

savage worlds science fiction companion

savage worlds science fiction companion serves as your ultimate gateway to crafting compelling narratives in the vast expanse of space and beyond. This comprehensive guide delves deep into the mechanics and creative possibilities offered by the Savage Worlds system for science fiction settings. We'll explore how to build futuristic worlds, develop advanced technologies, and populate them with diverse alien species and cybernetically enhanced individuals. Discover tips for designing thrilling space opera adventures, gritty cyberpunk campaigns, and mind-bending cosmic horror stories, all within the flexible and fast-paced framework of Savage Worlds. Prepare to unleash your imagination and bring your science fiction dreams to life with the Savage Worlds Science Fiction Companion.

- Introduction to Savage Worlds Science Fiction
- Core Concepts for Sci-Fi Settings
- Character Creation in a Futuristic World
- Powers and Technologies
- Vehicles and Combat
- Sample Settings and Adventure Hooks

Understanding the Savage Worlds Science Fiction Companion

The Savage Worlds Science Fiction Companion is more than just a rulebook; it's a toolbox designed to empower Game Masters and players to create unique and exciting science fiction experiences. It takes the core Savage Worlds system, renowned for its "Fast! Furious! Fun!" motto, and tailors it specifically for the tropes, technologies, and themes prevalent in science fiction genres. This includes adapting existing rules and introducing new elements to handle everything from interstellar travel and advanced weaponry to psionic abilities and alien biology. The aim is to provide a robust yet adaptable framework that supports a wide range of subgenres, from hard science fiction grounded in plausible science to fantastical space operas filled with laser swords and alien empires.

Core Concepts for Sci-Fi Settings

When building a science fiction setting with the Savage Worlds Science Fiction Companion, several core concepts come to the forefront. These elements define the unique flavor and challenges of your universe. Understanding these foundational aspects is crucial for creating a cohesive and immersive world that resonates with players.

Worldbuilding and Genre Tropes

Science fiction is a broad church, encompassing numerous subgenres, each with its own set of established tropes. The Savage Worlds Science Fiction Companion encourages GMs to identify their chosen genre – be it space opera, cyberpunk, post-apocalyptic, or hard sci-fi – and then weave those familiar elements into their unique setting. This involves considering the level of technological advancement, the societal structures in place, and the prevalent philosophical or ethical dilemmas. Whether your setting features sprawling galactic federations or grimy, rain-slicked neon cities, the Companion provides the tools to make it feel distinct and engaging.

Technological Advancement and Its Impact

Technology is the lifeblood of most science fiction. The Companion offers guidelines for integrating advanced tech into your game, from personal energy shields and artificial intelligences to FTL drives and terraforming capabilities. It's important to consider not just the existence of these technologies, but their impact on society, culture, and everyday life. How does cybernetic augmentation change warfare? What are the ethical implications of sentient AI? The Savage Worlds Science Fiction Companion provides frameworks to explore these questions through gameplay.

Alien Races and Extraterrestrial Life

No science fiction setting is complete without its denizens from other worlds. The Companion offers a flexible system for creating unique alien species, complete with their own physiology, cultures, and potential advantages or disadvantages. This goes beyond simple stat blocks, encouraging the development of distinct alien perspectives and motivations. Players can take on the roles of these aliens, or interact with them as allies, enemies, or neutral parties. Designing memorable alien encounters is a key element of effective sci-fi worldbuilding.

Character Creation in a Futuristic World

Adapting character creation for a science fiction setting is a cornerstone of the Savage Worlds Science Fiction Companion. The familiar attributes and skills of Savage Worlds are given new context, and specialized rules enhance the futuristic feel of player characters.

Attributes and Skills with a Sci-Fi Twist

While the core Attributes (Agility, Smarts, Spirit, Strength, Vigor) remain, their interpretation shifts. Smarts might represent a character's aptitude with complex computer systems or scientific principles, while Agility could translate to piloting skills or proficiency with advanced weaponry. Skills are similarly recontextualized; a character might be a skilled "Hacker" instead of a traditional "Lockpicker," or a "Starship Pilot" rather than a "Driver." The Savage Worlds Science Fiction Companion provides expanded skill lists and suggestions for reinterpreting existing ones.

