REIGN OF DISCORDIA
INTERSTELLAR ADVENTURE IN THE RUINS OF EMPIRE

A Savage Worlds Edition

SAVAGE WORLDS FAN!

REIGN
OF DISCORDIA
A SAVAGE WORLDS EDITION

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VERSION 1.0 APRIL 2016

BASED ON THE WORKS OF DARRIN DRADER

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RETURN TO THE KNOWN GALAXY

WELCOME TO REIGN OF DISCORDIA *SAVAGE WORLDS* STYLE...

Back in 2011, as I perused the internet looking for my next roleplaying fix, I discovered a great little science-fiction game entitled **Reign of Discordia***. Little did I know then that this fantastic setting, written by the esteemed Darrin Drader, would soon consume all of my gaming focus and efforts for the next 12 months – through some really good times, and some quite bad.

There is something about Reign of Discordia that truly appeals to my roleplaying spirit, and maybe it does yours too. It could be the wide-open, anything goes, style of the setting, maybe it's the slick combination of space opera and hard sci-fi, or it might simply be the appeal of a post-apocalyptic set in space (and let's be honest, what's darker than the impending destruction of the entire Known Galaxy?). The truth is probably much simpler; the fact that this game can be a combination of all the aspects outlined above without skipping a beat. It is without pretention or self-importance and happily says to its GMs and players to do with me as you see fit. Very rarely these days do we get a game that ie truly yours grow and nurture in whatever fashion suits **your** gaming table.

Recently Darrin released the Reign of Discordia setting and background material (now including many of the updates and changes drafted by your author) through his [personal website](#); a gift for all fans of great science fiction to share. This act inspired me to revisit the myriad of drafts I had once started all those years ago, and in the process it recalled my attempts to bring Reign of Discordia to life within *Pinnacle Entertainment Group's* wonderful **Savage Worlds** system.

The document you read now is the result of those efforts, and I hope you enjoy reading (and perhaps playing) these as much as I did creating them. Finally, I don't know when, or even if, I might return to the Known Galaxy, but until such things are fated, I know you, like me, will look forward to whatever the future has in store for *Darrin Drader's* REIGN OF DISCORDIA.

Marcus D. Bone, April 2016

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* you know for the life of me, I can't seem to recall if it was the True20 or the Traveller Edition I saw first...

THE STELLAR IMPERIUM HAS FALLEN

No sooner had the triumphant cheers died down on hundreds of worlds than the harsh realities of their desperate new situation became clear. Their cold, lizard-like enemy, the R'Tillek, may have played a significant role in the fall of the Stellar Imperium, but the collapse did not stop their campaign of aggression against the former member-worlds. Initially there was hope, as the leaders of the minor rebellions assumed that some new and better form of government would step in to fill the vacuum. At the very least, they thought the various alien races would align along species lines. They were wrong. Instead, the exact opposite occurred as most worlds opted to embrace their own local governments rather than take the chance of having one imposed upon them again.

During the reign of the Stellar Imperium, technology had been freely shared between the races. Most races focused on manufacturing and developing the technologies that most suited them. This resulted in many key technological industries centering on the few worlds that specialized in them. As a result, the prices of many items skyrocketed as soon as the Imperium fell, because the knowledge for producing them did not exist on the many worlds where they were needed. Now there are many who seek to obtain the schematics and technical knowledge behind these proprietary technologies from those who jealously guard them, hoping to produce their own versions at a cut-rate, thus reducing their dependence upon other worlds. In addition, the governments of the many systems did not follow the expected trends towards capitalistic democracies. In some cases the liberated worlds adopted Democratic or Socialist governments so they could take care of the needs of the people. However, many of the local leaders who led their people against the Stellar Imperium were not interested in handing over their new-found power, instead claiming these worlds for themselves, setting up petty dictatorships.

As interstellar trade struggles to reach some sort of sustainable equilibrium, many wonder what became of the riches accumulated by the Stellar Imperium. Gone are the enormous warships that once patrolled the member worlds. Much of the military hardware that was once commonplace has been destroyed and the replacement equipment that has found its way to the open market is rapidly produced and of inferior quality.

The former Imperium's Core worlds now lie in ruins, completely uninhabited because of the horrific weapons the R'Tillek used against them. Scavengers and adventurers now frequent these worlds, hoping to find technology that will fetch a high price on the market. Still others search the vast systems marked as empty on all the star charts in hopes of finding partially completed, mothballed, or salvageable ships at one of the fabled secret shipyards of the Imperium. Such ships would surely be built to the superior specifications of the Stellar Imperium, and therefore be superior to the currently produced models, both in terms of performance and the price they would fetch from the right buyers.

In this new era of decay, many have become frustrated with the crumbling infrastructure of the settled worlds, and have instead left for the Frontier Worlds. The planets in this sector of space were newly discovered during the final days of the Stellar Imperium and some of them are home to small upstart colonies. Many consider these worlds unspoiled places of opportunity, where they can forge their own way and survive the instability of the current age.

Welcome to the age known as The Reign of Discordia.

SAVAGING REIGN OF DISCORDIA

This document includes little of the setting material for **Reign of Discordia**. Darrin Drader, the original author and creator, has kindly released a revised and updated background for the game free on his website (which can be found at http://darrindrader.com/index.php/reign-of-discordia/) and it is to there that you are directed to learn more of the Known Galaxy and events of the Imperium's Fall.

THE SAVAGE WORLDS RULESET

This version of **Reign of Discordia** is released under the Fan Licence provided for by Pinnacle Entertainment Group (full details of this license are located at https://www.peginc.com/licensing/). In particular it was designed utilising the Savage World Deluxe edition of the game. The author of this conversion appreciates PEG's open approach to fans and gamers worldwide in allowing them to use their simple but frantic mechanics foe free.

This game references the Savage Worlds *game system, available from Pinnacle Entertainment Group at* www.peginc.com *Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.*

SETTING SPECIFIC RULES

To reflect the dynamic and action filled Reign of Discordia universe the following optional rules are suggested for use.

SEASONED CHARACTERS

Reign of Discordia is set after the fall of the Stellar Imperium. But that is not to say that the galaxy, and the characters only came into being only at this moment in time. Rather, each Hero has a long history that spans back even before the Imperium fell. To reflect this, it is suggested that all heroes start play at the Seasoned rank (see page 43 of Savage World Deluxe). This rank entitles the characters to 20 experience points and four advancements to spend, reflecting the knowledge and training they gathered over their lives.

EFFECTIVE KNOWLEDGE SKILLS

Many of the tasks undertaken by the characters in Reign of Discordia will be technical in nature. The Known Galaxy is full of technology and equipment that requires extensive training and knowledge to maintain and run properly. As an optional rule, GMs may allow players make a Knowledge skill roll to assist themselves when undertaking a task that would normally be governed by a standard skill only (i.e. Repair, Lockpicking, etc.). Succeeding in the Knowledge roll conveys a +1 to the subsequent skill roll (+2 on a raise). Conversely, a failure would give a -1 penalty to the associate skill roll, -2 with a Critical Failure.

For example, a character attempting to repair a starship engine could be allowed a Knowledge (Engineering) roll to give a bonus to their actual Repair roll.

VARIABLE WILD DIE

As presented in the Savage Worlds Deluxe rulebook, all Wild Card characters use a d6 as their Wild Die unless under specific circumstances (i.e. effects of magic, leadership edges, etc.) As an optional rule, instead of using the default

d6 for the Wild Die, all heroes use the Attribute die allocated to the appropriate being used.

For example, a character with an Agility of d8 and a Throwing skill of d8 would roll 2d8 when attempting to throw an object. On the other hand, if the same character only had a Smarts of d4 and a Repair of d6, then they would roll the d6 and a d4.

This variable Wild Die rule does little to effect the odds of character success at lower levels, and truly reflects a hero's ability when they reach the Veteran and Legendary ranks.

UPDATED SHAKEN RULE (2015)

A recent modification to the Savage World core rules updates the Shaken mechanics (Savage Worlds FAQ and Update May 2015.pdf). It is advised that this change is utilised when playing Reign of Discordia.

