regardless of how the heroes try to save the children, when the first hero gets within 6" a Shark Man leaps from the water and capsizes the dinghy. Three other Shark Men attack the nearest

hero. Visibility underwater is Dim to a depth of 10", then Dark to 20". The sea is shallow here, and remains at a depth of 20" for many miles.

Shark Men (3): See page 151.

DIVE! DIVE! DIVE!

However the fight goes, by the time it is over the children have been taken to a Shark Man lair offshore. The Shark Men plan to keep them for a few days, and then dump their bodies on the island along with that of a Squelmon, who currently shares the children's prison. There are no submersibles, so the heroes will have to swim.

Diving to the sea bottom takes less than a minute. The only feature is a coral reef, located 300 yards from the site of the kidnapping. Swimming over the reef, the heroes spot a Shark Man inside a cave entrance. Once he's defeated, the heroes can rescue the prisoners. There are no bubble helmets in the chamber for the prisoners, but the surface is only 20" away. However, a group of Shark Men and their Saw Mouth pets spot them near the shore. If the heroes survive six rounds, they reach the shore. While the Saw Mouths remain in the water, Shark Men follow the heroes ashore and continue the fight.

☛ **Prisoners:** as low-tech Citizens (see page 143.) Each has a d6 Swimming. The children have a Strength and Vigor of a d4.

☛ **Shark Man Guard:** see page 151, but with a spear gun (6/12/24, 2d6) and 5 spears.

☛ **Shark Men (1 per 2 heroes):** see page 151, with a spear gun (6/12/24, 2d6) and 5 spears.

☛ **Saw Mouth (2):** see page 139.

AFTERMATH

The Squelmon offers the heroes a bag of shells worth \$50 for rescuing him. The children's mother cannot afford a cash reward, but her neighbors raise \$100 and invite the heroes to dine at the best seafood restaurant in town at their expense.



Location Requirement: Idunn.

On arrival, a crowd of Idunn surrounds the heroes, pressing gifts into their hands. Each is touting for business and offers to take the heroes to "the best holiday resort on the fragment."

A week's stay, including accommodation, unlimited food, drink, and activities costs \$50 per person. Heroes should consider Idunn as a place to recover and take a few days' rest.

Over the next day, the heroes enjoy the best Idunn has to offer—exquisite food, massages, water sports, or whatever. Each hero should be subjected to one psychic attack. Explain to heroes losing a Fatigue level their busy day has left them feeling tired—don't tell them a vampire has fed from them!

As the heroes settle down for the night, the door to their chalet bursts open and an elderly Tigra staggers in, mutters the words, "My wife!", and drops dead. A successful Healing (-1) roll reveals the Tigra has died of old age. He wears his guest identity bracelet on his wrist—identifying him as "Benda Kandasagi, chalet 42". In his hand is a photograph of two young adult Tigra, one male and one female, next to one of the swimming pools. Any hero checking the photo may make a Notice (-2) roll. On a success, they can make out the number "42" on the male's bracelet, indicating the picture is recent.

Heroes who investigate chalet 42 may make a Notice roll as they approach. Those who succeed hear the sounds of a scuffle from within. The Kandasagis have been honeymooning on Idunn for a month. Sadly, they were the victim of several psychic drains each day and began to age rapidly. The Idunn forced them to stay in their chalet (where they would have been killed and "checked out" by the staff) but Benda escaped.

Inside, three Idunn chambermaids are wrestling with an elderly female Tigra. The Idunns aren't the best combatants, but they attempt to use their special ability to kill the heroes. A successful Touch Attack (+2 to Fighting rolls) against bare flesh is enough to make contact.

TYPICAL IDUNN CITIZEN

The Idunn have an angelic appearance masking a dark secret. A race of psychic vampires, they drain the health of others by close contact, using the energy to maintain their own health and beauty. They need only small amounts of life energy each day, and most of their victims have no idea anything is amiss. The Idunn are not evil, but they must feed.

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

Skills: Fighting d4, Notice d6, Persuasion d8,

SLIPSTREAM

Psionics d8, Stealth d8, Streetwise d8, Taunt d6
Charisma: +4, **Pace:** 6; **Parry:** 4; **Toughness:** 4
Racial Abilities:

- * **Angelic Appearance:** Most races find Idunn beautiful to behold. They receive +4 Charisma.
- * **Hunger:** An Idunn must psychically feed once per week or make a Vigor roll. If the roll fails, the Idunn loses one die from Strength and Vigor. If the roll fails when either attribute is at a d4, the Idunn must make a final Vigor roll or perish. Lost levels are recovered at the rate of one die for each Fatigue level drained from a victim.
- * **Psychic Vampirism:** Idunn feed from making physical contact with their prey. Draining life energy is a deliberate action and requires a successful Psionic roll opposed by the target's Vigor. If the Idunn wins, the victim loses a Fatigue level (which recovers after 6 hours). Prolonged exposure can cause Death. Each draining also ages the victim 1 year. An Elderly victim must make a Vigor (+1) roll or die of old age. Anti-psionic measures protect as normal.
- * **Slender:** Idunn are very thin and suffer -1 Toughness.

AFTERMATH

What happens next is up to the heroes. Talthi Kandasagi (the Tigra female), describes her sudden aging, but cannot provide an explanation. Heroes who suffered fatigue during the fight should be able to work out the cause.

If the heroes approach the hotel management and explain what happened, the manager is very apologetic. He explains about the Idunn's psychic vampirism and says that it is rarely dangerous to guests. His people must feed and guests get something in return. He stresses (truthfully) that his people are not evil. The three chambermaids were simply excessive and deserve punishment.

Henceforth, the Idunn hoteliers order all staff to give guests they have drained a special badge to wear, so this excessive behavior does not occur again. Guests are still drained, but not to the point it becomes noticeable.

Heroes wishing to play an Idunn are now free to do so.

SEARCH AND RETRIEVE

Location Requirement: Babel.

A Babelonian by the name of Librarian Walflump Broseptos approaches the heroes as they wander round the city. He introduces himself and asks if the party is interested in undertaking a short period of employment. If they seem keen to know more, he invites them back to his office for refreshments.

He has learned through his many contacts of a derelict ship lying in a glacial region of Koldos. The ship is of alien design and appears to have been there for many years. In return for the heroes investigating the wreck and returning any artifacts, he offers them a personal energy shield and 500 Slips (for the group, not each).

If the heroes accept, he provides them with a detailed description of where to find the wreck and bids them a safe journey. Check encounters on the journey to Koldos as normal.

Once at Koldos, finding the wreck is easy. The ship is a flattened triangle with a huge tear down the right side. The nearest landing site is only a few hundred yards away. Unfortunately the wreck is not deserted—an ice fiend is using it as a lair.

With the ice fiend dispatched, the heroes can search the wreckage. Have them make a cooperative Notice roll. On a success, they gather a small collection of novelties (useless items of alien manufacture) worth 250 Slips. For each raise, they find an alien artifact. Whether or not they return to Babel and hand over the salvage is up to the heroes. Walflump keeps his end of the bargain regardless of the finds the heroes return with.

☹ **Ice Fiend (1):** see page 139.

THE CONSPIRACY

Location Requirement: Dracos.

While minding their own business on Dracos, a badly wounded native dressed in ceremonial robes stumbles from a nearby building and collapses at their feet. Seconds later, three armed Dracos wearing similar robes emerge from the same building and try to finish off the wounded alien... and the witnesses.

☹ **Dracos Thugs (3):** as typical Royal Guard (see page 152), with Brainy (+1 Smarts die) and Psionic Weakness.

CONSPIRACY REVEALED

The Dracsos is beyond medical help. With his last few breaths, he manages to gasp the words, “*Central plaza. Ten minutes. Stop them from...*”

On reaching the plaza, the heroes discover a parade is taking place. Crowds line the plaza, cheering as nobles and guards file past in ceremonial gear. A Dracsos standing nearby suddenly shouts, “*There he is! Hail Ssoriss!*” Asking who Ssoriss is gets the hero a rude look, but he is told that Ssoriss is the ruler.

Heroes scanning the crowd can make a Notice roll. On a success, they spot one of a group of six guards in front of Ssoriss reach into his tunic. The guards are dressed in the same robes as the earlier assailants. With a raise, they catch a glimpse of a bomb! The heroes have three rounds to stop the assassin before he blows up Ssoriss. The guard is 10” away, Ssoriss is 6” further behind. The assassin tries to arm his bomb in secret (one action), draw it (one action), and throw it (one action).

Drawing a weapon while in the crowd is risky—the locals think the heroes are assassins and attempt to capture them. Pushing through the crowd takes two rounds, or one if the hero succeeds at a Strength roll. Unless the heroes shout a clear warning, the other guards assume the armed aliens charging toward their leader are assassins—their pushing through the crowd draws attention away from the assassin.

If capture looks likely, the assassin detonates the bomb, killing himself (and possibly some innocent citizens). When the assassination is stopped, the other guards surround the heroes and call for them to surrender. Ssoriss is ushered away under heavy guard, but an advisor, wearing the same style robes as the assassin, approaches the heroes.

“What are your names? I am Ssokar of House Telepathicus and senior counsel to Lord Ssoriss. My lord wishes to thank you for saving his life. He instructs me to give you this ring as a sign of his appreciation. It is quite valuable.” With that, he turns and hurries off to his lord’s side. The guards release you.

Ssokar is one of the conspirators and is not pleased with the heroes. He knows the heroes’ names and will enact revenge against them in his own time.



♣ **Assassin:** Wild Card Veteran Royal Guard (hi-tech) (p. 151) with Brainy (+1 Smarts die) and Psionic Weakness. His bomb has a range of 2/4/6 and causes 3d10 damage in a Large Burst Template.

♣ **Citizens (2 per hero):** as Hi-tech Citizen (p. 143).

♣ **Guards (5):** As Typical Royal Guard (hi-tech) (p. 150) with Brainy (+1 Smarts die) and Psionic Weakness.

THE GREAT ESCAPE

Location Requirement: Levitos.

Shortly after arriving on Levitos, the heroes are arrested on a trumped up charge. Use as many Veteran City Guards as necessary to force them to surrender. The heroes are stripped of their gear and sent to work as atomic generator stokers. Stokers work 18 hours a day shoveling atomic minerals into the furnaces. Slaves are split into two equal groups; one group works for an hour while the other group rests behind a radiationproof screen. The parties then trade places. In addition to the heroes, there is a Lion Man pirate, a Rurite citizen, and a Gyptosian smuggler assigned to the work party.

Heroes must make Vigor rolls each hour or suffer a Fatigue level from radiation poisoning. The guards provide special pills during each work break, which allow the heroes a Vigor roll to reduce their current Fatigue by one level. Stoking the generators is a slow death.

Four Royal Guards watch over the workers. One of the guards controls the mechanism to open the furnace doors. Every ten seconds he pulls a lever, opening the doors allowing minerals to be shoveled in. He then closes the doors for 10 seconds so the workers can ready another shovel full of ore. Slaves not ready to shovel ore when the door opens receive a jolt from a pain stick.

WHAT ABOUT THE PSIONIC MACHINE?

As mentioned in the GM entry of Dracos, the conspirators are also searching for the Psionic Machine. The search for the machine and the thwarting of House Telepathicus' plot to rebuild the Dracos Empire is worthy of a series, not a single Savage Tale. As such, it is left to the GM to devise his own epic tale.

The Psionic Machine was invented to boost the user's mental power. The machine is the size of a large house. The control mechanism comprises a simple headset and a console with a dial labeled 1 through 10, through which the user controls how much power he wishes to gain.

Using the Psionic Machine is not without its dangers. A psionist attempting to wield its power must make a Spirit roll with a penalty equal to the setting on the dial. On a success, his Psionics die increases by as many steps as the setting on the dial (after a d12 it increases by 1 point per step). On a failure, his Smarts is permanently reduced by an equal number of steps, to a minimum of a d4.