Races and Species Options

Beyond the standard humanoid archetypes, players can create characters from a variety of alien species or genetically engineered backgrounds. The Companion offers numerous pre-built races as examples and provides the rules for creating entirely new ones, including unique biological traits, cultural nuances, and inherent advantages or disadvantages. This allows for a truly diverse cast of protagonists and antagonists.

Backgrounds, Edges, and Hindrances for Sci-Fi Archetypes

The robust Edge and Hindrance system of Savage Worlds is essential for defining a character's place in a science fiction setting. Whether a character is a grizzled space marine, a cunning corporate spy, a brilliant xenobiologist, or a psionically gifted outcast, the available Edges and Hindrances reflect these archetypes. The Savage Worlds Science Fiction Companion introduces new Edges and Hindrances specifically designed to enhance sci-fi character concepts, such as cybernetic enhancements, psionic potential, or specialized military training.

Cybernetics and Augmentations

For settings featuring advanced technology, cybernetics and biological augmentations are often integral to character identity and capabilities. The Companion details how to represent these upgrades mechanically, offering a range of options from basic prosthetic limbs to advanced neural interfaces and combat enhancements. These can be acquired through Edges, found as equipment, or even be a significant part of a character's background, often coming with their own set of advantages and drawbacks.

Powers and Technologies

The realm of science fiction is often defined by its fantastical technologies and unique abilities. The Savage Worlds Science Fiction Companion provides robust systems for handling both.

Psionics and Psychic Powers

Many science fiction stories feature characters with extraordinary mental abilities. The Companion offers a comprehensive psionics system, allowing characters to manifest powers such as telekinesis, telepathy, precognition, and more. This system is designed to be both thematic and mechanically sound, providing a distinct feel from traditional magic systems. Players can develop unique psychic builds, customizing their characters' mental prowess.

Advanced Weaponry and Equipment

From laser rifles and plasma casters to force fields and stealth suits, the Savage Worlds Science Fiction Companion equips GMs with the tools to detail a vast array of futuristic weaponry and equipment. It provides guidelines for modifying existing gear, creating new types of arms and armor,

and understanding the impact of advanced technology on combat and exploration. The system allows for a granular approach to technological effects, ensuring that even the most exotic gadgets have clear rules.

Crafting and Modifying Technology

The Companion encourages players and GMs to be creative with technology. Rules for crafting and modifying equipment allow characters to personalize their gear, develop new inventions, or repair damaged futuristic devices. This can be a central theme for certain characters or campaign types, adding a layer of depth to the technological landscape of your setting.

Vehicles and Combat

Interstellar dogfights, high-speed chases through neon-lit cityscapes, and desperate battles against alien creatures are staples of science fiction. The Savage Worlds Science Fiction Companion provides streamlined rules for vehicular combat and tactical encounters.

Starship and Vehicle Combat

Piloting starships, hovercraft, and other futuristic vehicles is a thrilling aspect of science fiction. The Companion provides a robust and adaptable system for starship and vehicle combat, allowing for tactical engagements in the vacuum of space or the atmosphere of alien worlds. This includes rules for managing ship systems, crew roles, and the unique challenges of space combat. Whether it's a dogfight between fighter craft or a broadside exchange between capital ships, the system aims for dynamic and exciting encounters.

Ground Combat and Tactics

When characters are on the ground, the Savage Worlds system's inherent speed and lethality translate well to sci-fi combat. The Companion offers suggestions for incorporating futuristic elements into ground combat, such as advanced cover, environmental hazards, and the use of specialized equipment. The fast-paced nature of Savage Worlds ensures that even complex firefights remain engaging and easy to manage, keeping the action flowing.

Environmental Hazards and Survival

Many science fiction stories take place in harsh and unforgiving environments. The Companion provides rules for incorporating environmental hazards, such as radiation, extreme temperatures, toxic atmospheres, and zero-gravity conditions. These elements can add significant challenge and immersion to any campaign, forcing characters to rely on their wits and equipment to survive.