DELUXE EDITION RULE – HIGH ADVENTURE

Savage Worlds Deluxe edition rulebook presents a number of setting rules that can be used to reflect a specific style of play at the table (see page 94). For Reign of Discordia, it is recommended that High Adventure setting rule is used. This rule allows Bennies to be spent to gain a one-time use of a Combat edge. To use this edge the character must meet the Rank and any Edge requirements, but may ignore the Trait requirements.

NOTES ON THIS RELEASE

While I believe that this is a perfectly serviceable version of a Savage Worlds conversion, there is still a number of additions that might be added. These include:

¤ Starship Design and Space Combat (currently in draft)
¤ Development of Edges and Hindrances connected to the Powers & Organisations of the Known Galaxy (currently in draft).
¤ Flesh out the equipment and technology section (including specialist gear and rules for common items – such as POD skills).
¤ Additions to weapons and Armour (including Relarran suit systems and energy shields).
¤ Create additional Minor Races and provide more on the Major ones (including Tallinite Queens and their 'armies' of workers, etc.).
¤ Detail more antagonists and survivors.

CREATING HEROES AFTER THE FALL

Life after the Fall is, in the same breath, both an exciting and a dangerous proposition. The Known Galaxy still reels from the destruction of the Stellar Imperium, offering a wealth of opportunities to those who are willing to take the necessary risks. Merchants look to secure bargain commodities that can be sold for astronomical profits of the Frontier Worlds, Soldiers and Mercenaries ply their trade in numerous planetary conflicts and 'bush fire' wars, while adventurers set their sites on discovering not only new worlds but also rediscovering the remnants of the Imperium's Core Worlds.

THE GROUP DYNAMIC

There is no right or wrong way of playing Reign of Discordia, and as written the setting presents an open play environment, free for groups to explore as they desire. Players are free to delve into the science fiction tropes that they enjoy most, be it interstellar trade, planet hopping warfare, or high level political machinations.

Yet with such openness, however, comes some difficulty. Just what do you want to do in game? What does everyone else want to achieve? And just what challenges the GM arranged for you to face? To mitigate any confusion or disappoint, players and the Game Master are encouraged to discuss the type of game they want to play with the rest of the group prior to character creation. This will not only ensure that the Game Master is able to create plots that will engage the entire group, but will also ensure that the party will work well together in achieving their goals – it will be no fun for anyone if some of the group are looking to take the fight to the R'Tillek, while the rest are more interested in exploring the far edges of the Frontier!

CHARACTER CONCEPTS

In Reign of Discordia, the players take on the roles as would-be heroes (or perhaps simply likable scoundrels) in a galaxy rapidly falling apart around them. The potential for adventure in this environment is almost unlimited, with fame and fortune just over the horizon, and poverty and death not far behind. The following list is a sample of backgrounds and concepts which just might spark interest in the players as they embark on their adventures in the Known Galaxy.

AGITATOR/FREEDOM FIGHTER

The Imperium is no more, and while some claim that it was the R'tillek that brought them down, you know that it was people like you - the agitators or freedom fighters - who are the true heroes in the struggle against oppression. But where one tyrant falls, others rise in their place. After five short years the Known Galaxy is once more full of petty dictators and despots who look to take advantage of the chaos to claim their own empires. So it is that your task is never done, and until a wise and benevolent ruler rises to power, you must continue to fight the good fight!

BOUNTY HUNTER/IMPERIUM INVESTIGATOR

Funny how some people seem to think that just because the Stellar Imperium is no more, there is no law and order. The opposite is true; now more than ever, is the time for vigilance and responsibility. That makes you the power behind the new orders, the muscle that straightens things out, and the enforcer that is need to restore the worlds. Perhaps you were once an Imperium investigator, or you've simply discovered the niche since the Fall. In the Reign of Discordia you and your kind are the only

representatives of the law any one pay respect too, and, whatever the circumstances, you always get your man!

CORPORATE AGENT/INDEPENDENT COURIER

Before the Fall, the Known Galaxy thrived on the backs of men and women like you, the traders of information, the bodyguards of data. In those days you sped from planet to planet, either in the employ of one of the great corporations or as a respected Individual delivering that which was too precious to send via the comm-links and data transfer matrixes. To survive in the business as long as you did, you had to be sharp, focused and discrete, talents that still serve you well in this age of Discordia,

DIPLOMAT/POLITICIAN

Diplomats come in all shapes and sizes; perhaps you once worked for the Stellar Imperium, escaping before the core worlds were destroyed. Or maybe you acted on behalf of one of the home planets, struggling even before the fall to reunite your race as one. You might even have been a corporate diplomat, working on trade delegations or ensuring better prices from suppliers. Whatever your past, the age of the true diplomat is upon the Known Galaxy, as it is only through strong leadership and by making the hard decisions that those who remain will survive.

DOCTOR/MEDIC

If there is one thing that will never change in the Known Galaxy it is the demand for trained medical professionals. Before, during the war with the R'tillek and with the civil unrest you got used to dealing with blaster wounds and concussion, since the Imperium's fall you find yourself facing more worrisome illnesses, many of which you though had been eliminated in the modern age. Despite this, and the ever dwindling supplies of medicines you continue on, doing the best you can.

ENGINEER/MECHANIC

Once the Stellar Imperium ran on your knowledge and expertise, you were the oil that greased the wheel, and the tool the fix the broken pipe. Without you it wouldn't have survived as long as it did. These days, the space ports lie half empty and the dry docks have no orders to fill, but while ships still fly between the stars you will be their to fix them up right... as long as you can get the parts anyway.

EXPLORER/SCAVENGER

What lies beyond the edge of the Known Galaxy, or for that matter what remains within? Explorers are the brave, often foolhardy individuals who risk life and limb reaching out to new worlds and rediscovering old ones. While many explorers once worked directly for the Stellar Imperium, since the fall most now only have one master, themselves. The Imperium may no longer exist, much of what it created still does. And in a galaxy where the Imperium's technology is sold for ten times it original price the risks and dangers are more than worth the effort. Not only are planets like Dorang and Hagenti ripe for the picking, but rumours abound of old Imperium sites scattered across the Known Galaxy now devoid of masters.

MERCENARY/EX-SOLDIER

Ever since humanity took to the stars there have been wars. From battles with the Lamogos, conflicts with the Farradin, and most recently the defence of the Imperium from the R'tillek. And where there are wars there is always the need for soldiers to fight them. Since the destruction of the Stellar Imperium, many ex-soldiers have found work as mercenaries and bodyguards for the various powers that have arisen in the last five years, or have fallen to banditry and raiding to survive.

MERCHANT/TRADER

As long as there has been civilisation there have been traders and merchants who have filled it need. Even with the destruction of the Stellar Imperium there is still the demand for good and services that cannot be sourced locally, although the risks have increased tenfold. Whether it is shipping vital hydrogen supplies or simply turning a meagre profit by supplying vital foodstuff, the life of a Trader is one of danger mixed with the possibility of great reward.

SURVIVOR/OUTCAST

Life after the Stellar Imperium is harder than you could have ever imagined. Almost overnight everyone lost their jobs, their support and most lost hope. But not you, despite the hardships you've faced you are determined to survive, be it for your family, your community or just yourself. For every door closed by the destruction of the Imperium another opens...

EX-SLAVE/INDENTURED

The Stellar Imperium may have been a utopian paradise for some, but for others it was a brutal and oppressive regime. Many sentient races were enslaved under the yoke of 'freedom', while others such as the Creeon were created to be a worker race. With the fall of the Imperium you are now one of the masses, partly lost without the guidance of your overlords, partly empowered by your new found freedom. The Known Galaxy is yours to embrace... the question is whether you are able to survivor long enough to do so!

SCIENTIST/RESEARCHER

It was a new age of enlightenment where all you had to do was to ensure that you were progressing the Stellar Imperium to secure almost unlimited funding. But those days are gone, and with it the resources, and facilities that your field of study demands. Still, perhaps your research can be used in other ways, to feed the starving millions on the frontier worlds, or help stabilise the powers that be into some semblance of order. Or maybe, like so many others, you should simply sell your services to the highest bidder?

REFORMED PIRATE/SMUGGLER

Not all heroes in the fall are upstanding former Imperium citizens. When the going got tough some people were forced to turn their hand to piracy or smuggling to ensure their own survival. You were one such person. Now with the politics and powers of the Known Galaxy becoming a little clearer, you have the opportunity to go straight, the question is whether or not you are going to take it?