A non-psionist may use the machine to gain psionic power. Exactly what he gains depends on the setting he risks. If the Spirit roll is successful, convert the dial setting to points. The first two points buy him the Arcane Background (Psionics) Edge, so a setting of 1 has no effect. Each extra point buys a level of Psionics skill up to the level of his Smarts. After this, it costs two points to raise the skill one die type.

A person may use the machine only once in their life.

How do the heroes escape? Do they try to rescue the other slaves? That's up to them. The guards are used to slaves rebelling and aren't stupid—they use their pain sticks to quell most breakouts, but aren't afraid to shoot a few troublemakers to restore order.

Here's a few suggested "encounters" for them to deal with while their planning their escape.

- * The Rurite slave drops from exhaustion and radiation sickness. Unless a hero succeeds at a Persuasion (-2) roll, the guards leave him to die. On a success, a guard drags the Rurite from the room (leaving only 3 guards to contend with).
- * The Lion Man strikes one of the guards with his shovel (medium improvised weapon). If the heroes assist him, there is a chance of an escape. Otherwise, he is beaten senseless with pain sticks and put on a six-hour shift without breaks. He dies four hours later.
- * Word comes from the Levitos government that one of the generators is having technical problems. The heroes must work through their next work break (three hours without a break and no pill).
- * **Cliffhanger:** One of the reactors malfunctions and spews out a cloud of radioactive ash. The ash causes 3d6 damage to everyone in the room who fails an Agility (-2) roll to get behind the radiation shield.
- ☉ **Levitosian Veteran City Guard (4):** see page 143 plus Low Light Vision, Radiation Immunity (+4 to Vigor rolls), Small, and Spirited (+1 Spirit die)



Location Requirement: Gyptos.

While walking through New Gyptos City, the heroes see three Gyptosians beating up a Tropico.

After defeating the thugs, the Tropico, Rastar, thanks the heroes and explains that he had bought some seeds from a Gyptosian merchant to ship back to Sandpit. When he went to collect them from the warehouse he was laughed at and told to go home. He went to the police, who refused to help, and was on his way to the warehouse to complain again when he was attacked by thugs from the warehouse. He asks the heroes to help, but can only offer \$100.

☉ **Gyptosian Thugs (3):** see page 154. Increase Intimidation to d10.

☉ **Rastar the Tropico:** as low-tech Citizen with no gear (see page 143). Rastar is a Major Pacifist.

THE WAREHOUSE

The warehouse is located in the main granary complex. The owner, a fat merchant by the name of Tut Amothop, listens patiently to their story.

“This creature,” he grins, nodding at Rastar, “is a troublemaker. I caught him trying to steal seeds from a crate outside the warehouse. Now he accuses me, a respected merchant, of trying to rob him! Be off with you before my men teach you a lesson in manners!”

If the heroes threaten Tut, he leads the heroes to the warehouse and says, *“I am a generous man. Take 100 pounds of seeds and be gone!”* He then returns to his office and signals his thugs to attack. Any hero stating they are watching him may make a Notice (–1) roll. On a success, they see him nod to his men and are prepared for the attack.

☉ **Tut Amothop:** Wild Card Experienced Merchant (see page 148). Add Obese, d8 Intimidation and d8 Shooting. He carries a ray gun pistol (Range: 12/24/48, Damage: 2d6+1).

☉ **Gyptosian Thugs (2 per hero):** see page 154. Increase Intimidation to d10. Each carries a baton (Str+d4) and wears a leather vest (+1, Toughness 7(1)) but no other gear.

AFTERMATH

Rastar is not greedy—he takes only what is rightfully his (2 cargo units of seeds). A total of 1d6 x 20 units of seeds and grain are stored in the warehouse. Stealing is not heroic, but it can be excused if the heroes distribute it to food-starved fragments. The local city guard takes a different view if the heroes are caught, but that’s another story.

ICE ICE, BABY

Location Requirement: Arid.

While on Arid, agents of Prince Wazim ask the heroes if they wish to earn the Prince’s regard, and a hold full of rare atomic ores, by performing a favor.



The Prince is seeking a crew willing to travel to the Ice Cloud and bring back an iceberg. In order to assist with the task, the Aridians are prepared to install a graviton wave nose mount in the heroes’ ship.

The ore is worth a base of 800 Slips per cargo space on any hi-tech world except Levitos, where it is worth a base of 1500 Slips. In addition, the Aridians are prepared to allow the crew to keep the graviton wave gun if that is what it takes to secure their aid.

In order to find a suitable iceberg, the crew must travel around the Ice Cloud until they have an Asteroid Hazard encounter. Assuming they survive, they can use the graviton ray to pull the iceberg back to Arid. Travel Speed is reduced by 1 while towing the ice mountain. While towing the iceberg, the graviton ray cannot be used for any other purpose.

DISCOVERY

Location Requirement: Any.

SLIPSTREAM

The heroes have found a previously uncharted piece of space debris or deserted ruin. Some discoveries have already been pillaged to some extent; others are just waiting to be explored.

For every eight hours spent exploring allow the explorers a cooperative Notice roll. Exploring a ship or ruin requires one hour. Remember to check for encounters as normal. Failure means the debris has already been scavenged—further searches reveal no finds. Success locates an accumulated 1d6 x 100 Slips worth of various goods—treasure, raw materials, low-tech items, and so on. A raise locates a far more valuable or interesting find.

Roll on the table below to find out what. Each of these finds are unique, so mark them off once found and re-roll any repeat results. Better yet, fill in the gaps with your own discoveries.

d20 Treasure

1 **Pleasure Pills:** A wrecked Bird Man Yacht is discovered. Scavengers have taken the weapons, but a consignment of pleasure pills remains undiscovered. These can be sold for 1000 Slips on any fragment. If the heroes decide to take them, they receive a euphoric sense for 1d4 hours (+2 to recover from being Shaken).

2 **Mining Station:** An abandoned mining station is discovered on a small rocky fragment. The station contains 4d6 cargo spaces of ore. Two spaces per character can be loaded every hour.

3 **Gold Headband:** A corpse has a gold headband on his skull. This is a Psionic Booster. Each raise a psionist gets on his Psionics roll reduces the cost of the power by 1 point (minimum of 0). The psionist must have the points available to cast the power in the first place before rolling.

4 **Psychopath:** A rocketship lies smashed on an uninhabited asteroid. The sole survivor is a psychotic Mechanical Man armed with a ray gun rifle that attacks the heroes on sight (add d6 Shooting). It is worth 300 Slips in scrap value.

5 **Precious Ore:** A vein of rare mineral ore runs through part of a rocky fragment. The heroes may make a group Strength roll every 8 hours they spend digging. A success and each raise produces one cargo space of ore. A total of 3d6 spaces can be excavated. The ore is worth a base 600 Slips per space and can be raised to a maximum of 1000 Slips.

6 **Plague Ship:** The heroes discover a freighter full of corpses. Every hero not wearing a bubble helmet must make a Vigor (-2) roll each 4-hour

period spent on the ship. A failure indicates the hero is infected. The plague causes an automatic level of Fatigue every day until the victim dies. A Healing (-4) roll cures the disease. There is nothing of value on the ship.

7 **Ancient Texts:** A ruined settlement contains the remnants of a library. The texts, written in an unintelligible language, are worth 1500 Slips to the Babelonians but only 100 Slips elsewhere.

8 **Quality Weapon:** A fragment contains the remains of a long-crashed ship. One of the dead crew has a ray gun pistol of alien origin. It has a range of 8/16/32 but grants a +2 to Shooting rolls. Luckily it takes standard ray gun batteries.

9 **Weaponry:** The party comes across several wrecks. One of the ships has a working nose mounted rocket gun (but no ammo). Removing it takes four hours and requires a Repair roll.

10 **Scattered Wealth:** Scouring ruins on a forest fragment reveals 1d6 x 100 Slips in trinkets.

11–13 **Ruins:** The heroes find shattered ruins on a deserted fertile fragment. Roll on the Worthwhile entry of the Salvage Table.

14–15 **Deserted Facility:** A deserted research facility holds some salvage. Roll on the Artifact Drug subtable. 1d4+1 doses are found.

16 **Quality Spacesuit:** A corpse from a doomed mining expedition to a volcanic fragment wears a spacesuit of unknown material. It has +3 Armor and a built-in rocket pack.

17 **Tomb:** Exploring a fragment reveals a tomb containing a gold statue. The statue is worth 2000 Slips. Unfortunately the fragment is not deserted. Six insectoid natives (as Typical Royal Guard, page 150, but add the Quick Edge) attack the looters as they carry the statue away.

18 **Survivors:** A forest fragment contains a colony of 1d10 aliens. They offer 100 Slips each to be transported to the nearest major fragment. Slavers take any left behind before the heroes can return.

19 **Pirate Trap:** A seemingly abandoned Gyptorian Merchant Ship is actually crewed by pirates setting a trap for good Samaritans. The ship has a nose mounted heat ray and four swivel ray guns. The crew are all Typical Pirates.

20 **Artifact:** The heroes uncover an artifact while exploring an ice world. Roll for the artifact randomly.

ENCOUNTERS



With 50 major fragments and an unknown number of smaller ones, the variety of sentient and non-sentient species inhabiting the universe is astronomical. Presented below are a few of the more common creatures. There's also a variety of natural hazards, such as meteor storms or earthquakes, detailed.

SALVAGE

The creatures in this book have a new entry just above their Special Abilities- Salvage. This is the salvage table the GM rolls on when the group runs into the beast. Intelligent creatures use any special Salvage they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them.

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

CUSTOMIZING MONSTERS

Many of the creatures below are generic, such as the "Giant Carnivore." By giving the creature a unique name, tweaking the traits, skills, and/or special abilities, you can create a near infinite variety of creatures to populate *Slipstream*.

For example, to make a Giant Carnivore unique to Crystalus, you could rename it as a "Shard Beast," give it Armor +2 and the ability to shoot icy crystals (add Shooting d8, Ice Shards: Range 3/6/12, ROF 1, 2d6+1 damage), and you have a new creature with which to terrorize the party.

Animals such as bears, sharks, and wolves all have their Slipstream counterparts. Statistics for these creatures can be found in the *Savage Worlds* rulebook. Add a few unique features and you have another new beast.

CUSTOMIZING RACES

Monsters aren't the only inhabitants of Slipstream. Encounters will frequently be with sentient beings, such as merchants, pirates, or spacejocks. Unless stated otherwise, humans have been used as the base race purely for convenience. When building alien Wild Cards, the Game Master should use the Alien Race Generator to create an interesting race.

To create quick Extras, simply roll 2–3 times on the table below. Duplicated rolls providing a bonus stack; reroll others. To create weaker characters, simply change bonuses to penalties.

d20	Trait
1	Brainy (+1 Smarts die)
2	Large/Tough Skin (+1 Toughness)
3	Strong Grip (Wall Walker)
4	Strong Willed (+1 Spirit die)
5	Veteran (Combat Reflexes Edge)
6	Warlike (+1 Parry)
7	Strong (+1 Strength die)
8	Crystalline Structure (+2 Armor)
9	Glowing Eyes (Low-light or Thermal vision)
10	Skilled (raise any skill by one die type)
11	Agile (+1 Agility die)
12	Long Arms (+1 Reach)
13	Many Legs (Pace 10, d10 running die)
14	Plain Weird (pick one Power; 5 power points)
15	Resilient (+1 Vigor die)
16	Natural Weapon (one at Str+d6)
17	Sixth Sense (Danger Sense Edge)
18	Wings (Flying)
19	Keen Senses (+2 to Notice rolls)
20	Natural Weapons (two weapons at Str+d4)

SLIPSTREAM

FORCES OF EVIL

QUEEN ANATHRAXA

Anathraxa's background and motives are covered in *Forces of Evil* (see page 55).