Sample Settings and Adventure Hooks

To inspire your own creations, the Savage Worlds Science Fiction Companion often includes sample settings and a wealth of adventure hooks. These serve as starting points for GMs looking to quickly jump into a new campaign or to spark ideas for their own original worlds.

Glimpses into Diverse Sci-Fi Universes

The Companion may present several distinct sample settings, each showcasing a different facet of science fiction. These could range from a hard-boiled cyberpunk metropolis where megacorporations rule and cyber-enhancements are commonplace, to a vast space opera setting featuring warring alien empires and intrepid explorers. Each sample setting offers unique lore, factions, and challenges to overcome.

Adventure Seeds for Galactic Exploration and Intrigue

Beyond full settings, the book is filled with countless adventure hooks designed to ignite player imaginations. These range from simple quest prompts like "retrieve the stolen artifact" to more complex plot threads involving political conspiracies, first contact scenarios, or deep-space mysteries. These hooks are often designed to be easily adaptable to any science fiction setting, making them a valuable resource for GMs.

Developing Your Own Sci-Fi Campaign

Ultimately, the Savage Worlds Science Fiction Companion is a launchpad for your own unique storytelling. By combining the core mechanics with the wealth of specialized rules and suggestions, you can craft a science fiction universe that is entirely your own. The flexibility of the system ensures that whether you are interested in space pirates, genetic engineering, or philosophical aliens, you have the tools to bring your vision to the gaming table.

Frequently Asked Questions

What are the key differences between the Savage Worlds Science Fiction Companion and a generic sci-fi RPG?

The Savage Worlds Science Fiction Companion leverages the Fast! Furious! Fun! Savage Worlds Adventure Edition (SWADE) ruleset, offering a streamlined and action-oriented approach. It focuses on pulp-style action, quick combat, and a flexible character creation system, rather than the complex simulation often found in other sci-fi RPGs. The companion provides specific archetypes, gear, races, and setting advice tailored for diverse sci-fi subgenres.

What kind of sci-fi subgenres does the Savage Worlds Science

Fiction Companion support?

It's designed to be highly adaptable, supporting a wide range of subgenres including space opera, cyberpunk, hard sci-fi, military sci-fi, alien invasion, post-apocalyptic futures, and even some aspects of biopunk and technological horror. The rules are generic enough to be flavored to fit almost any vision.

How does the Savage Worlds Science Fiction Companion handle advanced technology and futuristic concepts?

The companion offers numerous Edges, Hindrances, and gear examples that represent advanced technology. This includes cybernetics, artificial intelligence, advanced weaponry, starships, futuristic vehicles, and exotic materials. The rules allow for customization, enabling players and GMs to create unique technological advancements and their game effects.

What are some notable new character options or mechanics introduced in the companion?

The companion typically introduces new racial templates (e.g., aliens, androids), cybernetic enhancements, psionic powers (if applicable to the sci-fi subgenre), and specialized Edges that reflect common sci-fi tropes. It also provides expanded rules for things like hacking, space combat, and advanced medical treatments.

Is the Savage Worlds Science Fiction Companion a standalone product, or does it require other Savage Worlds books?

It's a companion, meaning it requires the core Savage Worlds Adventure Edition (SWADE) rulebook to play. While it provides all the specific sci-fi content, the fundamental rules for character creation, combat, and skill use come from the SWADE core book.

How does spaceship combat work in the Savage Worlds Science Fiction Companion?

The companion usually includes a streamlined subsystem for spaceship combat. This often involves assigning crew roles, managing ship resources (like power and shields), and engaging in tactical maneuvers and attacks using simplified ship stats and damage rules. It aims for exciting fleet battles or dogfights without bogging down the game.

What kind of advice does the companion offer for GMs running sci-fi campaigns?

GMs can expect advice on world-building for various sci-fi settings, creating compelling alien species, designing futuristic gadgets and threats, crafting engaging plot hooks relevant to science fiction themes, and managing the unique challenges of sci-fi storytelling, such as technological paradoxes or intergalactic politics.

Are there any pre-made sci-fi settings or adventures included or recommended with the Savage Worlds Science Fiction Companion?