PILOT/ACE

The Known Galaxy would have been a pretty small place if it wasn't for the likes of you; flying the latest merchant-class starships, or as a hot shot pilot in charge of one of the Imperium's sleekest fighters. Before the Fall, the stars were yours to be lost in, free of the worries and concerns of a planet side existence. But those days are gone, and today the spacelanes are full of desperate pirates, terrified pilgrims and the squabbles of petty warlords. Still a good pilot is always in demand – even if you're forced to fly the junkers granddaddy once did!

CREATING YOUR CHARACTER

The following process will, using the character concept you've decided upon, guide through creating a character for use in Reign of Discordia.

STEP ONE – SELECT RACE

Select the race you want to play (see the *Inhabitants of the Known Galaxy* on page 18 for the strengths and weaknesses of each race). The Known Galaxy is full of sentient beings, and those presented here represent only the most commonly encountered since the fall of the Stellar Imperium - Game Masters and players are encouraged to create their own minor races.

STEP TWO – SELECT TRAITS

Traits (attributes and skills) define your characters abilities and limitations.

Attributes

Unless your race's description says differently, your hero starts with a d4 in each of his 5 attributes: Agility, Smarts, Spirit, Strength, and Vigor. You have 5 points to raise your attributes. Each attribute increase costs 1 point per die step. You cannot increase any attribute above d12 (unless specified by your race).

Skills

You have 15 points to purchase skills. Each die type costs 1 point, up to its linking attribute die type. Raising a skill above its associated attribute costs 2 points per die type. A list of new and altered skills is listed below

Derived Statistics

All characters have a number of statistics, which are derived from their attributes and skills:

¤   Charisma is +0 unless modified by Edges and Hindrances.
¤   Pace is 6" unless changed by Edges and Hindrances.
¤   Parry is equal to 2 plus half his Fighting skill die type, and can be modified by Edges and Hindrances.
¤   Toughness is equal to 2 plus half your Vigor die type, possibly modified by Edges and Hindrances.

STEP THREE - EDGES AND HINDRANCES

As in other Savage Worlds settings, your character can take Edges by balancing them out with Hindrances. These are the unique gifts and interesting flaws that make him stand out.

- ¤ You can take up to one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each).
- ¤ For 1 point, you can gain another skill point, or an additional 5 Trade Points of gear and equipment.
- ¤ For 2 points, you can raise an attribute one die type, or choose an Edge.
- ¤ After you choose your Hindrances, pick Edges allowed by your Hindrance points.

Many races also have innate edges and hindrances; these are listed under the races description. Additional a list of new and altered edges and hindrances are available starting on page 10.

STEP FOUR - GEAR

It is now time to purchase gear and equipment. In Reign of Discordia characters do on rely simply on dollars and cents to acquire and purchase their needs. The Known Galaxy is in a state of turmoil and the old Imperial credit is no longer worth the 'paper' it's printed on. In its place has arisen an ad-hoc system of trade, barter and promises, with a few tangible items thrown in (gold, platinum and other valuable metals never go astray).

Purchasing gear outside of character creation is done with the Credit Rating skill, details on using this are found on page 10.

STEP FIVE - BACKGROUND

Your character is more than a collection of numbers, skills, and game effects. What does he look like? What's his personality like? Consider his past, present, and future. Where is he from and what has he done for a living? What's going on in his life right now? What his goals and aspirations? What fears keep him up at night? Oh, don't forget a name!

Don't feel like you've got to come up with every detail right now. You can certainly fill in some of the gaps as you go. Part of the fun in roleplaying a character is getting to know who he truly is as you go along.

NEW/REVISED SETTING SKILLS

Some skills have been added while others have been expanded to include additional areas of use. These changes reflect the advanced technologies in Reign of Discordia (i.e. computers, starships, etc.).

- ¤ **Piloting (alteration)** – includes flying all manner of spacecraft, from assault fighters to battle cruisers.
- ¤ **Shooting (alteration)** - encompasses firing of starship weapons.
- ¤ **Computer Use (new skill)** – covers all aspects of computer use from data entry to, sensor use, and even computer hacking (see below for more information).
- ¤ **Investigation (alteration)** - this has expanded to include the use of computers for investigative purposes, from handheld devices to starship computer libraries.
- ¤ **Credit Rating (new skill)** – indicates the resources (financials, favours and leverage on reputation) a character has. Resources replace the use of dollars when purchasing gear and equipment in Reign of Discordia. (see below for more information)
- ¤ **Psionics (new skill)** – this skill governs a heroes ability to use Psionic powers. To be able to spend points in this skill a character must purchase the Arcane Background (Psionicsist) edge.
- ¤ **Crafting (new skill)** – this skill governs a Creeon characters ability to use the Creeon Engineer abilities. To be able to spend points in this skill a character must purchase the Arcane Background (Creeon Engineer) edge.

KNOWLEDGE SKILLS

Knowledge skills play a more prominent role in Reign of Discordia than some other settings due to the advanced level of technology and information. Some possible Knowledge focuses are briefly detailed below:

- ¤ **Battle** - covers military tactics on ground, on sea, in air, and in space, for Mass Battles and starship combat.
- ¤ **Engineering** - the designing and building of structures, machines, devices, and the like.
- ¤ **History** - includes galactic and known planetary histories, as well disciplines such as archaeology and sociology.

- ¤ **Medical** - covers the study of biological repair, using such disciplines as biology and chemistry as it applies to sentient life.
- ¤ **Navigation** - is used for rolls pertaining to starship travel and combat.
- ¤ **Science** - covers the broad application of the scientific method (challenge everything). The characters background information should include one or two areas of expertise such as physics or chemistry.

Don't forget using the Common Knowledge rules from Savage Worlds to cover a character's many interests. You never know when they may come up in a game.

LANGUAGES

Although the Stellar Imperium advocated the use of a standard language – known as Imperial – most races kept their racial language intact. While the use of translators has made the study of languages almost redundant (especially when one hears a Tallinite speak), many diplomats and traders still take the time to learn the languages of others.

Because of the many and varied languages spoken throughout the galaxy, Reign of Discordia does not use the Language Setting rule in Savage Worlds Deluxe. Instead each character should start with both Imperial and their native language for free. Additional languages must be purchased separately (with d4 meaning they can converse adequately, d6 fluently, and d8+ like a native). See the altered linguist edge for those wanting to know more languages.

COMPUTER USE

Almost everything in the Known Galaxy is run by computers, from the smallest piece of technology, through to the largest. To interact with these computers, in whatever form they come in, the Computer Use skill is used.

In most cases, as long as the character has a Personal Operating Device (or POD- see Gear & Equipment on page XX) a simple success (against a Target Number of 4) is all that is needed to gain access and get whatever information is required from a computer. This Target Number might increase, however, depending on the exact nature of the task (i.e. Hacking to a spaceports docking system might be much higher, etc.).

CREDIT RATING

As noted earlier, trade in the Known Galaxy is no longer undertaken with the Imperial Credit; since the Fall, a citizen is only good as their credit. A character's Credit Rating indicates not only their tradable resources, but also their reputation, reliability and connections.

To better reflect the scarcity of even the most common items since the Fall, all items have a Rarity. This rating gives a base Target Number for the character to roll against their Credit Rating skill. This can be modified by location of the trade, or any other special circumstances. Failure on a Credit Rating skill may indicate a number of things, from the character and trader unable to agree on a price, a general lack of availability of the desired item, or even the fact that once purchased said item just doesn't work.

Rarity	Base Target Number
Very Common	2
Common	4
Uncommon	6
Rare	8
Very Rare	10

Trade Points

To reflect any specific rewards or riches, Trade Points can be spent to decrease the Target Number 1 point for each Trade Point (i.e. if 2 Trade points are used to locate an Uncommon item the Base Target Number would be reduced from 6 to 4).

HINDRANCES

Hindrances represent the flaws and issues that a character may have. In Reign of Discordia a number of existing Hindrances have been altered to reflect the setting, and many new ones have been included.

ALTERED HINDRANCES

The following Hindrances have been altered to better reflect their effects in the Reign of Discordia setting.

- ¤ **All Thumbs (Major)** Technology plays an integral part in the lives of most denizens of the fallen Imperium. Having All Thumbs creates a

significant obstacle for a character within the Reign of Discordia setting and is therefore elevated to a Major Hindrance.