Attributes: Agility d8, Smarts d10, Spirit d12+2, Strength d8, Vigor d8

Skills: Fighting d10, Intimidation d12, Notice d8, Persuasion d12, Piloting d8, Shooting d6, Stealth d6, Taunt d12, Weird Science d10

Charisma: +6; **Pace:** 8; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Greedy (Major), Overconfident, Vengeful (Major)

Edges: Charismatic, Combat Reflexes, Command, Danger Sense, Fervor, Fleet Footed, Great Luck, Hold the Line!, Improved Level Headed, Inspire, Natural Leader, Strong Willed, Very Attractive

Gear: Laser sword (Str+d6+8, AP 12), rocket belt (Acc/Top speed: 10/20)

Special Abilities:

- * **Anti-Psi Helmet:** Adds 4 points of armor when hit by damaging psi attacks, and +4 to trait rolls to resist the effects of psi powers.
- * **Armor +4:** A unique personal energy shield

which is keyed to Anathraxa's brainwaves.

- * **Pheromones:** Treat as the use of the *puppet* power. It affects all *males* within a Medium Burst Template centered on her. Anathraxa uses her Spirit as her arcane skill and has 30 Power Points to use only on this ability. Wearing a bubble helmet negates this ability.
- * **Seduction:** Males of any race suffer a -2 penalty to combat rolls when attacking Anathraxa.
- * **Stutter Jumper:** Anathraxa has a unique stutter jumper keyed to her brainwaves. She may teleport up to 12" per success and raise.

ANATHRAXA CLONE

Clones of Anathraxa are imperfect copies, much more martially minded than their mistress. Although the clones are attractive, they lack the physical presence of Anathraxa herself. Each clone's forehead is tattooed with a number between one and twelve.

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

Skills: Fighting d12, Intimidation d12, Notice d8, Persuasion d8, Piloting d8, Shooting d6, Stealth d6, Taunt d8

Charisma: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 8(2)



Hindrances: Loyal (to Anathraxa), Overconfident, Vengeful (major)

Edges: Attractive, Combat Reflexes, Command, Danger Sense, Fervor, Fleet Footed, Great Luck, Hold the Line!, Improved Level Headed, Inspire, Strong Willed,

Gear: Long sword (Str+d8), rocket belt (Acc/Top speed: 10/20)

Salvage: None

Special Abilities:

- * **Anti-Psi Helmet:** Adds 4 points of armor when hit by damaging psi attacks, and +4 to trait rolls to resist the effects of psi powers.
- * **Armor +2:** A form fitting tough metallic suit.
- * **Disintegrate:** When a clone of Anathraxa is killed or defeated, it and all its belongings disintegrates.
- * **Hardy:** Anathraxa's clones do not suffer a wound if they take a second Shaken result.
- * **Loyal:** If an Anathraxa clone is forced to disclose any information about Anathraxa's whereabouts or plans, it disintegrates.

HANDMAIDENS

Handmaidens are Queen Anathraxa's elite soldiers. They are female super mercenaries, totally dedicated to Queen Anathraxa and willing to follow any order she gives them.

Their technology is far above the *Slipstream* norm and Anathraxa takes drastic measures to stop it from falling into the wrong hands.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d10, Healing d6, Intimidation d12, Notice d10, Piloting d10, Repair d8, Shooting d12, Stealth d10

Charisma: -10, **Pace:** 8; **Parry:** 8; **Toughness:** 19 (12)

Hindrances: Bloodthirsty, Guardian (Anathraxa), Loyal, Mean, Xenophobic

Edges: Block, Bring 'Em On, Combat Reflexes, Command, Danger Sense, Improved Sweep, Level Headed, Nerves of Steel, Quick, Quick Draw, Rock and Roll!, Slipstream Adjusted, Strong Willed, Trademark Weapon (Antimatter Rifle)

Gear: Battle Suit (+12 Armor, +1 Strength die, +2 Pace, jump 2d6" horizontal and 1d6" vertically, +1 to Shooting rolls), rocket belt (Acc/Top speed: 10/20), laser sword (Str+d6+8, AP 12), rapid-fire antimatter rifle (Range 12/24/48, Damage 3d8, ROF 3, Shots 30, AP 4, Full Auto), 3 batteries

Salvage: None

Special Abilities:

- * **Explosion:** Handmaiden power armor contains a brain wave monitor. If a Handmaiden is ever knocked unconscious or Incapacitated, an explosive charge detonates automatically. This causes 3d8 damage in a Medium Burst Template. The Handmaiden, her power armor, and other personal gear are completely destroyed. Characters somehow acquiring Handmaiden armor are in for a rude shock!
- * **Hardy:** Handmaidens do not suffer a wound if they take a second Shaken result.

MINION

Minions are not a race, but brainwashed Earthling males (and only males) dedicated to serving Anathraxa.

TYPICAL MINION

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

Skills: Fighting d6, Notice d6, Piloting d6, Repair d6, Shooting d6

Charisma: 0, **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Guardian (Anathraxa only), Loyal (Anathraxa)

Edges: One Man Crew, Slipstream Adjusted

Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 batteries, knife (Str+d4), rocket belt (Acc/Top speed: 10/20)

Salvage: None

Special Abilities

- * **Unbreakable Will:** Minions cannot be turned from Anathraxa's cause. They receive +4 to resist attempts to reveal information about the Queen, including Psionic powers.

EXPERIENCED MINION

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

Skills: Fighting d6, Notice d8, Piloting d8, Repair d8, Shooting d8

Charisma: 0, **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Guardian (Anathraxa only), Loyal (Anathraxa)

Edges: Ace, Improved One Man Crew, Level Headed, Rocketship Gunner, Rocketship Navigator, Slipstream Adjusted

Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 batteries, knife (Str+d4), rocket pack (Acc/Top speed: 20/50)

Salvage: None

Special Abilities

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- * **Unbreakable Will:** Minions cannot be turned from Anathraxa's cause. They receive +4 to resist attempts to reveal information about the Queen, including Psionic powers.

PRIMALS

Primals are a race of aggressive ape-like creatures loyal only to Queen Anathraxa. Not the brightest of aliens, they are nonetheless fanatically faithful and would never betray their Queen. They are native to Xaq, a world visited by only a handful of outsiders.



PRIMAL OFFICER

Primal officers are larger and tougher than rank and file soldiers. They're also better equipped.

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

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d8, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 11 (3)

Gear: Corselet (+3), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 magazines, sword (Str+d8), magnetic clamps

Salvage: None

Special Abilities:

- * **Combat Reflexes:** +2 to Spirit rolls when

attempting to recover from being Shaken.

- * **Command:** Those under the primal officer's command add +1 to their Spirit rolls to recover from being Shaken.
- * **Fanatic:** Primal officers are loyal to Anathraxa and her Handmaidens. If there is a primal officer within 1" of Anathraxa or a Handmaiden, all attacks are made against the primal instead as he leaps in the way of ray guns or swords. This is not the Guardian Edge, and the primal receives no benny for his action.
- * **Fervor:** Those under the officer's command add +1 to their Fighting damage rolls.
- * **Low Light Vision:** Primals ignore penalties for Dim and Dark lighting.
- * **Size +1:** Primal officers average 7 feet in height and weigh 300 pounds.
- * **Slipstream Adjusted:** Suffer no penalty operating in space.
- * **Unbreakable Will:** Primal officers cannot be turned from Anathraxa's cause. They receive +4 to resist attempts to reveal information about the Queen, including Psionic powers.

PRIMAL SOLDIER

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

Skills: Climbing d6, Fighting d6, Intimidation d8, Notice d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5/6; **Toughness:** 7 (1)

Gear: Leather vest (+1), sword (Str+d8) or spear (Str+d6, Reach 1, +1 Parry), magnetic clamps

Salvage: None

Special Abilities:

- * **Combat Reflexes:** +2 to Spirit rolls when attempting to recover from being Shaken.
- * **Fanatic:** Primals are extremely loyal to Anathraxa, and her Handmaidens. If there is a primal within 1" of Anathraxa or a Handmaiden, all attacks are made against the primal instead as he leaps in the way of ray guns or swords. This is not the Guardian Edge, and the primal receives no benny for his action.
- * **Low Light Vision:** Primals ignore penalties for Dim and Dark lighting.
- * **Slipstream Adjusted:** Suffer no penalty operating in space.
- * **Unbreakable Will:** Primals cannot be turned from Anathraxa's cause. They receive +4 to resist attempts to reveal information about the Queen, including Psionics.

REMOTE SENTRY

Remote sentries are floating spheres measuring several feet across and equipped with a visual sensor, a small radiophone, and assorted weapons. Normally they are programmed to attack any creature not recognized as a “friend” (usually anything that isn’t a Handmaiden or Primal) that comes within weapon range. The visual sensor and radiophone feed back to an operator, who can speak through a radiophone. The operator can also order the sentry to attack with certain weapons. They are alien artifacts; no race in Slipstream produces them. Anathraxa uses them to guard the perimeter of her bases.

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

Skills: Fighting d8, Notice d10, Shooting d10, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 10 (4)

Salvage: None

Special Abilities:

- * **Armor +4:** Remote sentries are fitted with advanced armor.
- * **Hover:** Remote sentries are capable of moving at Pace 4. They can reach altitudes of 10”, but usually hover at 2” when space permits. They are programmed to avoid opponents’ melee weapons. Their Fighting trait represents this defensive programming.
- * **Limited Speech:** Sentries can be programmed to repeat a few simple sentences. They cannot hold a conversation.
- * **Remote Link:** The operator can control sentries within 10 miles of his command panel. Outside of this, the sentry goes into automatic defense mode and attacks all non-recognized creatures within range.
- * **Weaponry:** Robot sentries can use the *blast*, *bolt*, and *stun* powers. They have 50 Power Points and recharge 1 Power Point every 15 minutes. They use Shooting as their arcane skill.

WALKING BOMB

Walking Bombs are mechanical men fitted with a small bomb and electrified shell. Although capable of autonomous movement and combat, the explosive charge can only be triggered by remote control. A head-mounted camera provides visual feedback to the operator.

Attributes: Agility d6, Smarts d6 (A), Spirit d10,

Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Walking Bombs are armor plated.
- * **Construct:** +2 to recover from being Shaken, Wild Cards suffer no Wound penalties, no additional damage from called shots, not affected by disease and poison.
- * **Electrified:** Any creature touching the Walking Bomb with its hands or a metal melee weapon takes 2d6 electrical damage. A Walking Bomb need only deliver a Touch Attack to shock an opponent.
- * **Explosion:** An exploding Walking Bomb causes 3d8 damage to everything in a Medium Burst Template. The operator cannot trigger the explosion if the Walking Bomb is Shaken. A Walking Bomb automatically explodes if it takes a Wound. This may cause a chain reaction.
- * **Remote Control:** Walking Bombs are linked to a radio control device with a range of up to 10 miles. The operator controls the bomb detonator and may project his voice through a Walking Bomb’s speaker, usually to order opponents to surrender.



ANARCH

Anarchs are well muscled ape-like aliens who were a slave race before they arrived in Slipstream. Anarchs revel in their freedom, but unfortunately have no concept of government leading to some chaotic situations on Scar, the mineral rich fragment they call home.

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

Skills: Climbing d6, Knowledge (one trade) d6, Fighting d6, Notice d6, Riding d6,

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: All Thumbs, Pacifist (minor)

Edges:

Gear: Knife (Str+d4), tools of the trade

Salvage: Meager per 5 Anarchs

Special Abilities:

- * **Pack Mule:** Anarchs are used to carrying excessively heavy loads. They ignore 2 penalty points imposed by encumbrance.

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- * **Sheep:** Anarchs are used to taking orders, not giving them. They receive a -2 penalty to Intimidation or Persuasion rolls when trying to lead Extras. All Leadership Edges have their Rank requirement increased by one Rank.