While the companion itself is primarily a rules expansion, Pinnacle Entertainment Group (the publisher) often releases dedicated sci-fi setting books that are fully compatible with it. Examples include 'Rippers Resurrected' (steampunk/horror with sci-fi elements) or campaigns set in specific universes. The companion also provides the tools to create your own unique settings and adventures.

How does the Savage Worlds Science Fiction Companion handle the concept of 'alien' races and their unique abilities?

The companion provides frameworks and examples for creating diverse alien species. This typically involves racial traits that grant specific advantages, disadvantages, or unique abilities based on their biology, technology, or culture. Players can often play as these alien races, integrating them seamlessly into the campaign world.

Additional Resources

Here are 9 book titles related to the Savage Worlds Science Fiction Companion, with short descriptions:

1. Aetherium Empires: Rise of the Void Lords

This novel delves into a galactic civilization powered by the mysterious Aetherium, where ambitious empires clash over control of its potent energy. Players will find rich lore and potential plot hooks for campaigns involving ancient alien artifacts, political intrigue, and desperate space battles. The narrative explores themes of technological advancement colliding with ancient magic, offering a unique blend for science-fantasy settings.

2. Cybernetic Dawn: Echoes of the Machine God

Set in a gritty cyberpunk future, this book introduces players to a world dominated by megacorporations and enhanced individuals. It offers detailed descriptions of augmentations, hacking mechanics, and the shadowy underbelly of urban sprawl, perfect for those who enjoy intense action and moral ambiguity. The story centers on a rogue AI and its followers, posing a threat that could reshape humanity itself.

3. Stellar Nomads: The Great Migration

This title focuses on a fleet of nomadic starships fleeing a dying galaxy, searching for a new home. It presents opportunities for exploration, resource management, and encounters with diverse alien species and cosmic phenomena. The narrative emphasizes themes of survival, community, and the resilience of sentient beings in the face of overwhelming odds.

4. Psionic Frontiers: The Mind's Embrace

This adventure sourcebook explores worlds where psionic abilities are commonplace, shaping societies and fueling conflicts. It provides rules and lore for various psychic powers, from telekinesis to precognition, and introduces intriguing factions vying for control of psychic resources. Players can engage in mind-bending mysteries and epic psychic duels.

5. *Xenomorph Expanse: Worlds Under Siege*

Imagine a universe overrun by terrifying alien lifeforms, where humanity fights for survival on isolated outposts. This book offers terrifying creatures, desperate survival scenarios, and the constant threat of overwhelming odds, ideal for horror-tinged science fiction campaigns. It encourages gritty combat, tactical maneuvering, and the psychological toll of fighting an implacable enemy.

6. *Quantum Entanglements: Paradox Prime*

This title delves into the mind-bending possibilities of advanced physics, featuring time travel, alternate dimensions, and causality paradoxes. It provides mechanics and plot ideas for campaigns that twist reality itself, challenging players to navigate complex temporal mechanics. The narrative often explores the consequences of altering timelines and the ethical dilemmas of playing with the fabric of existence.

7. *Galactic Bastions: The Defense of Sol*

Set during a massive interstellar war, this book focuses on the defenders of a pivotal star system. It offers rules and background for large-scale fleet actions, planetary sieges, and desperate last stands. Players can take on roles of ace pilots, seasoned ground troops, or cunning strategists in this epic conflict for the fate of a civilization.

8. *Deep Space Salvage: The Derelict Legacy*

This title explores the dangerous and lucrative profession of salvaging abandoned starships and forgotten alien technology. It provides rules for exploration, hazard avoidance, and the discovery of lost treasures and ancient secrets. Players will face environmental dangers, malfunctioning automatons, and potentially rival salvage crews.

9. *Terraforming Titans: The Genesis Project*

Focusing on humanity's efforts to colonize and transform barren worlds, this book offers a vision of grand engineering and frontier expansion. It includes rules for terraforming, colony management, and the challenges of adapting to new environments. The narrative explores themes of hope, progress, and the often-unforeseen consequences of playing god with alien ecologies.

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