¤ **Clueless (Minor or Major)** - Along with the standard Major version of Clueless, Clueless can also be taken as a Minor Hindrance with the accompanying penalty to Common Knowledge rolls reduced to -1.

¤ **Yellow (Minor or Major)** - Like Clueless, Yellow can be taken as a Minor Hindrance with Fear-based Spirit checks made at -1 instead of -2 for the Major version of this Hindrance.

NEW HINDRANCES

The following Hindrances add other flaws and challenges for the Heroes of Discordia to face. As always, we suggest you discuss any Hindrances you take with your group prior to starting play.

¤ **Blaster Magnet (Major)** - Your character always seems to stick his head up at exactly the wrong time. Be it bad timing or poor combat sense, he rarely walks away from a gunfight unscathed. Ranged attacks against him receive a +1 to hit.

¤ **Fist Magnet (Major)** - Your hero hasn't spent a lot of time learning the fine art of dodge, duck and dive. His Parry is reduced by 1.

¤ **Honest to a Fault (Minor)** - Your character has just one of those faces. For her, honesty really is the best policy. When attempting a lie, she receives a -2 to any Intimidation or Persuasion rolls, or Gambling rolls that require bluffing. Conversely, if she is speaking the honest truth of the matter, the rolls are made at +1.

¤ **Meek (Minor)** - Content to follow, this character is no leader of men and has trouble when trying to overawe others. He cannot take Leadership Edges and when attempting to Intimidate or Taunt someone, rolls are made at -2. On the plus side, when benefitting from the Leadership Edges, Command, Fervor, Hold the Line!, and/or Inspire, the bonuses are increased by 1.

¤ **Molasses (Major)** - This hero tends to be very deliberate with his actions and has never been accused of moving with haste. When cards are dealt for initiative, he discards any face card and draws again. He keeps the new card, regardless of what it is. He cannot take the Quick Edge, but may take the Level Headed Edges, redrawing the initial face card dealt, if any. A Joker does not count as a face card.

¤ **Momma's Boy (Major)** - Most any injury renders this hero unable to function. Not made of sterner stuff, if suffering from at least one wound, an additional -1 penalty is applied to all his Trait rolls. Any Healing checks made to help him, however, appeal to his sensitivities and received a +1.

¤ **Play Dead (Major)** - When the going gets tough, this guy plays dead. If Shaken and attempting to recover, his Spirit roll is made at -1 (in addition to any other modifiers). Still, practice makes perfect, so when actually playing dead, Notice checks are made at -2 to discover his feint.

¤ **Psionically Susceptible (Minor)** - Your hero's mind is particularly open to Psionic manipulation. Psionicists receive a +2 to any rolls made to benefit or hinder your character.

¤ **Space Sickness (Minor or Major)** - Your character would rather be on a rowboat in the middle of a hurricane than embark on starship. Obviously, space sickness can be a serious problem when it may be necessary to travel at speeds faster than light. Each time this character first steps foot aboard a spacecraft, he must make a Vigor check. With a success, he may feel nauseous, but there is no game effect. On a failed roll, he suffers a -2 to all Trait rolls until he is planetside again for 1d6 hours. The Major version of this Hindrance increases the penalty to -4.

¤ **Xenophobic (Minor or Major)** - This character tends to belief that his species and culture is superior to others and often voices those beliefs. This may have more to do with cultural pride than out and out intolerance. However, he may also distrust, fear or outright hate cultures foreign to his own. Regardless of his motivations, the Minor version of the Hindrance incurs a -2 to his Charisma when dealing with other species. With the Major Hindrance, this increases to -4. Command Edges held by your hero do not apply to "foreigners" until he has worked with them for at least a week. This Hindrance does not apply to the R'Tillek as most everyone in the known galaxy already has strong negative feelings toward them.

EDGES

In Reign of Discordia, the characters are the heroes of the setting and implementers of change. The changes to the edges from the Savage World

Deluxe rule book, and the introduction of new edges reflects this unique position.

REMOVED EDGES

The following edges are not appropriate for the Reign of Discordia setting and have been removed.

¤ *Soul Drain*
¤ *Adept*
¤ *Champion*
¤ *Gadgeteer*
¤ *Holy/Unholy Warrior*
¤ *Mentalist*
¤ *Wizard*
¤ *Power Surge*

ALTERED EDGES

The following Edges have been altered to better reflect their effects in the Reign of Discordia setting.

¤ **Rich/Filthy Rich** – As Reign of Discordia uses a Resources system rather than a financial one, Rich characters now receive 2 free Trade Points per Session, while Filthy Rich characters double this to 4 trade Points. More information on the Credit Rating and Trade Points see page 10.
¤ **New Power** – Works as written, although only powers from the Psionics or Creeon Engineer list can be selected.
¤ **Linguist** - As per written, however the character only knows languages equal to ½ their Smarts die. The number of languages known increases if Smarts is raised.
¤ **Power Points** – This Edge can only be taken by those characters with the Arcane Background Edge – Creeon Enginnering.
¤ **Rapid Recharge** (and **Improved Rapid Recharge**) – This Edge can only be taken by those characters with the Arcane Background Edge – Creeon Enginnering.

NEW EDGES

Reign of Discordia introduces a number of new Edges, ranging from those used in Starship Combat through to those used to reflect the distinct aspects of the Major and Minor Races.

COMBAT EDGES

Starship combat is a key aspect of adventuring in the Known Galaxy, and often it is Edges like those below that will turn the tide of battle.

¤ **Starship Commander** – *Requirements (Seasoned, Command, Wild Card, Smarts d8+, Knowledge (Battle) d6+)* - This edge works like as per the Tactician edge (see page XX in Savage Worlds Deluxe), except that the additional Action Cards it provides can only be acquired in Space Combat (see page XX for more details). Additionally, when in space combat the commander gains +2 when attempting any Command actions.
¤ **Navigator** – *Requirements (Seasoned, Smarts d8+, Pilot d6+)* - A character with this edge gets +2 to all Piloting rolls making navigation or plotting rolls. Additionally when in space combat the navigator gains +2 when attempting any Navigate actions.
¤ **Gunner** – *Requirements (Seasoned, Shooting d10+)* - May reroll any critical hit effect against an enemy ship. Additionally when in space combat the Gunner gains +2 when attempting any Weapons actions.
¤ **Combat Engineer** – *Requirements (Seasoned, Smarts d8+, Repair d8+)* – Combat Engineers may make a Dead in Space roll without spending a Benny. Additionally, when in space combat the engineer gains +2 when attempting any Engineer actions.
¤ **Seasoned Pilot** - *Requirements (Seasoned, Pilot d6+)* – Seasoned Pilots reduce the penalty to hit enemy ships that have the advantage to -2. Additionally, the penalty to attackers using ships weapons while the pilot uses the Evasive Actions manoeuvre is reduced to -2.

SOCIAL EDGES

¤ **Born Liar** – *Requirements (Novice, Spirit d8+)* – Eliminates any negative Charisma modifiers, and bestows a +2 when attempting to lair, deceive or confusion another person, no matter what skill be being used.
¤ **Favours** - *Requirements (Seasoned, Connections)* – Can lower the Rarity of one item by one step per session.

PROFESSIONAL EDGES

¤ **Imperium Expert** - *Requirements (Seasoned)* – Gain +2 on all Streetwise, Investigation, Knowledge or other specific skills when relating to Stellar Imperium lore or history.

ORGANISATION EDGES

With the power vacuum created by the fall of the Stellar Imperium, there are numerous organisations and concern looking for able bodied operatives to assist them in achieving their goals. More information on these is included in the Powers & Organisations section of this book (see page XX).

RACIAL EDGES

Each of the Races in the Known Universe have their own distinct edges and abilities, these are listed below.

Shape Changing

Requirements: Novice, Wild Card, Creeon – Created from billions of smaller parts, Creeon are able to change not only their physical shape but also the structure of their limbs and body parts. See Creeon Shape Changing on page 17 for more details.

Fast Learner

Requirements: Human, Background, Novice, Smarts d8+ - Some humans are very good at picking up new skills or being very good at what they do. The Hero with this Edge, when taking a Level Up that involves Skills, has one of the following three options:

¤ They may raise three Skills that are all currently less than their Linked Attributes.