ARTIFACT HUNTER

Part adventurer and part historian, artifact hunters make a living scavenging fragments and wrecks for alien artifacts. Few understand how to operate the artifacts they uncover, and most are only in the profession for the money to be made through selling their discoveries.

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

Skills: Climbing d6, Fighting d6, Investigation d8, Knowledge (history) d8, Notice d8, Repair d6, Shooting d6, Streetwise d8, Survival d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Curious, Greedy (minor)

Edges: Investigator

Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), knife (Str+d4), radiophone, survival gear

Salvage: Bountiful

BABELONIANS

Babelonians have blue leathery skin and four forward facing eyes, a snout and a lump on the crown of their heads. This lump actually contains a secondary brain which serves as a memory store. Babelonians are on a constant quest to learn everything in the universe.

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

Skills: Climbing d6, Knowledge (one trade) d6, Fighting d6, Notice d6, Riding d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious

Edges: None

Gear: Knife (Str+d4), tools of the trade

Salvage: Meager per 5 Babelonians

Special Abilities:

- * **Correction:** Babelonians constantly correct any tiny mistake in other people's facts or use of language. Their constant interruptions and corrections, even over the most trivial of matters, cause them to suffer -2 Charisma.
- * **Educated:** Babelonians are well versed in knowledge, lore, and languages. They receive a +2 bonus to all Common Knowledge rolls.
- * **Secondary Memory:** A Babelonian who fails

a Common Knowledge roll or Smarts-based skill roll may immediately make a second roll using a d6 (but with no Wild die), regardless of his usual die type. This roll uses the same modifiers as the initial attempt. The character has the choice of which result he keeps.

BANOOK

Banooks are tall, bipedal lizards used as mounts. Originally native to Gyptos, they have proven adaptable to any environment (even arctic conditions) and are now found on most low-tech fragments. Their strangely shaped backs act as a natural saddle and control is maintained by pulling on horns located either side of the head.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Salvage: None

Special Abilities:

- * **Adaptable:** Banooks receive +2 to Vigor rolls to resist the effects of heat, cold, and radiation.
- * **Fleet Footed:** Roll a d10 running die.
- * **Kick:** Str+d4.
- * **Size +2:** Banooks stand 7' tall and weigh 500 pounds.

BIRD MEN

Bird Men hail from Avia, and construct their cities high in the boughs of the giant Nest Trees. No roads or sidewalks clutter their cities, and visitors must climb or fly to reach their lofty abodes. Though lacking in many aspects of technology, their glass-topped rocketships are a common sight across Slipstream.

Bird Men follow a feudal system of government, with the King at the top and lesser nobles, sometimes related to the king and sometimes not, further down the social ladder.

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

Skills: Knowledge (one trade) d6, Notice d6,

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: —

Edges: —

Gear: Claws (Str+d6), knife (Str+d4), tools of the trade

Salvage: Meager for every 5 bird men

Special Abilities:

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BOROOSHIAN GUIDES

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Light Bones:** Bird Men bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.
- * **Flight:** Pace 6.

BIRD MAN WARRIORS

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3)
Hindrances: Loyal (to leader)
Edges: Combat Reflexes, Guardian
Gear: Corselet (+3), pot helm (+3), claws (Str+d6), sword (Str+d8), ray gun pistol, (Range: 12/24/48, Damage: 2d6+), radiophone
Salvage: Worthwhile for every 5 warriors
Special Abilities:

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Light Bones:** Bird Men bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.
- * **Flight:** Pace 6.

BIRD MAN VETERAN WARRIORS

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 9(3)
Hindrances: Loyal (to leader)
Edges: Block, Combat Reflexes, Improved First Strike, Guardian
Gear: Corselet (+3), pot helm (+3), claws (Str+d6), vibro sword (Str+d8+2, AP 4), ray gun pistol, (Range: 12/24/48, Damage: 2d6+1), 2 spare batteries, radiophone
Salvage: Worthwhile for every 2 warriors
Special Abilities:

- * **Claustrophobic:** Bird Men cannot abide being in enclosed spaces. A Bird Man suffers a -1 penalty to all trait rolls while indoors.
- * **Light Bones:** Bird Men bones are frailer than those of Earthlings and break more easily. They suffer a -1 penalty to Toughness.
- * **Flight:** Pace 6.

Borooshian guides are taken from the king's royal guards and are amongst the most physically able of their species.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d8, Intimidation d8, Notice d6, Pilot d4, Shooting d6, Stealth d6, Survival d8
Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(3)
Hindrances: Loyal (to leader)
Edges: Combat Reflexes
Gear: Corselet (+3), pot helm (+3), sword (Str+d8), polearm (Str+d8, Reach 2).
Salvage: Meager per 5 guides.
Special Abilities:

- * **Navigate:** Borooshians are naturally gifted navigators and have +2 to Piloting and Survival rolls when navigating.
- * **Small:** Borooshians are just less than 4 feet tall. -1 to Toughness.

BOUNTY HUNTER

When Anathraxa can't be bothered to devote her own resources to hunting down her enemies she hires bounty hunters. Most of these scum work for the money and Anathraxa's favor; the really nasty ones hunt for the thrill of the chase.

TYPICAL BOUNTY HUNTER

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d8, Intimidation d6, Notice d8, Piloting d6, Shooting d8, Stealth d6, Streetwise d6, Taunt d6, Tracking d8
Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)
Hindrances: Greedy, Mean, Vengeful (minor)
Edges: Alertness, Combat Reflexes
Gear: Leather suit (+1), ray gun rifle (Range: 24/48/96, Damage: 2d8), tangle gun (Range: 2/4/8, see page 29), knife (Str+d4), handcuffs, radiophone
Salvage: Worthwhile

EXPERIENCED BOUNTY HUNTER

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d10
Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d8, Shooting d10, Stealth d6, Streetwise d8, Taunt d6, Tracking d10
Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

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Hindrances: Greedy, Mean, Vengeful (minor)
Edges: Alertness, Combat Reflexes, Marksman, Strong Willed
Gear: Spacesuit (+2), ray gun rifle (Range: 24/48/96, Damage: 2d8), stunner (Range: 3/6/12, Damage: 2d6), vibro knife (Str+d4+2, AP 2), handcuffs (x5), rocket belt (Acc/Top Speed: 10/20, Climb: 5), radiophone
Salvage: Bountiful

CARNIVORE, LARGE

Carnivores are common to most fragments. The largest ones range from 15–100' in length and are fierce predators. The *Savage Worlds* statistics for a giant worm, troll, or great white shark can be used as base templates.

BOROOSHIAN QUAKER

Quakers are large, bipedal lizards with wide feet. They attack from ambush, using their natural camouflage to conceal themselves on high ground and leaping near their prey, stunning it long enough for the quaker to move in for the kill. They are typically found on Boroosh.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+10, Vigor d10
Skills: Climbing d6, Fighting d8, Notice d6, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 13

Salvage: Worthwhile (in lair)

Special Abilities:

- * **Bite:** Str+d6.
- * **Earthquake:** The wide feet and massive bulk of a quaker causes a mini-earthquake when it leaps (an action). Any creature of Size +2 or lower within a Large Burst Template centered on the quaker must make an Agility roll to avoid falling over and being Shaken.
- * **Large:** Attacks against a quaker are made at +2 due to their size.
- * **Leaping:** Quakers double standard jumping distances.
- * **Size (+6):** Quakers weigh several tons.
- * **Slow:** Pace 4.

DOOMJAW

As tall as a rocketship is long, and with a mouth full of teeth capable of ripping through flesh and bone, the doomjaw is aptly named. It haunts forested fragments, though similar species have been found on fragments with sparse terrain.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (2)

Salvage: Worthwhile, in lair

Special Abilities:

- * **Armor +2:** Thick hide.
- * **Bite:** Str+d8.
- * **Fleet Footed:** These monsters roll a d10 running die, instead of a d6.
- * **Large:** Add +2 when attacking a doomjaw due to their great size.
- * **Size +7:** These fearsome creatures stand 20' tall and weigh over 9,000 pounds.

FIN BACK

Fin backs are giant, quadrupedal lizards with a pronounced spinal sail. Their wide maws are full of razor sharp teeth the size of an Earthling hand. They are remarkably agile for their size and pounce from ambush. Once their prey is in their mouth, they shake their heads from side to side, sawing through flesh and bone. Related species (all use the same stats) can be found on all rocky fragments.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 15 (2)

Salvage: Worthwhile (in lair)

Special Abilities:

- * **Armor +2:** Tough scaly skin.
- * **Bite:** Str+d10.
- * **Large:** Attackers are +2 to attack the creature due to its size.
- * **Size +6:** Fin Backs average 30' in length and weigh half a ton.
- * **Shake:** If a fin back makes a raise on its Fighting roll it has grasped the target in its teeth. On subsequent rounds it shakes its prey, automatically inflicting Strength damage. Victims may pull free on an opposed Strength

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roll. All other actions are at -2 due to the fierce shaking motion. Prey is automatically released if the fin back is Shaken or wounded.



Ice fiends are exceptionally muscular humanoids standing twice as high as an Earthling. Aside from their massive frame, the most notable feature is a wide, toothless maw. They are native to Frigim.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d8, Intimidation d10, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 11

Salvage: Worthwhile, in lair.

Special Abilities:

- * **Fists:** Str+d6, Reach 2.
- * **Icy Breath:** An ice fiend can blow a freezing wind from its gaping maw. This has a range of 3/6/12 and causes 2d6 cold damage. Victims protected by cold weather clothing receive +2 Armor against this attack.
- * **Immunity:** Immune to the effects of cold.
- * **Large:** Add +2 to any attack rolls against an ice fiend.
- * **Size +4:** Ice fiends stand 12' tall.

ORANGATAUR

Orangataurs are a simian race with a single horn jutting from their forehead and large clawed hands. They are native to Borealis, but can be found on other worlds sometimes, where they were originally transported as potential slave labor.

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

Skills: Climbing d8, Fighting d8, Intimidation d8, Notice d6

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

Salvage: None

Special Abilities:

- * **Claws:** Str+d6, Reach 1.
- * **Gore:** Orangataurs use the Charge maneuver to gore their foes. If they can charge at least 6" before attacking, they add +4 to the damage totals.
- * **Maul:** An orangataur that hits with a raise has pinned his foe. The opponent may only attempt to escape the maul on his action, which requires a raise on an opposed Strength roll.

The orangataur automatically hits a pinned foe each round.

- * **Size +1:** Orangataurs stand 7' tall.

SALIVA BEETLE

Saliva beetles are found on most forest worlds, in one variety or another. They attack by spitting a venomous, sticky fluid at their prey.

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

Skills: Climbing d6, Fighting d6, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Thick carapace.
- * **Bite:** Str+d6.
- * **Burrow:** Saliva beetles can move through soil at Pace 4.
- * **Poison (+1):** Range 3/6/12. Anyone struck by the saliva must make a Vigor roll each round or suffer 2d6 damage. The saliva beetle can be removed with an Agility or Strength roll (victim's choice), but this counts as an action.
- * **Size +2:** Saliva beetles measure 8' long.

SAW MOUTH

Saw mouths are kin to sharks, but have twice as many teeth and a more vicious temperament. Shark Men keep them as semi-domesticated pets. They are common to any world inhabited by the fierce Shark Men.

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

Skills: Fighting d8, Notice d12, Swimming d10

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

Salvage: None

Special Abilities:

- * **Aquatic:** Pace 10.
- * **Bite:** Str+d8.
- * **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), all saw mouths present go into a feeding frenzy and add +2 to their attack and damage for the rest of the fight.