¤ They may raise one Skill that is at or above its Linked Attribute, and also raise a single Skill that is currently below its Linked Attribute.

¤ They may take a brand new Skill at d4 while raising a single Skill they have that is below its Linked Attribute.

Destined For Glory

Requirements: Novice, Wild Card, Lamogos - Humility is not a common Lamogos trait, and some members of the species channel that ego into a determination not to be stopped. When a Lamogos with this edge spends a Benny to re-roll, they increase the Wild Die by one step. (d6 becomes d8, d8 becomes d10, etc.)

Know Your Role

Requirements: Novice, Lamogos - Lamogos society stresses the strength and unity of the whole, and this character exemplifies that ideal. The character's bonuses when benefitting from Leadership Edges are increased by 1, just as if he had the Meek Hindrance (but without the disadvantages.)

Stout

Requirements: Seasoned, Lamogos, Vigor d10+, Nerves of Steel - While all Lamogos are tough, some impress even their fellows with their near preternatural levels of stamina. This Lamogos gains +2 to resist Fatigue and +1 to Soak rolls. As a side benefit, he can drink all night, and never gets sick. (+4 on opposed rolls during drinking contests, etc.)

Mighty Constitution

Requirements: Veteran, Lamogos, Stout - A Lamogos with this edge gets +2 to resist disease or poison, and makes a Vigor check every three days to recover from wounds instead of every five days.

Four-Armed Dervish

Requirements: Seasoned, Rellaran, Fighting d8+ - Since joining the intergalactic community, Rellaran soldiers have developed fighting techniques that use their multiple appendages to their advantage against two-armed opponents.

A Rellaran with this Edge gets +1 to their Parry, and gain an additional +1 when using the Defend or Full Defense actions.

Long Distance Swimmer

Requirements: Veteran, Rellaran, Vigor d8+, Swim d8+ - This Rellaran can swim tremendous distances for long periods of time. He can easily cover 60 miles in a day without suffering any ill effect. Each additional day prompts a Vigor check with a cumulative -1 penalty or he suffers a level of Fatigue requiring a full day to recover.

The rigors of such travel grant the character a +1 to all Vigor checks (including Soak rolls.)

Sprint Swimmer

Requirements: Seasoned, Rellara, Swimming d8+ - The Rellaran that develops this Edge gains the ability to roll a "Run" die of d6 (as an Action) while swimming.

Extra Handy

Requirements: Veteran, Sangor, Agility d8, Repair d8+ - This Sangor has learned to use their extra hands to their advantage when working with technology, making every human engineer who'd ever wished for an extra set of hands jealous.

A Sangor with this Edge can, when making a Repair roll, make two rolls; the first adds +1 to the second roll for every success and Raise, just as if the Sangor were making a cooperative roll with himself. If attempting this in combat, these rolls take up the entirety of the character's turn, regardless of how many actions the character normally gets in a turn.

Go with the Flow

Requirements: Novice, Sangor, Spirit d6 - Struggle and strife are alien concepts to Sangor philosophy; they are firm believers in the "good things come to those who wait" principle.

This way of thinking helps them see setbacks as opportunities, and to seize those chances when they come. Upon failing a roll, a Sangor with this Edge spends a Benny; however, rather than re-roll the failed roll as normal, the character may instead elect to have a subsequent non-attack action succeed automatically with a basic success.

Bred For Battle (Tallinite Background Edge)

Requirements: Novice, Tallinite, Fighting d6+ - Some Tallinites were born to fight for their queen, and are far more combat savvy than their brethren. A Tallinite with this Edge does not suffer the standard racial penalty to Parry. In addition, they may raise their Agility to d12+2 through normal advancement.

Note: Tallinites can only take 1 Racial Background Edge

Bred For Labor (Tallinite Background Edge)

Requirements: Background, Novice, Tallinite, Vigor d8+ - A Tallinite with this Edge was made to do the heavy lifting in their hive. They gain the effects of the Brawny Edge and may raise their Vigor to d12+2 through normal advancement. A character with this Edge may not also take Brawny.

Note: Tallinites can only take 1 Racial Background Edge

Bred For Learning (Tallinite Background Edge)

Requirements: Novice, Tallinite, Smarts d8+, Investigation d6+ - Tallinites are renowned for their intelligence, and these members of the species were bred to exemplify that. A character with this Edge gains +2 to any two Smarts-based skills; in addition, they may raise their Smarts to d12+2 through normal advancement.

Note: Tallinites can only take 1 Racial Background Edge

ARCANE BACKGROUND EDGES

Not arcane abilities as such, there are two specific background edges that allow characters access to powers replicating the use of magic. These are the use of Psionics and the abilities of Creeon Engineers.

Psionicist

Psionicists are found among most races and are not, strictly speaking, arcane or supernatural. According to most scientists of the age, the psionics trait is an apparent evolutionary step appearing in less than 1/1000th of a percent of the known population.

Sometimes called biokineticists, mentalists, or just plain creepy, psionicists have the ability to alter the physical world, beneath the cellular level, through great mental manipulation and concentration. Because the use of psionics needs direct physical contact, all powers (except for telepathy) have a range of Self and/or Touch. Rumors are told, of course, of powerful mentalists that can overcome this requirement. A psionicst looks no different from the rest of his race. Although most races have the capability to be psionicists, some races, such as the Relarran seem to have a higher percentage.

- ¤ *Requirements:* Any Race except Creeon
- ¤ *Arcane Skill -* Psionics (Smarts)
- ¤ *Starting Powers -* 2 + telepathy
- ¤ *Power List -* Beast Friend*, Boost/Lower Trait*, Emote, Empathy, Erase And Replace, Excavation, Fear*, Hostile Takeover, Mental Assault, Mind Sleep, Psionic Healing, Puppet*, Surface Thought Reading, Telepathy, Walled Mind

   *These spells are found in the Savage Worlds rulebook. Any differences in how they work are detailed in the Powers section on page 14.

Creeon Engineer

As is well known the Creeon were originally created to undertake great feats of engineering. As part of this process some Creeon were 'programmed' to utilise their own matter to assist in the construction

processes they were assigned. For the most part this was sort engineering was limited to the fabrication of joining materials or sealing of unsafe environments. Free from the yoke of their Imperium master, many of these Creeon have researched and developed their ability, allowing them access to a range of powers not thought possible only 5 years ago.

¤ *Requirements:* Creeon Only
¤ *Arcane Skill -* Crafting (Smarts)
¤ *Starting Powers -* 2
¤ *Starting Power Points –* 5 points
¤ *Power List –* Armor, Barrier, Blast, Blind, Bolt, Confusion, Damage Field, Deflection, Entangle, Creeon Healing*****, Havoc, Pummel, Stun, Summon Ally*****

*These spells are found in the Savage Worlds rulebook. Any differences in how they work are detailed in the Powers section on page 14.

The Power of Psionics

In the Reign of Discordia setting Psionic abilities have their own specific rules of use, and limitations. These, along with details of the powers available to a Psionicist are listed here.

No Power Points

Power Points are not used in Reign of Discordia. Instead, each power has a Focus Modifier (FM). This modifier is applied to the arcane skill roll when attempting a power. If the roll is successful, the power is active and its effects are resolved. If failed, the action is wasted. A natural 1 rolled on the arcane skill die (regardless of his Wild Die) means the character is Shaken. This can cause a wound. A critical failure indicates Brainburn, see below.

Touch

The ability to touch the target of a Psionics power is necessary for success. The reasons have not been fully determined by leading scientists, but contact seems to allow a mental connection between the psionicist and his target, mind and body, at an infinitesimal level. The psionicist then activates an innate capability to mentally bend reality to his will. Nothing more than an inch of clothing may be between a biokineticist and his target. Ignore the touch maneuver bonus when using the Psionic skill in opposed situations, it is already figured into the FM.

Concentration

The longer a psionicist can focus his mental strength, the more likely a success will result. This works like the Aim manoeuvre in the Savage Worlds rulebook with the exception that the character may move his normal Pace (no running allowed, however). The Aim manoeuvre applies to all Psionics rolls made during the attempt of the next power.

Duration

As a psionicist becomes more experienced, he learns to strengthen his mental resolve. The Durations of some powers have a base number of rounds, such as 2, plus an additional number of rounds determined by the Rank of the psionicist.