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TRAP JAW

Trap jaws lurk in shallow swamps, lying just beneath the surface of brackish waters. They are opportunist hunters, and wait for prey to come to them. Once prey has been successfully bitten, the creature uses its two tentacles to batter prey unconscious.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12, Vigor d12

Skills: Fighting d8, Notice d6, Stealth d10

Pace: 2; **Parry:** 6; **Toughness:** 10

Salvage: Worthwhile (in lair)

Special Abilities:

- * **Ambush:** Trap jaws wait until their prey steps onto them before snapping their jaws shut. When this occurs, the trap jaw makes an opposed Stealth roll versus the target's Notice. If the trap jaw 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 trap jaw's attack. Victims successfully ambushed are bitten and stuck in the creature's maw. They may make an opposed Strength roll each round to break free.
- * **Frenzy:** Trap Jaws may make two Fighting attacks with a -2 penalty with their tentacles.
- * **Immune (Stench):** Trap jaws are immune to the Stench ability of Septosians.
- * **Semi-Aquatic:** Pace 6 in water.
- * **Size +2:** These creatures are 6' in diameter.
- * **Teeth:** Str+d6.
- * **Tentacles:** Str+d4.



Small carnivores are more populous than their larger kin, but fortunately tend to be less dangerous. The largest ones range from 5–15' in length. The *Savage Worlds* statistics for an alligator, bear, or shark make suitable base templates.

BAT WIDOW SPIDER

Bat widows are a species of flying arachnid. Each spider is about 6" across, with two sets of bat-like wings extending from their back. Bat widows commonly dwell in forests or jungles, swooping down from trees to land on their prey's

back. They are often found as solitary hunters, though sometimes as many as a dozen gather together. They never form true swarms.

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

Skills: Fighting d6, Notice d8, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 3

Salvage: None

Special Abilities:

- * **Backbiter:** If a bat widow has Surprise, it flies onto its opponent's back. The victim suffers an additional -2 penalty to attack the beast. Any attacker rolling a 1 on his attack die (regardless of the results of his Wild Die) hits the victim instead of the bat widow.
- * **Bite:** Str+d4.
- * **Flying:** Pace 8.
- * **Poison (+2):** Any creature Shaken or Wounded by a bite must make a Vigor roll or suffer the effects of the spider's venom. At the start of each subsequent round, the victim suffers 2d4 damage as the venom dissolves his flesh and muscle. A Healing roll at -2 neutralizes the poison.
- * **Size -2:** Bat widows are 6" across.
- * **Small:** Attacks are -2 against these creatures do to their small size.

CARRION BIRDS

Despite their name, carrion birds are not scavengers. Similar to pterodactyls, they soar high in the clouds of fragments, then swoop down on their prey. Rather than attempt to carry their prey away, they use their poisonous claws to deliver the death blow. When on the ground, they move with a hopping motion. Given their diverse nature, it has been proposed they migrated through space, but no one can be sure.

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

Skills: Fighting d6, Notice d8, Stealth d10

Pace: 2 **Parry:** 5 **Toughness:** 7 (1)

Salvage: None

Special Abilities:

- * **Armor +1:** Leathery skin.
- * **Beak/Talons:** Str+d6.
- * **Flight:** Pace 10.
- * **Grounded:** A carrion bird on the ground moves at Pace 2 and has a d6 Agility and d4 Fighting.
- * **Poison:** A carrion bird's talons deliver a powerful neurotoxin. A target suffering a

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Shaken or Wound result must make a Vigor roll at -2. With success, the victim gets the “shakes,” suffering -1 die type to his Agility and all agility related skills (minimum of d4-2) for 24 hours. With a failure, the victim becomes immediately Incapacitated and dies in 2d6 rounds unless treated (healing roll at -2 penalty).

- * **Power Dive:** A carrion bird may dive silently onto its prey by plummeting at least 10”. Unless the intended victim makes a Notice roll opposed by the bird’s Stealth, this attack gains all the penalties and bonuses from both Wild Attack and The Drop—+6 to hit and damage, -2 Parry until their next action.

DROP BEAR

Drop bears are common to most fertile and forest fragments. They look like small bears, and their big eyes and down-turned ears give them an almost lovable quality. Only when they open their mouths are they revealed for the voracious killers they really are. Their favorite tactic is to hang from branches and drop onto their prey.

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

Skills: Climbing d8, Fighting d6, Notice d6,

Stealth d8

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

Salvage: Meager (in lair)

Special Abilities:

- * **Bite:** Str+d6.
- * **Drop:** Drop bears who Surprise their opponents get +4 to attack and damage. They usually attempt a Called Shot to the head on their first attack.
- * **Infra-vision:** Halve penalties for dark lighting against living targets (round down).
- * **Size -1:** Drop bears average 3’ in length

FIRE BEETLE

Fire beetles are foot-long monsters covered in a thick carapace. They attack by spraying a fiery liquid over their prey. After the prey has cooked, the beetles devour the burnt flesh. They exist on rocky fragments, though quite how they become so widespread is unknown.

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

Skills: Fighting d6, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Salvage: Meager (in lair)

Special Abilities:



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- * **Armor +2:** Fire beetles have a tough carapace.
- * **Immunity:** Immune to the effects of heat.
- * **Size -2:** Fire beetles are 1' in length and weigh 20 pounds.
- * **Small:** Attacks are -2 against these creatures do to their small size.
- * **Spray:** Fire beetles spray fiery liquid from a special gland on their heads. Use the Cone Template and a Shooting roll. All those caught in the cone may make an opposed Agility check to avoid the blast; the damage is 2d6 and must check to see if they catch fire (**Fire**, *Savage Worlds* rulebook).

KICK RABBIT

Kick rabbits are similar in appearance to Earth rabbits but are carnivorous. Males are aggressive all year round and attack predators, and each other, by leaping up and kicking out with both feet. Once prey has been knocked over, the kick rabbit leaps on top of its prey and begins savaging it with its razor sharp teeth. Like Earth rabbits, they breed quickly and can be found on any fragment.

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

Skills: Fighting d8, Notice d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 4

Salvage: None

Special Abilities:

- * **Bite:** Str+d6, AP 1.
- * **Fleet Footed:** Kick rabbits have Pace 8 and a d10 running die.
- * **Kick:** Str+d6. If the rabbit hits with a raise on its Fighting roll, the target must make an Agility roll or be knocked prone.
- * **Leaping:** These agile creatures can leap 3" horizontally and 2" vertically from a standing jump. Double the distances if they get a 2" run up. When jumping into melee, the rabbit gets +2 damage in the first round.
- * **Size -1:** Kick rabbits are 4' long and weigh 50 pounds.

KRELL WASPS

Krell Wasps are named after the region of Nivek they inhabit. They are similar in size to a dog.

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

Skills: Fighting d6, Notice d6, Stealth d6

Pace: 0; **Parry:** 5; **Toughness:** 4

Salvage: None

Special Abilities:

- * **Flight:** Pace 8.
- * **Poison:** Victims of a sting must make a Vigor roll or be paralyzed for 2d6 rounds.
- * **Size -2:** Krell Wasps are 2' long and weigh 30 pounds.
- * **Small:** Attacks are -2 to attack rolls against these creatures do to their small size.
- * **Stinger:** Str. The sharp stinger has an AP of 1.

RAD RATS

Rad rats are space rats mutated by exposure to high levels of radiation. Their bite can cause radiation sickness. Although they originated in high radiation places, they have spread across Slipstream.

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

Skills: Fighting d6, Notice d6, Stealth d8

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

Salvage: None

Special Abilities:

- * **Immunity (Radiation):** Rad rats are +4 to Vigor rolls to resist the effects of radiation.
- * **Radioactive Bite:** Str+d6. In addition, victims must make a Vigor roll. On a failure, they suffer a level of Fatigue from radiation poisoning. Characters suffer no more than Exhaustion from cumulative bites.
- * **Size -2:** Rad Rats are twice the size of Earth rats.
- * **Small:** Attacks are -2 to attack rolls against these creatures do to their small size.

WHIP TAIL

Whip tails resemble giant scorpions but have a whip like tail rather than a sting. The whip is coated in a mild toxin that stuns prey. Whip tails often lurk in trees and lash out with their tail at prey moving beneath.

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

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 8 (2)

Salvage: None

Special Abilities:

- * **Armor +2:** Whip tails have a thick carapace.

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- * **Claws:** Str+d6.
- * **Tail:** Str+d6. Foes that receive a Shaken or Wound result must make a Vigor roll or be Shaken for 1d4 rounds. They may only attempt to become unShaken after this time.

CITIZEN

Most aliens lead unglamorous lives as crafters, miners, shop owners, or farmers.

LOW-TECH

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

Skills: Climbing d6, Fighting d4, Knowledge (one trade) d6, Notice d6, Riding d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges & Hindrances: —

Gear: Tools of the trade

Salvage: Meager per 5 citizens

HI-TECH

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

Skills: Driving d6, Fighting d4, Knowledge (one trade) d6, Notice d6, Piloting d4, Repair d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges & Hindrances: —

Gear: Tools of the trade

Salvage: Meager per citizen

CITY GUARD

City guard is a catchall profile for any form of ground based law enforcement official. Anathraxa has banned the races from possessing armies on penalty of orbital bombardment, but does not object to small law enforcement agencies to uphold the daily peace. Their equipment varies by the technology level of their fragment.

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

Skills: Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances & Edges: —



Gear: Leather vest (+1), baton (Str+d4) plus stunner (Range: 3/6/12, Damage: 2d6 non lethal) and radiophone (hi-tech), or sword (Str+d8), and man catcher (low-tech)

Salvage: Meager per 5 guards

VETERAN CITY GUARD

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

Skills: Driving d6, Fighting d10, Intimidation d8, Investigation d6, Notice d8, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: —

Edges: Combat Reflexes

Gear: Corselet (+3), pot helm (+3), baton (Str+d4) plus stunner (Range: 3/6/12, Damage: 2d6 non lethal), 1 tangle gun (Range: 2/4/8, see page 29), per 4-being squad, and radiophone (hi-tech) or sword (Str+d8), plus 1 man catcher per 4-being squad (low-tech)

Salvage: Worthwhile per 5 guards

DIPLOMAT

In a universe inhabited by numerous alien races fighting for scarce resources, it is the diplomats who stop interplanetary wars and broker trade agreements between races. Most diplomats have a small staff of aides who handle mundane matters.

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

Skills: Driving d6, Fighting d4, Guts d8, Intimidation d10, Investigation d8, Notice d8, Persuasion d10, Shooting d6, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Minor)

Edges: Charismatic, Connections, Strong Willed

Gear: Computerized diary

Salvage: Bountiful

DIPLOMATIC AIDE

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

SLIPSTREAM

Skills: Guts d6, Intimidation d6, Investigation d6, Notice d6, Persuasion d6, Shooting d4, Street-wise d6

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5
Hindrances: —

Edges: —

Gear: Computerized diary

Salvage: Meager

ENGINEER

Engineers differ from Mad Scientists in that they spend most of their time repairing or creating standard tech items, rather than dabbling in the field of true Weird Science. Though skilled at fixing alien artifacts, creating them from scratch is not their specialty.

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

Skills: Driving d6, Fighting d4, Knowledge (Engineering, Mechanical, Rocketry) d8, Pilot d4, Repair d10, Shooting d4, Weird Science d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 7 (2)

Hindrances: —

Edges: Engineer

Gear: Spacesuit (+2), big tool (Str+d6, improvised weapon), magnetic clamps, radiophone, hi-tech tool kit

Salvage: Worthwhile

EXPLORER

Explorers are the brave souls who travel among the new fragments dumped into Slipstream, searching for clues about the former inhabitants. Some travel alone, with only their native guides for company. Others work in large teams.

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

Skills: Driving d6, Fighting d4, Guts d6, Knowledge (one science) d8, Notice d6, Persuasion d6, Riding d6, Shooting d4, Survival d8, Tracking d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 8 (2)

Hindrances: Curious

Edges: Woodsman

Gear: Spacesuit (+2), machete (Str+d6), survival gear

Salvage: Worthwhile

GAME

Heroes in Slipstream rarely need to worry about where their next meal is coming from. However, there are occasions when starvation is

a very real threat. The heroes discover a source of fresh meat in the form of small animals. Every character who spends the time may make a Survival roll to net 1d6 man-days of food per success and raise.



Slipstream isn't all rocketships and monsters; Nature can be a deadly adversary. Natural hazards are grouped below for quick and easy reference during play.

ASTEROID

An asteroid bears down on the hero's rocketship. The pilot must make a Piloting roll at -2 or the ship suffers 10d6 damage as the flying rock scrapes down the superstructure.

AVALANCHE

An avalanche of rocks or snow threatens to bury the characters alive. All characters in the party should make an Agility (-2) roll. On a success, the character has managed to leap clear or find a nook in which to hide. On a failure, the character is swept along with the avalanche for 10+1d10", suffering 1d6 damage per 5" or part thereof. A roll of 1 (regardless of the Wild Die) means the character is swept 20+1d10".

BLIZZARD/SANDSTORM

Those caught in a blizzard or sandstorm must make a Fatigue roll at -2 every hour until they find shelter (Survival at -4, one roll per group). A roll of 1 indicates not only failure but the character wanders over a crevasse as well.

CAVE-IN

The ceiling of the tunnel the heroes are exploring collapses. Every character in the tunnel must make an Agility roll (-2). Success indicates the character managed to leap out the way and has avoided taking damage. A failure means the character is struck by falling rocks for 2d10 damage. A roll of 1 (regardless of the Wild Die) means the hero suffers 3d10 damage and is buried alive. Buried characters cannot extricate themselves and must be dug out.

The Game Master may decide that the cave-in has separated the party. Roll 1d6+3 to determine how much of the tunnel is impassable. Removing the collapsed ceiling takes 2 hours per 1”.

CREVASSE

Crevasse exist on ice, rocky, volcanic, and desert worlds (they are called sinkholes on the latter). This result means such a formation lies in the party’s path. Allow the lead character a Notice roll at –2 to detect the hidden crack. Failure means a tragic fall. The depth of the crack is 1d10 x 10”. Falling damage is halved on ice or desert worlds due to snow or sand. He can climb back out 10” with a successful Climbing roll. A victim caught in a sand or snow crevasse must make a Fatigue roll each round to avoid suffocation.

EARTHQUAKE

A powerful earth tremor causes the fragment’s surface to buckle and crack. The heroes must make an Agility roll or be thrown to the ground and Shaken. A roll of 1 (regardless of the Wild Die) means the character has fallen down a crack and suffers 2d6 damage. They are also stuck, and cannot move until they become un-Shaken. Characters underground when an earthquake strikes suffer the effects of a Cave In instead.

FOREST FIRE

Forest fires typically occur in temperate forests when the ground vegetation is very dry and in hot grasslands, though here they are called brush fires.

To escape the fire, the characters must make a Survival roll at –2. With a failure, they suffer 2d10 damage from the combined effects of fire, heat, and smoke. On a critical failure, they suffer 3d10 damage and have a chance of catching fire.

GRAVITON SURGE

A powerful surge flows down the Graviton Wave. The pilot must make a Piloting roll with a penalty equal to the Wave zone in which he is flying or automatically suffer Drift. See the Drift Table on page 43.

HEAT WAVE

The temperature rockets above to 90 + 1d20 degrees Fahrenheit and stays that way for 1d4+1 four-hour increments. Characters able to drink

2 quarts of water per four-hour period are sun-burned, but suffer no other effects. If that amount of water isn’t available, the character must make a Vigor roll for each four hour period, as per the rules for Heat in the *Savage Worlds* rulebook.

METEOR STORM

A hail of small rocks crosses paths with the hero’s rocketship. Safely weathering out a meteor storm is the sign of a skilled pilot.

First roll 1d6+3. This determines how long the storm lasts, in 2 minute increments. The Game Master then draws a card for each round(done in 2-minute increments here) to determine how rough the storm is. The pilot then makes a Piloting roll each round as well, and subtracts the penalty shown on the table below. Add Handling bonuses or penalties to the roll.

The penalty to the roll, and the damage inflicted if the roll is missed, depends on the storm’s severity. Damage is applied against the ship’s Toughness.

Every round the roll is missed, each character must make an Agility roll (add +2 if strapped to a seat or wearing magnetic clamps). Those that fail are thrown about the ship and suffer a Fatigue level. A critical failure indicates the character has been hit by loose equipment for 2d6 damage.

STORM SEVERITY

Card Draw	Penalty	Damage
2	–4	5d6
3–10	–2	4d6
Jack–Ace	0	3d6
Joker	+2	3d6

POISONOUS FUMES

Sulfurous gases from volcanoes and swamp gas present hazards to characters not protected by a bubble helmet. A volcanic vent or gas bubble belches a large cloud of gas over the party. Characters without a bubble helmet must make a Vigor roll (–2) or suffer 3d6 damage.

QUICKSAND

Quicksand comes in two forms, wet (swamp fragments) and dry (desert fragments). The game mechanics are identical.

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Allow the lead character a Notice roll at -2 to detect the quicksand. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Those stuck in the hazard sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further, and a raise pulls them up. On a critical failure the character is sucked under and immediately begins drowning. Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure they are pulled in and begin sinking as well.

Once a character is under the surface he cannot extricate himself and must be dragged out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Extricating a submerged character requires a Strength (-2) roll.

RADIATION STORM

Radiation storms are frequent hazards in certain areas of Slipstream. The glowing "raindrops" of radiation pass straight through rocketships without harm to the machinery. Crewmembers are not so lucky. There is little the crew can do but hastily don their radiation suits and wait for the storm to pass.

First roll 1d6+1. This determines how long the storm lasts, in 2 minute rounds. The Game Master then draws a card for each round to determine how rough the storm is that 2-minute period.

The crew make Vigor rolls each round as well, and subtract the penalty shown on the table below from their total. Donning a radiation suit or shielded spacesuit takes one 2-minute round, during which the character receives no protection from the suit. Normal armor does not protect against radiation.

The penalty to the roll, and the damage inflicted if the roll is missed, depends on the storm's severity. The radiation passes through all protection unless it specifically resists radiation.

STORM SEVERITY

Card Draw	Penalty	Damage
2	-4	4d6
3-10	-2	3d6
Jack-Ace	0	2d6
Joker	+2	2d6

HUNTER

Hunters come in two varieties—low-tech hunters whose role is to acquire food and hi-tech big game hunters who kill for sport.

Low-tech hunters are stealthier and understand how their prey thinks and acts. Hi-tech hunters usually rely on native guides to lead them to suitable prey and then blast it.

TYPICAL LOW-TECH HUNTER

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

Skills: Climbing d6, Fighting d6, Knowledge (animal noises) d6, Shooting d8, Stealth d8, Survival d8, Throwing d6, Tracking d8

Charisma: 0 **Pace:** 6; **Parry:** 5/6; **Toughness:** 6

Hindrances: —

Edges: Woodsman

Gear: Knife (Str+d4), spear (Range: 3/6/12, Damage: Str+d6, Reach 1, +1 Parry), bow (Range: 12/24/48, Damage: 2d6)

Salvage: Meager per five hunters

TYPICAL HI-TECH HUNTER

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

Skills: Climbing d6, Fighting d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

Charisma: 0 **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: Marksman

Gear: Leather vest (+1), knife (Str+d4), ray gun rifle (Range: 24/48/96, Damage: 2d8) plus 2 batteries, radiophone

Salvage: Worthwhile

LION MEN

The Lion Men of Simba are a warrior race with strict rules of conduct which dictate their actions in every activity. Lion Men fight duels over every perceived slight, no matter how small and many males sport scars from previous duels.

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

Skills: Climbing d6, Fighting d6, Intimidation d6, Knowledge (one trade) d6, Notice d6, Riding d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Code of Honor, Vengeance (minor)

Edges: —

MECHANICAL MAN

Gear: Claws (Str+d6), knife (Str+d4)

Salvage: Meager for every 3 Lion Men

Special Abilities:

- * **Low Light Vision:** Lion Men ignore penalties for bad lighting except in pitch darkness.
- * **Size +1:** Lion Men average 7 feet in height and weigh 300 pounds.

MAD SCIENTIST

Mad scientists are not truly insane (well, not in most cases, anyway). Their poor reputation comes from their dabbling with technology beyond the comprehension of lesser beings. Many have recreated alien artifacts, though few devices work properly when given to other beings.

TYPICAL MAD SCIENTIST

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

Skills: Fighting d4, Knowledge (any two sciences) d8, Repair d8, Shooting d6, Weird Science d8

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Habit (Minor), Quirk

Edges: Arcane Background (Weird Science), New Power, Rapid Recharge

Gear: Ray gun pistol (Range: 12/24/48, Damage: 2d6+1), vibro knife (Str+d4+2, AP 2), radiophone

Gizmos: *armor* (energy shield), *speed* (rocket boots); 10 Power Points

Salvage: Worthwhile (double chance of artifact)

EXPERIENCED MAD SCIENTIST

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (any two sciences) d10, Repair d10, Shooting d6, Weird Science d12

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Habit (Minor), Quirk

Edges: Arcane Background (Weird Science), Gadgeteer, New Power, Power Points, Improved Rapid Recharge

Gear: Ray gun pistol (Range: 12/24/48, Damage: 2d6+1), vibro knife (Str+d4+2, AP 2), radiophone

Gizmos: *armor* (energy shield), *invisibility* (belt), *speed* (rocket boots); 20 Power Points

Salvage: Bountiful (double chance of artifact)

Mechanical man is the Slipstream term for a robot. Mechanical men are usually humanoid in appearance but unlike Robot Men are not sentient. They are machines, powered by fuel cells and driven by logic.

Their core programming prevents them from harming sentient beings, though a successful Repair (-4) roll and 1d6 hours of tinkering can override this. Most mechanical men are used as servants or laborers.

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

Skills: Knowledge (any two) d8, Notice d6, Repair d6

Pace: 6; **Parry:** 2; **Toughness:** 6

Salvage: None

Special Abilities:

- * **Construct:** +2 to recover from being Shaken, Wild Cards suffer no Wound penalties, no additional damage from called shots, not affected by disease and poison.

- * **Immunities (Psionics):** Mechanical men are immune to psionic powers which influence or interfere with them mentally. Some physical



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powers (*telekinesis* for example) may effect them depending on the trapping.

- * **Limited Cognition:** Unless programmed to the contrary, any sentient being can give a mechanical man orders. Once orders are received, a mechanical man spends its next action processing them. During this time it remains motionless as its brain computes what has been asked of it.
- * **Pacifist:** Mechanical men are forbidden from harming sentient beings by deep-rooted programming. They may defend themselves from attack, but strike to knockout, never to kill.
- * **Weakness (Electricity):** Electricity based attacks do +4 damage

MERCHANT

Every race in Slipstream has merchants. Some run market stalls catering only for residents of their fragments and never realizing the vast range of goods available off-world. Others travel to distant fragments in their own rocketships, buying and selling a wide range of foreign goods. All are in business for one reason—to make money.

MERCHANT VESSEL

Use the chart below to determine what sort of vessel has been encountered. Most merchants attempt to run from other rocketships, regardless of their apparent intentions.

Once in Short Range, the merchants make a group Spirit roll. Success means they fight if able. Failure means they surrender. Subtract 2 from the merchants' roll if the chaser is an Anathraxan Warship or Pirate Raider.