Example: The Duration of Walled Mind is listed as 2 (+1 round per rank). Therefore, the power, successfully cast by a Veteran Psionicist, has a Duration of 5.

BRAINBURN

When a psionicist loses mental control, bad things can happen. Brainburn results whenever a psionicist rolls a critical failure attempting a Psionics power. Roll a d10 and consult the table below.

¤ 1-3 - Anguish: The character momentarily loses control of his mind, flooding it with outside thoughts. He is Shaken.
¤ 4-5 - Flips the Breaker: His mental power overloads his mind's hardwiring, causing low-level shock. He is Shaken and loses access to all his powers for the next 1d6 hours.
¤ 6-7 - Head Spin: The miscalculation is almost too much for the character to bear. He is Shaken. All Smarts, Spirit, and linked skill rolls suffer a -2 penalty for 1d6 hours.
¤ 8-9 - Seizure: The mental backlash flows throughout the character's entire body. He is Shaken and suffers 2d6 damage. Armor offers no protection.
¤ 10 - Breakdown: The brain mentally burns, causing near-catatonic shock. He is Shaken and knocked unconscious for 1d6 rounds. He is Fatigued for the next 1d6 hours.

NEW OR ALTERED POWERS

The following powers have been altered or are new to the Reign of Discordia setting to better reflect the abilities and limitations of a Psionicist.

Beast Friend

Rank: Novice FM: Special Range: Touch Duration: 10 minutes (+10 minutes per Rank) Trappings: Touching the animal

This power works as detailed in the Savage Worlds rulebook with the exception that instead of Size, the animal's Smarts is used to determine the FM. For swarms, the size of the swarm determines the FM. Please see the table below.

Smarts	FM
d4	+1
d6 (small Swarm)	+0
d8 (medium Swarm)	-1
d10 (large Swarm)	-2
d12	-3

Boost/Lower Trait

Rank: Novice FM: +0 Range: Touch Duration: 2 (+1 round per Rank) Trappings: Touching the target

Through extreme mental focus, boost/lower trait allows it's user to enhance or confuse the mind of his target for a short while. This power works as described in the Savage Worlds rulebook, with the above modifications.

Emote

Rank: Seasoned FM: -2 Range: Touch Duration: 2 (+1 round per Rank) Trappings: Touching the head of the target

Use of emote, according to current scientific theory, allows a psionicist to alter chemical levels in the prefrontal cortex of the brain, generating strong emotions in the target.

When attempting emote, the mentalist makes a Psionics roll opposed by the target's Spirit. The result depends on if an angry or calming emotion is desired. If the biokineticist is successful in creating a hostile emotion, the target attacks the first individual he senses – usually sight, for the duration of the power. For this reason, the psionicist and his allies usually stand quietly behind the target!

If the psionicist is calming the target, he immediately ceases any combative action and becomes docile for the duration. If attacked, or his allies are attacked, the target is allowed a Spirit check to shake the calming cobwebs.

Empathy

Rank: Novice FM: +0 Range: Touch Duration: 2 (+1 round per Rank) Trappings: Concentration while in physical contact

This ability allows the user to read the target's surface emotions, body language and temperature, as well as blood pressure. With a successful Psionics roll, the character knows the emotional state of his victim, such as angry, anxious, calm, happy, etc. In addition, the character knows if his subject is lying and gains +2 Charisma when dealing with him, +4 with a raise.

Erase and Replace

Rank: Seasoned FM: -4 Range: Touch Duration: Instant Trappings: Physical contact and whispered words

Erase and replace allows the psionicist to erase the actual memories of a subject, and, if desired, replace them with false memories. This requires a Psionics roll opposed by the target's Spirit. With each success and raise, 5 minutes of the victim's memories can be erased and/or altered.

Excavation

Rank: Seasoned FM: -2 Range: Touch Duration: Special Trappings: Both hands on the on the head of the target

Excavation grants the character access to a subject's deepest thoughts. The psionicist first makes a Psionics roll opposed by the victim's Spirit to begin the probe. If successful, he must then make another successful Psionics roll opposed by the target's Spirit to obtain complete access to the subject's thoughts and memories. Each step consumes the psionicist's action for that round. Anything that disrupts the mentalist's concentration or physical contact with his subject immediately ends the process and the character must start over.

Fear

Rank: Novice FM: +0 Range: Touch Duration: Instant Trappings: Touch

Fear works as described in the Savage Worlds rulebook except that the power is no longer an area effect attack and only applies to the individual touched.

Hostile Takeover

Rank: Legendary FM: -4 Range: Touch Duration: Permanent Trappings: Physical contact with the victim's head

Hostile Takeover enables the biokineticist to transfer his mind into the body of his victim. Despite the power's name and apparent horrific nature, a few cultures encourage this act as an important ritual within their society, with the target even considering it an honor. Theoretically, it could allow a psionicist to achieve immortality.

Successful accomplishing a mind transfer is difficult. The psionicist must make a series of Psionics rolls opposed by the victim's Spirit. The first one to reach four successes has defeated the other in a "battle of the minds". Each attempt takes one round and consumes the character's action. If the psionicist is defeated, he must roll on the Brainburn Table. The target is Shaken. If the psionicist succeeds, he transfers his mind into the victim's body. Any disruption to the mentalist's concentration or physical contact with his target and the power fails with both parties left Shaken. If hostile takeover is successful, the psionicist must decide to destroy the victim's mind or transfer it to the now empty body. If transferred, the victim spends 1d6 hours incapacitated.

Once in the new body, the psionicist retains his Smarts and Spirit attributes, all his skills and any Edges except those related to his old body (such as Attractive). He also keeps any "mental" Hindrances (such as Overconfident). He gains the new body's Agility, Strength and Vigor attributes along with any "physical" Hindrances (such as Small). The GM has final say over what is kept and what is not.

Finally, the psionicist's Traits are at -2 for 1d6 hours while he gets used to his new body.

Mental Assault

Rank: Seasoned FM: -4 Range: Touch Duration: Instant Trappings: Palm to the center of the victim's head

Mental Assault is generally looked upon with disgust by enlightened societies and is discouraged by all but the most hardened psionicists. It enables the user to cause direct harm to the psyche of the victim.

The character makes an opposed Psionics roll against the victim's Spirit. If the victim fails, he receives a level of Fatigue and is Shaken. The GM may also rule that the target has developed the Delusional or Phobia Hindrances.

This type of Fatigue can only be healed by the psionic healing power or by a trained medical doctor.

Mind Sleep

Rank: Novice FM: -2 Range: Touch Duration: Instant Trappings: Touching the center of the forehead

Mind sleep allows the character to place his target in a deep slumber. A successful roll versus the target's Spirit, causes the target to fall unconscious for 1d10 minutes, 2d10 minutes with a raise. If the GM rules that the character got the drop, a success and raise is automatic.

Psionic Healing

Rank: Novice FM: +0 Range: Self/Touch Duration: 2 (+1 round per Rank) Trappings: Touch

Psionic healing can be used to lower Fatigue, including that caused by mental assault, or to remove wound penalties. Except in regard to mental assault, psionic healing works by tricking the target's mind into thinking certain conditions don't exist and is only a temporary fix.

A Psionics roll, modified by the wound penalty or fatigue level, negates the target's wound penalty or Fatigue level by one, for each success and raise. Any Fatigue caused by mental assault is healed permanently. All other types of Fatigue and wound penalties are ignored for the duration of the power.

Puppet

Rank: Veteran FM: -2 Range: Touch Duration: 2 (+1 per Rank) Trappings: Touch

This power works as described in the Savage Worlds rulebook, with the above modifications to Rank, Range, Duration and Trappings..

Surface Thought Reading

Rank: Novice FM: +0 Range: Touch Duration: 2 rounds (+1 per Rank) Trappings: Usually physical contact with the subject's head

As might be expected, this power enables the character to read minds. With a successful Psionics roll, the psionicist can ascertain the target's surface thoughts for the duration of the power. To probe into deeper memories or innermost thoughts, excavation must be used.