MERCHANT SHIP TABLE

d20	Ship Type
1-3	Angeli Scout Ship
4-6	Bird Man Yacht
7-12	Skalinite Freighter
13-16	Gyptosian Merchant Ship
17-18	Robot Man Salvager
19	Convoy (1+1d6 Gyptosian Merchant Ships with 1+1d4 Valkyrian Rocketship escorts)
20	Anathraxan Convoy (1+1d4 Gyptosian Merchant Ships with 2d6 Anathraxan Warship escorts)

TYPICAL MERCHANT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Gambling d8, Notice d6, Persuasion d8, Streetwise d8
Charisma: 0; **Pace:** 6; **Parry:** 3; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Rapier (Str+d4, +1 Parry)
Salvage: Worthwhile

EXPERIENCED MERCHANT

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d4, Gambling d8, Notice d6, Persuasion d10, Shooting d4, Streetwise d10
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Charismatic
Gear: Rapier (Str+d4, +1 Parry), stunner (Range: 3/6/12, Damage: 2d6 non lethal), radiophone
Salvage: Bountiful

NATIVE BEARER

Whatever type of fragment they're exploring, the heroes need someone to carry their luggage, and that's where the native bearers come in. They're not combatants and are likely to flee at the first sign of trouble. In true pulp fashion, at least one bearer is likely to be in the villain's employ and will turn on the party or sabotage their gear at the most inopportune time.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d4, Guts d4, Notice d6, Survival d6, Swimming d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: —
Edges: Brawny
Gear: Knife (Str+d4)
Salvage: Meager per 10 bearers

NOBLE

Nobles range from lowly placed courtiers to kings. Some are happy at court, dabbling in political affairs; others prefer to lead a militaristic life. The one thing they all have in common is near endless resources.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d8, Persuasion

d8, Riding d6, Shooting d6, Taunt d6
Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5
Hindrances: Code of Honor
Edges: Command, Noble
Gear: Fine clothes, rapier (Str+d4, +1 Parry), retainers and bodyguards
Salvage: Bountiful

COURTIER

Courtiers are more than just servants, they are advisors and often hold positions of importance within the court. Unless the characters know a noble personally, most dealings are conducted through a trusted courtier, typically a seneschal.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d6, Notice d8, Persuasion d8, Riding d6, Streetwise d8
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Various
Edges: Charismatic
Gear: Rapier (Str+d4, +1 Parry)
Salvage: Meager

PIRATE

Pirates are some of the meanest inhabitants of Slipstream and make their “living” by thievery and raiding. Some even practice slavery, selling captives to Queen Anathraxa for use in her radioactive mines. They raid fragments as well as rocketships.

Roll on the table below to find out what kind of rocketship the pirates use. Armaments are left to the Game Master; most pirate ships carry a full weapon payload.

PIRATE SHIP TABLE

d20	Ship Type
1–5	Angeli Scout Ship
6–7	Anathraxan Warship
8–13	Pirate Raider
14–15	Dracsos Dragon Ship
16–17	Bird Man Yacht
18–19	Valkyrian Rocketship
20	Fleet with 1d4 ships

TYPICAL PIRATE

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d6, Piloting d6, Repair d4, Shooting d6, Stealth d6
Charisma: –2; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Greedy, Mean

Edges: —

Gear: Spacesuit (+2), knife (Str+d4), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), magnetic clamps

Salvage: Meager per 5 pirates

PIRATE OFFICER

Some pirates actually live long enough to become masters of their own vessels or henchmen to a pirate captain. They are usually the meanest, most bloodthirsty pirates in the spacelanes.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Piloting d8, Repair d6, Shooting d8, Stealth d8, Taunt d8

Charisma: –2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: Greedy, Mean, Wanted

Edges: Block, Combat Reflexes, One Man Crew, Slugger

Gear: Spacesuit (+2), knife (Str+d4), sword (Str+d8), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), or rifle (Range: 24/48/96, Damage: 2d8), rocket belt (Acc/Top speed: 10/20), radiophone

Salvage: Worthwhile



PIRATE CAPTAIN

Pirate captains leave command of routine raids to their officers. They spend much of their time hidden away in secret bases, organizing attacks and arranging for sale of stolen cargo.

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

Skills: Fighting d10, Intimidation d10, Notice d8, Piloting d10, Repair d6, Shooting d8, Stealth d8, Taunt d8

Charisma: –2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Greedy, Mean, Wanted

Edges: Block, Combat Reflexes, Command, First Strike, Nerves of Steel, One Man Crew, Quick Draw, Slugger, Sucker Punch

Gear: Spacesuit (+2), vibro knife (Str+d4+2, AP 2), vibro sword (Str+d8+2, AP 4), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), or rifle (Range: 24/48/96, Damage: 2d8), rocket belt (Acc/Top speed: 10/20), radiophone

Salvage: Bountiful

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PSICLOPS

Psiclops are barrel shaped, three-legged, single-eyed psionic aliens. Queen Anathraxa has sentenced every Psiclops to death in their absence, now this normally peaceful is reduced to living the life of the fugitive constantly struggling to stay one step ahead of the Handmaidens and bounty hunters who hunt them.

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

Skills: Fighting d6, Notice d6, Psionics d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider, Wanted (Major)

Edges: Arcane Background (Psionics), Mentalist

Gear: None

Salvage: Meager

Psionic Powers: (10 Power Points) *armor, bolt, forget*

ROBOT MEN

Robot Men are sentient machines which hail from the fragment of Mechanos. Although their body is a mechanical construct, they are able to experience emotions. The technocratic society of Mechanos is very ordered, every robot man has his place. However a few “slip a gear” and leave their fragment to seek new experiences in Slipstream.

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

Skills: Fighting d6, Notice d6, Repair d8

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider,

Edges: —

Gear: None

Salvage: Meager

Special Abilities:

* **Construct:** Robot Men add +2 to recover from being Shaken, do not suffer Wound modifiers, and are immune to poison and disease. Robot Men do not suffer additional damage from called shots. They suffer no penalty when operating in the rarefied Slipstream air.

* **Electrical Susceptibility:** Robot Men suffer an additional d6 damage when struck by electricity. This die may Ace.

* **Machine:** Robot Men lack the ability to heal naturally. A Repair roll is required to treat their injuries. Each Repair roll requires 1d6 hours of work.

* **Psionic Immunity:** Robot Men are immune to all psionic powers,.

* **Recharge:** Robot Men must have access to a source of power for an hour every day. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

ROCK MEN

Rock men are found on many of the barren rocky fragments found in Slipstream. They are dimwitted and primitive but are extremely strong. Rock men worship the fragments they call home and defend them with savage religious zeal. Any alien who steps foot on their god must be punished as a heretic.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 11(4)

Salvage: None

Special Abilities:

* **Armor +4:** Rocky hide.

* **Bash:** Str+d6

* **Camouflage:** Rock men gain a +2 to Stealth in rocky terrains.

ROYAL GUARD

Royal guards serve as the bodyguards and soldiers of important dignitaries across Slipstream. On hi-tech fragments, add Piloting d6 and d8 respectively.

TYPICAL ROYAL GUARD

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

Skills: Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 9 (3)

Hindrances: Loyal (to leader)

Edges: Combat Reflexes, Guardian (to leader)

Gear: Corselet (+3), pot helm (+3), sword (Str+d8); plus (hi-tech) ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 spare batteries, and radiophone or (low-tech) sword (Str+d8) and polearm (Str+d8, Reach 2)

Salvage: Worthwhile per 5 guards

VETERAN ROYAL GUARD

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

Skills: Driving d6, Fighting d10, Intimidation d8, Notice d8, Shooting d8, Stealth d6
Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (3)
Hindrances: Loyal (to leader)
Edges: Block, Combat Reflexes, First Strike, Guardian (to leader)
Gear: Corselet (+3), plate arms and leggings (+3), pot helm (+3) plus vibro sword (Str+d8+2, AP 4); plus (hi-tech) ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 spare batteries, and radio-phone or (low-tech) sword (Str+d8) and pole-arm (Str+d8, Reach 2)
Salvage: Worthwhile per 2 guards

SCIENTIST

Scientists are hands-on types, unlike their academic cousins, the professors. They run the gamut of sciences, covering everything from chemistry to atomic physics. Scientists are often found as potential kidnap victims, evil genius villains, or allies the heroes can turn to in order to help solve a problem. Note that this type of scientist doesn't go in for weird stuff. They stick to the tried and tested.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d4, Investigation d6, Knowledge (Chemistry, Physics, or Rocketry) d10, Knowledge (Biology or Mechanics) d8, Repair d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: Clueless (outside their specialty), Bad Eyes, Elderly, and Pacifist are also typical Hindrances
Edges: Scholar
Gear: Research papers
Salvage: Meager

SHARK MAN

Shark Men are native to Charadon, though they are slowly spreading their influence to other water fragments. They appear as bipedal sharks, with webbed hands and feet.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Intimidation d6, Notice d10, Shooting d6, Stealth d6, Swim d10
Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Bloodthirsty, Greedy
Edges: Improved Frenzy
Salvage: None
Special Abilities:

- * **Aquatic:** Pace 10.
- * **Bite:** Str+d6.
- * **Thermal Vision:** Shark Men can halve penalties for darkness when attacking living creatures.

SMUGGLER

Smugglers make money by selling goods through alternate business channels. Some run drugs, others run guns or booze. A few smugglers, just a few, are more nobler, and use their contacts to smuggle people out of dangerous areas. Relying on their skills to carry illegal cargo from one location to another, a smuggler is adept at evading capture.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Guts d4, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Greedy
Edges: Connections
Treasure: Meager
Gear: Ray gun pistol (Range: 12/24/48, Damage: 2d6+1), Angeli Scout Ship

SPACE COP

Space cops are hired by a fragment's government to patrol the spacelanes and protect merchants from marauding pirates. They have no legal authority on other fragments though most are prepared to track down and catch dangerous criminals that have fled off world.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Piloting d8, Shooting d8, Streetwise d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)
Hindrances: Heroic, Vow (Uphold the law)
Edges: Combat Reflexes, Marksman, One Man Crew
Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), 2 batteries, baton (Str+d4), badge of office, radiophone, rocket-ship
Salvage: Worthwhile

SLIPSTREAM

SPACEJOCK

Pirates and merchants can make good pilots, but spacejocks are the true aces. Their easygoing nature, daring stunts, and willingness to fly anywhere, anytime, earn them celebrity status on many fragments.

TYPICAL SPACEJOCK

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

Skills: Fighting d6, Notice d6, Piloting d8, Repair d6, Shooting d8, Streetwise d6

Charisma: +2, **Pace:** 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Overconfident

Edges: Charismatic, One Man Crew, Slipstream Adjusted

Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), knife (Str+d4), radiophone, chronometer, rocketship

Salvage: Worthwhile

EXPERIENCED SPACEJOCK

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

Skills: Fighting d6, Notice d8, Piloting d10, Repair d8, Shooting d10, Streetwise d8

Charisma: +2, **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Overconfident

Edges: Ace, Charismatic, Improved One Man Crew, Level Headed, Rocketship Gunner, Rocketship Navigator, Slipstream Adjusted, Trademark Rocketship

Gear: Spacesuit (+2), ray gun pistol (Range: 12/24/48, Damage: 2d6+1), vibro knife (Str+d4+2, AP 2), radiophone, chronometer, rocketship

Salvage: Bountiful

SPIDER MAN

Spider Men are sentient arachnids with bodies the size of a fully-grown Earthling. Their eight legs double their size, but add little to their mass. They do not differentiate between sentient and non-sentient species—anything they catch is food. Spider Men speak Arachnidan.

ADULT

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

Skills: Fighting d10, Intimidation d10, Notice

d10, Shooting d8, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 7

Salvage: As per text

Special Abilities:

* **Bite:** Str+d6

* **Combat Reflexes:** +2 on rolls to recover from being Shaken.

* **Fleet Footed:** Spider Men roll a d10 running die.

* **Poison:** Victims who are Shaken or Wounded by a Spider Man bite must make a Vigor roll or be paralyzed for 2d6 rounds.