Telepathy

Rank: Novice FM: +2 Range: Smarts x 10 yards Duration: Special Trappings: Penetrating eye contact and physical contact with a common item

All psionicists begin play with this power. Telepathy grants the user the ability to communicate with someone in the form of words or images with only his thoughts. Both the psionicist and his target must be touching a common item, such as the same wall or floor, to establish and maintain contact. A successful Psionics roll allows the character and target to communicate as if in a face-to-face verbal conversation. If, for any reason, the communication is unwanted by the target, the Psionics roll is opposed by the target's Spirit, who must be forced somehow to remain in physical contact with the same item.

Walled Mind

Rank: Novice FM: +0 Range: Self Duration: 2 (+1 per Rank) Trappings: Concentration

This purpose of this ability is to shield the character's mind, defending it from intrusion by creating a mental wall. With a success, the psionicist receives +2 to his trait rolls when opposing Psionic powers. A raise increases the bonus to +4.

Creeon Shape Changing

The Creeon are a construct race designed by the Stellar Imperium to undertake tasks that were deemed too difficult or dangerous for even Tallinite Workers. As a construct made of billions of individual, microscopic parts, Creeon have a limited shape changing ability.

Basic Design

By default all Creeon are roughly human or Lamog in size, this is due not only to the science involved in creating them, but also to ensure that they are able to use tools and systems created for their masters. This default shape is programmed to override any shape changing, and will ensure they revert back after a set period of time.

Shape Changing Powers

Through concentration alone the Creeon can alter their body shape and size. These powers include:

Shrink and Grow

Each turn they concentrate they can move one Size category larger or smaller through a range of Size -1 through to Size +3. All Size applicable modifiers affect the Creeon when they are in their temporary shape.

Alter Limb

By concentrating the Creeon can change one of their limbs to become a tool or weapon. Only physical, non-mechanical weapons or tools can be created in this way. Note that changing a limb into a useful tool does not give the Creeon any additional skill in the task they are attempting (i.e. by changing one's fingers into picklocks does not give them the Creeon character any additional steps in their picklock skill, etc.) although it might negative any modifiers from not having the appropriate equipment for the task.

If a limb(s) is turned into a weapon then it gains the equivalent damage (although not the skill to wield it). There are no other modifiers to make this change, however if the Creeon is forced to attempt to maintain its change (as per below), then it receives a -2 modifier if the weight is higher than the character's STR die (and is doubled to -4 if the weight is more than twice the die type).

To Change and Maintain a Shape

Concentration is the key to the Creeon using their shape changing powers. In most cases no roll is need to change shape, although in combat or other stressful situation, such as when a wound has been taken, the GM should call for a Spirit check (with any applicable modifiers). With a failure the Creeon must spend the next round reverting back to their default form (i.e. can take no other actions).

CREEON ENGINEERING

Those Creeon with the powers of Engineering have the ability to use the very creeon they are made of to create projectiles that can be discharged at will, generate clouds of choking nanites, or even manipulate their very bodies into an almost impenetrable material.

But all of these powers come at a cost, as all Creeon consist of only a certain about of raw material. Yes, creeon does self-replicate over time, but the loss of too much of its core being could have an irreparable impact on its very existence.

Power Points

All Creeon Engineers start with 5 Power Points. These represent the very substance of their being that they can utilise to manifest their powers (you could see these points an 'excess of creeon' to manipulate, if you like).. The base number of Power points can be increased with Edges or via specific equipment, while Creen Enginer Power Points naturally recover at 1 every game hour.

Conversion

A skilled Creeon Engineer can draw on more of themselves to manifest their powers. If a Creeon Engineer is uninjured, they can volunteer take 1 wound to gain 5 additional Power points. These points are temporary and will become unusable after 2 hours.

Trappings of Creeon

The use of Creeon Engineering is most definitely an obvious and distinct action. Naturally creeon is a grey dust-like material that, with the right commands can be formed into a myriad of shapes and forms. When Creeon Engineers manifest their powers they are instantly recognisable and visual (i.e. with the Bolt power a dart of creeon shoot from the Engineer's hand).

NEW OR ALTERED POWERS

The following powers have been altered or are new to the Reign of Discordia setting to better reflect the abilities and limitations of Creeon Engineers.

Creeon Healing

Rank: Novice Power Points: 3 Range: Touch Duration: Instant

Although Creeon Engineers are unable to heal any other race of being, they can 'donate' some of their creeon to others of their kind to help repair injuries. Note, that they cannot heal themselves in this way.

Unlike other arcane healing types, there is no golden hour for Creeon Healing, although no Creeon can be healed with this ability more than once every 48 hours (the patient's form will only accept some many foreign bodies before it begins to reject them).

Summon Ally

Rank: Novice Power Points: 3/5 Range: Smarts Duration: 3 (1/round)

Talented Creeon Engineers can construct functional replications of themselves to assist, protect or watch over their companions. This Power works slightly different than listed in the Savage Worlds Deluxe Edition rulebook, with only the Bodyguard (3 Power Points) and the Sentinel (at 5 Power Points) versions available to the Engineer.

These constructs can be created with any melee weapon that has a damage die equal or less than their STR die type (i.e. Bodyguards can have a melee weapon of up to STR +d8 damage, Sentinels STR+d10).

INHABITANTS OF THE KNOWN GALAXY

The following races are recommended as playable characters. During character Creation read through and pick a race that best suits your character concept. All of these races are balanced and have reasons to become involved in the action that will unfold in the Known Galaxy.

There are, of course, a myriad of other races that once allied with the Stellar Imperium, and Players and GMs are encouraged to decide what other beings inhabit their Known Galaxy. The Making Races guidelines in the Savage Worlds Deluxe rulebook gives you a simple set of balanced mechanics to create your own exciting races, and it is recommended that these are used.

Listed below are the Racial Edges and Hindrances default to the specific races. This must be selected if you choose to take a character of the race. These do not count against any other limitations on Edges or Hindrances.

THE MAJOR RACES

These races have dominated the Known Galaxy since the rise of the Stellar Imperium, and even now, after its fall, continue to hold sway of the future of all beings within it old borders.

HUMANS
- **Adaptability:** All Human characters begin with a free Edge.

LAMOGOS
- **Fanatic:** Lamogos tend to think their culture is superior to others and are instinctually loyal to their leaders. They have trouble accepting critical remarks about their society and can come off as abrasive to other races. In game terms, this translates into the Xenophobic (Minor) and Loyal Hindrances.

- **Militaristic:** The Lamogos are an expansionistic and aggressive race. Lamogos are treated as if they were one Rank higher when selecting Combat Edges during character creation and level advancements.
- **Sturdy:** Lamogos see physical strength and stamina as valued traits. They begin play with a d6 in Vigor.

RELARRAN
- **Aquatic:** As an aquatic race, Relarrans cannot drown. When in water, replace their normal Pace with their Swimming skill. They begin play with a d6 in Swimming. Outside of water, they must wear an environmental suit and have the Exotic Atmosphere Hindrance.
- **Clumsy:** Due to their environmental suits and general lack of dexterity, Relarrans must spend two points per step to raise their Agility during character creation and two leveling opportunities after play starts.
- **Exoskeleton:** Relarran physiology grants them a +1 to their Toughness and a +2 to resist the effects of heat, cold, radiation, and the vacuum of space.
- **Financially Insatiable:** Relarrans put acquisition of wealth above most things and so begin play with the Greedy (Minor) Hindrance.
- **Four Arms:** Their additional limbs grant Relarrans two additional non-movement actions per turn, without suffering multi action penalties.

TALLINITES
- **Breeding:** Tallinites are breed to skilled at a specific task. They begin play with a d6 in any skill.
- **Hive Mentality:** Tallinites live and die within a Hive society. This team first mentality grants them the Common Bond Edge and the Loyal Hindrance.

- **Natural Armor:** Tallinites have an exoskeleton providing them with Armor +2 and a +2 to resist cold, heat, radiation, and the vacuum of space.
- **Passive:** Due to their instinctually tendency to avoid violence, Tallinite society does not focus Fighting proficiency. They have a -1 to their Parry.

THE MINOR RACES

Although not inferior to the Major Races in any way, these beings are those who exhibited the least influence on the old Stellar Imperium. Despite being little more than 'passengers along for the ride' in the Imperium's growth and dominance, the Minor Races have just as heavily born the impact of its fall.