* **Webbing:** Spider Men can cast webs that cover a Small Burst Template. This is a Shooting roll with a range of 3/6/12. Anything caught in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4

* **Wall Walking:** Spider Men can walk on horizontal surfaces or even upside down at their normal pace.

YOUNG

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

Skills: Fighting d6, Intimidation d8, Notice d8, Shooting d6, Stealth d10

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

Salvage: None

Special Abilities:

* **Bite:** Str+d6

* **Fleet Footed:** Spider Men roll a d10 running die.

* **Poison:** Victims who are Shaken or Wounded by a Spider Man bite must make a Vigor roll or be paralyzed for 2d6 rounds.

* **Webbing:** Spider Men can cast webs that cover a Small Burst Template. This is a Shooting roll with a range of 3/6/12. Anything caught in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4

* **Wall Walking:** Spider Men can walk on horizontal surfaces or even upside down at their normal pace.

SPY

Most spies work for Anathraxa, keeping an eye on the various fragments and reporting back any treasonous behavior. Some major races, most

notably the Bird Men and Hosbecites, employ their own spies—the former to watch Anathraxa, the latter to keep a tab on their rivals.

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

Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Streetwise d8, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Loyal (to master)

Edges: Thief

Gear: Varies with disguise, but usually a concealed ray gun (Range: 12/24/48, Damage: 2d6+1) or knife (Str+d4)

Salvage: Meager

STYGIAN

Stygians are a race of malevolent beings that inhabit the dark world of Stygia. They stand 7 feet tall and only their tattered flowing cloaks are visible when they wish to be seen. Occasionally a clawed, mummified hand protrudes from the depths of the cloak. No sentient has ever seen a Stygian's face. They speak Streamer with a hissing rasp in a tone devoid of emotion. Stygians are never seen outside of the Dust Cloud and destroy most every ship to cross into their territory.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d6, Vigor d10

Skills: Fighting d8, Intimidation d12, Notice d10, Psionics d12, Stealth d8

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 7

Salvage: Bountiful

Special Abilities:

- * **Chill Touch:** A Stygian making a Touch attack (+2 Fighting) delivers 2d6 damage to an opponent. Only psionic armor or Arcane Resistance protects against this ability.
- * **Ethereal:** Stygians have the unique ability to assume an ethereal form at will. In this state, they cannot be harmed by physical attacks, and cannot even be seen unless they desire to be. Alien artifacts and Psionics affect them normally, and they can still use their own psionic powers.
- * **Fly:** Stygians have the ability to fly at Pace 8. Even on the ground, they glide just above the surface rather than actually walk.
- * **Psionics:** Stygians have the following powers: *armor, block, deflection, detect/ conceal arcana, mind reading, fear, hallucination, lower trait* (no boost), *puppet, stun*, and *telekinesis*. They have 50 Power Points.



SWARM

Swarm covers everything from biting sand flies through to tiny carnivorous fish. The standard Swarm entry in the *Savage Worlds* rulebook serves as a base template for you to create your own unique menace. Sample swarms are presented below.

BOREALIAN ZAP FLIES

Zap flies, found only on Borealis, discharge a small electrical discharge to stun their prey. A single fly is a nuisance, but a swarm can kill large prey. Zap fly swarms cover an area equal to a Medium Template and attack everyone within each round.

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

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Salvage: None

Special Abilities:

- * **Fly:** Pace 6.
- * **Immune (Electricity):** Like most creatures on Borealis, zap flies are immune to electricity.
- * **Swarm:** Parry +2; Because the swarm is composed of hundreds of tiny flies, cutting,

SLIPSTREAM

piercing, and energy weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

- * **Weakness (Gas):** The gas used in fire extinguishers is poisonous to zap flies. An entire extinguisher worth of gas causes 3d6 damage to the swarm.
- * **Zap:** Swarms inflict hundreds of electrical shocks each round, hitting automatically, and causing 2d4 damage to everyone in the template.

BORE WORM SWARM

Bore worms are tiny but deadly creatures found on most fragments (having migrated on ships). They are nocturnal, and are attracted to body heat. When they contact flesh, they burrow through the skin (which feels like an insect sting to the victim), and begin eating it alive from the inside. Fortunately, for the victim, they only lay their eggs in dead flesh.

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

Skills: Notice d6

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

Salvage: None

Special Abilities:

- * **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- * **Infravision:** Halve penalties for bad lighting against heat-producing targets.
- * **Internal Feeding:** A swarm inflicting a wound means several dozen of the creatures have burrowed beneath the victim's skin. Victims suffer an automatic wound each day. Removing the bore worms requires complex surgery (Healing roll at -4) or 5 minutes exposure to high levels of radiation (which in itself can be deadly).
- * **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

RUROS STRIP BEETLES

Strip beetles are voracious eaters—anything organic in their path is fair game—and travel in large colonies. Though native to Ruros, they have been transported, by accident, throughout Slipstream.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d8, Vigor d12

Skills: Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 8

Salvage: Worthwhile (near lair)

Special Abilities:

- * **Bite:** Strip beetles inflict hundreds of painful bites each round, hitting automatically, and causing 2d4 damage to everyone in a Large Burst Template.
- * **Split:** Any encounter is with a Large Burst Template sized swarm. Each swarm can split into two smaller swarms (Medium Burst Template) of Toughness 6.
- * **Swarm:** Parry +2; Cutting, piercing, and energy weapons do no real damage. Area-effect weapons work normally.

THUG

Big, dumb, and strong, thugs are hired muscle used by villains to enforce their power. Thugs almost always operate in gangs. If you need a tougher thug, increase Strength and Vigor one step, and add the Combat Reflexes Edge.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Mean

Edges: —

Gear: Knife (Str+d4) or baton (Str+d4)

Salvage: Meager per 5 thugs

TRAPS

When you need a quick trap, draw two cards from the Action Deck—these tell you everything you need to know about its concealment, complexity, type, and lethality. More specific traps will appear in future Savage Tales.

The GM should add suitable flavor to these draws. For instance, a “blade trap” could be a scything blade slicing from the wall at knee height or a spear which thrusts out from a concealed hole. A Spade result on the trap might indicate multiple blades, hence the high Fighting die.

FIRST CARD

The first card determines how difficult the trap is to detect and disarm. This is shown on the table below as modifiers to the Notice and Lockpicking rolls. Note that *glyph* traps cannot be disarmed (and so ignore the suit), but they can be *dispelled* or *negated*.

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action.

Disarming: Disarming a trap requires a Lockpicking roll. On a Critical Failure, the trap activates.

TRAP DIFFICULTY TABLE

Value	Detect	Suit	Disarm
Joker	+2	Joker	+2
2-5	+1	Club	+1
6-10	+0	Diamond	+0
Jack-Queen	-1	Heart	-1
King-Ace	-2	Spade	-2

SECOND CARD

The second card determines the exact type of trap encountered. This is shown on the table below.

Area: Pit, projectile, and blade traps usually affect a 1" square on the battle grid.

Duration: Traps are generally one-shot devices. Once activated, they must be reset in
Initiative: Most traps activate with little warn-

ing to the unfortunate victim. Use the rules for Surprise. Notice rolls to avoid Surprise use the same modifier as for Detecting traps (see above). Traps have an Agility of d10 for the purposes of being interrupted. A trap catching a character by Surprise also has the Drop (where applicable).

Notes: The following short codes are used on the table. Arcane = arcane skill. It is also used when a spell requires an attribute die value for any reason and to resist *dispel* attempts. Sh = Shooting skill. Xdx = number and type of dice damage. #X = the number of attacks a projectile trap makes against the victim. Traps which use Shooting do not suffer penalties for making multiple attacks.

VALKYRIANS

Valkyrians are an Amazon race of pilots who are found throughout the Slipstream. Valkyrians display an unhealthy disdain towards any males they encounter, instinctively believing they are superior to males of any species.

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

Skills: Driving d6, Knowledge (one trade) d6, Notice d6, Piloting d8, Repair d4, Shooting d4, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: Arrogant, Death Wish, Loyal, Quirk
Edges: One Man Crew, Statuesque

Gear: Knife (Str+d4), tools of the trade

Salvage: Meager

TRAP TABLE

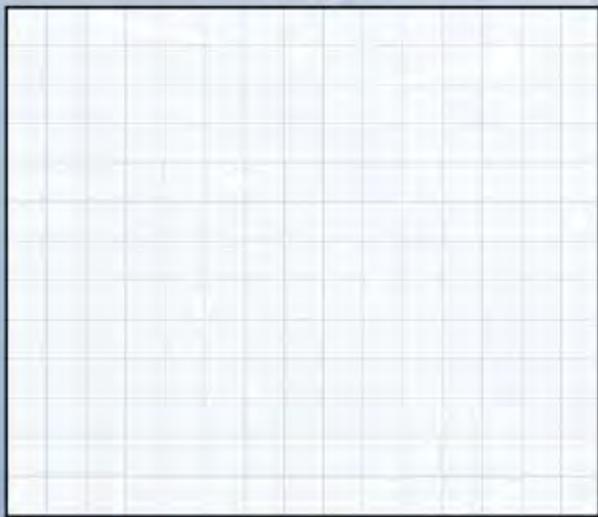
Value	Trap	Clubs	Diamonds	Hearts	Spades
2-3	Pit Trap	3 yards, 2d6	5 yards, 2d6	10 yards, 2d6+5	20 yards, 2d6+10
4	Spiked Pit	3 yards, 2d6+2	5 yards, 2d6+5	10 yards, 2d6+10	20 yards, 2d6+15
5-6	Projectile	Sh d6, 2d6, #2	Sh d8, 2d6, #3	Sh d10, 3d6, #2	Sh d12, 3d6, #3
7-8	Blade	Fighting d6, 1d6	Fighting d8, 2d6	Fighting d10, 3d6	Fighting d12, 4d6
9	Poisoned	Treat as Projectile, but victims must make a Vigor roll per hit or suffer a wound.			
10	Poisoned	Treat as Blade, but victims must make a Vigor roll at -2 or suffer a wound.			
Jack	Death Ray*	Sh d6, 2d6, #2	Sh d8, 2d6, #3	Sh d10, 3d6, #2	Sh d12, 3d6, #3
Queen	Gas**	+0, KO 2d6 mins	-2, KO, 2d6 hours	+0, automatic wound	-2, automatic wound
King	Boulder	Rolls in a straight line at 8+1d6" per turn. Anyone hit takes 4d10 damage.			
Ace	Wall	Walls close in at 1" per round. Trapped heroes take 3d6 damage per round.			
Joker	The trap is faulty and does not function.				

* Death rays have Range 12. Trappings vary. All attacks are made against the closest target.

** Victims must make a Vigor roll with the listed modifier or suffer noted effects.

SHIP NAME

CREW	HANDLING
ACC/TOP	CLIMB
NOTES:	



TOUGHNESS

FRONT	TOP	SIDES
	ARMOR	

WOUNDS

-1
-2
-3
WRECKED

ARTIFACTS

WEAPON RANGE ROF DAM (AP) BURST? NOTES

AGILITY	
SMARTS	
SPIRIT	
STRENGTH	
VIGOR	

CREWMEN, TROOP, AND OTHER ALLIES

TYPE ~ RANK: _____

EDGES: _____

HINDRANCES: _____

PACE	PARRY	TOUGHNESS

SKILLS

- D _____ CLIMBING
- D _____ BOATING
- D _____ FIGHTING
- D _____ GUTS
- D _____ INTIMIDATION
- D _____ REPAIR
- D _____ NOTICE
- D _____ SHOOTING
- D _____ STEALTH
- D _____ THROWING
- D _____
- D _____
- D _____

NAME	NOTES

FATIGUE

-1
-2
INC

GEAR	RANGE	ROF	DAMAGE (AP)	NOTES
	//			
	//			
	//			

AMMO TRACK

V HIGH -1

HIGH

LOW

OUT

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