ARNOCT

- **Awkward:** Arnoct are never gracious, and rarely agile, resulting in their Agility never being able to be raised above a d6.
- **Great Thinkers:** All Arnoct are frighteningly intelligent, and start with a Smarts of d8 (which can be raised to d12+2 with advancement or d12+4 with edges, etc.
- **Slow:** Arnoct have a based Pace of 5.
- **Fearsome Appearance:** The Arnoct's spider-like appearance is frightening to most, and terrifying to those with a fear of arachnids. This results in -2 to Charisma.
- **Large:** Arnoct are Size 1, gaining the character all the related benefits and disadvantages that go with this.
- **Additional Limbs:** While generally only the top pair of limbs of the Arnoct are used for fine manipulation, the race can used its additional appendages to assist with more manual tasks.

CREEON

- **Made of Creeon:** The Creeon are formed of the material known as creeon, and are therefore subject to the monstrous ability Construct (see page 130 of Savage Worlds Deluxe).
- **Shape Changing:** Creeon have a limited shape change power that was designed to allow them to be used as workers (see page 18 for details of this power).

- **Soulless:** Despite their obvious intelligence and abilities Creeon seem cold and detached from the emotions and sentiments that effect other races, especially when newly created. During character creation the player must spend two steps for each raise to the Creeon's Spirit.
- **Hard to Heal:** No modern medicine will work on Creeon, and as such they only recover wounds with the progression of time (as the Creeon that make up the character slowly replicate themselves). Creeon roll once every 48 hours to attempt a Natural Healing roll to remove a Wound.

SANGOR

- **Clever:** Sangor have a knack for seeing simplicity in the complex and begin the game with a d6 in Smarts.
- **Engineers:** Sangor have a natural affinity for engineering. Characters being play a d6 in Repair.
- **Fragile:** Not known for their vigorous constitution, Sangor must spend two points per step to raise their Vigor during character creation. They may increase their Vigor normally after play begins.
- **Multiple Limbs:** Sangor have six arms. They can take two additional non-movement actions per turn, without suffering multi action penalties.
- **Pacifists:** Sangor are diametrically opposed to violence. They start with the Pacifist Hindrance (Major).

SAN'TAAN

- **Alert:** San'taan have excellent senses, and it is rare to catch one unaware. As such all San'taan have a natural +2 to all Notice Rolls.
- **Agile:** All San'taan start with an Agility of d6.
- **Fleet-footed:** Although small, San'taan are swift on their feet and swift. San'taan gain +2 Pace and a Run speed of d10.
- **Natural Curiosity:** All San'taan have an urge to discover and explore, as part of their survival instinct. Unfortunately, once off their native planet, this happen often gets them into to trouble. San'taan start with the Curious Hindrance (Major).
- **Small:** It is rare for a San'taan to be taller than 5 feet in height. This when added to their slight frame, makes them vulnerable to injury. San'taan start with the Small Hindrance (Major).

Non Player Races

The following races are included in this section for continuity only, and it is recommended that neither of these races is allowed as player characters in play.

Gaieti

Note: Game Masters should be careful about allowing the Gaieti as player characters in the game. Individual Gaieti who choose to keep the company of other races do so for their own reasons and are extremely secretive about their race, their culture, and their technology. They disdain violence, always preferring peaceful solutions to confrontations whenever possible.

- ¤ Antennae: Gaieti "see" by sensing minute vibrations and so ignore lighting penalties.
- ¤ Eidetic Memory: Gaieti are born with the memories of their parents and retain information gathered over many lifetimes. All Common Knowledge rolls receive a +2 bonus.
- ¤ Enigmatic: Perceived by other races as an aloof and secretive people, Gaieti have the Outsider Hindrance.
- ¤ Gifted Intellect: Gaieti have a highly evolved intelligence. They begin play with a d6 in Smarts.
- ¤ Serenity: Abhorring violence, Gaieti resort to causing harm only as a last resort. They receive the Pacifist Hindrance (Minor).
- ¤ Three Arms: A third arm allows Gaieti one additional non-movement action per turn, without incurring a multi action penalty.
- ¤ Weak: Physical acumen and fighting prowess has taken a backseat in Gaieti society. Parry is at -1 and the Strength Attribute costs two points per step to raise during character creation and two leveling opportunities after play begins.

R'Tillek

Note to GMs: The R'Tillek are intended as a common enemy to the core races in the Reign of Discordia setting, and great care must be taken to insert an R'Tillek player character into your campaign. A pretty good reason will be required as to why he doesn't cause havoc everywhere he goes. Of course, the additional complications can also offer a deeper roleplaying experience...

- ¤ Hated: Most every race hates and fears the R'Tillek. They suffer a -4 penalty to their Charisma and are perceived as bloodthirsty.
- ¤ One Track Mind: The R'Tillek society has focused on physical prowess over knowledge for many generations. They must spend two points per step to raise Smarts during character generation and two leveling opportunities during play.
- ¤ Teeth: Str +d6. Their sharpened teeth can be used during combat.
- ¤ Warrior Race: The R'Tillek are conquerors and through intensive training have become one man war machines. They being play with a d6 in Strength and Agility. They also received a d6 in Fighting and +1 Parry

Adventuring in Discordia

Reign of Discordia is a game of classic space pulp. As such, the characters are not only intended to be larger than life, but should also be in the forefront of changes that inevitably much happen in the wake of the Stellar Imperium's fall. To achieve this players and GMs are encouraged to discuss the type and style of game they would like to see played out at the table before any dice are rolled, as with consensus everyone gets to contribute to the fun.

Heroes in the Fall

Being a hero (or even a villain) in a setting like Reign of Discordia is a big responsibility. Not only must you rise to meet the challenges you face, but you always must keep in mind the effects your decisions will have on the Known Galaxy. It has always been intended that the characters drive the future of the Reign of Discordia timeline and it is they who will meet head in the dangers the setting raises and in the process become the catalysts for change.

To assist you as a player and as a group as a whole, the following suggestion are aimed at bring dynamic action and fun to the table for all the players.

Only as Strong as the Weakest Bond

Roleplaying is a shared experience and as such it should be enjoyed by all the players all of the time. One of the keys to this is creating a group dynamic that is both positive and that everyone accepts. To help with this you are encouraged to work together as you are creating your characters and with the GMs input determine what sort of adventures you want to have in the Reign

of Discordia setting. When planning your campaign or adventures, you should keep the following questions in mind.

- ¤ How did your group get together? Do they share any defining or life changing events?
- ¤ What keeps your group together? Are they reason purely about survival or resources, or are there some emotional bonds to tie them to one another?
- ¤ What are the goals of the group? Are they long term or short term? How flexible are the characters at assisting others with their aspirations?
- ¤ Conflict is great, but what are there any clashes of personality or purpose that might disrupt play? How will the group deal with this?
- ¤ As players what are the most important aspects play? What are your key Edges or Hindrances that you want to see drive your characters journey? It is important to highlight these with the GM and negotiate how and to what extent they could become involved in the game.

A good GM will take these key aspects and use them to create interesting and diverse adventures that either bring the characters closer together or threaten to drive them apart, both of which are good elements in gaming.

DEMAND ATTENTION

Reign of Discordia is a game of action and high adventure, and while below are presented a number of optional rules that can be used to reflect this style of play, there are also things you can do to encourage this during play.

CREATING NARRATIVE

While we use dice to replicate luck and fate, they do not tell all the story. This is the job of the player. When you roll the dice, whether or not the result is favourable, you should take the time to descript what the result means. A close success, you can describe the starship scrapping by the asteroid as it attempts to outrun the R'Tillek fighters, a bad, but not fumbling missing, is your blaster fire scaring the viewer screen as the pirate lord ducks down at the last second. Using this sort of emotive language to describe your characters actions encourages others to do so, and in the end make the game more vivid for everyone.

REWARDS FOR PLAY

The GMs job is often a thankless one where you juggle the actions of dozens of NPCs, while trying to determine just how the characters decision to flick the self-destruct button is going to alter the plot of the current murder mystery storyline! When a player does a cool or interesting thing at the table, be it a description of their character action, a witty or pointed quip, or even just helps facilitate the game in some way (get the GM a top up of their soda for example), they should ask for a Benny!

Bennies are the lifeblood of Savage Worlds and they encourage players to attempt actions that they would otherwise not even contempt. At the table these should be given out and spent with regularity. As mentioned players should ask for Bennies for the fun and exciting things there characters do, but they must also be ready to be turned down. That said, a proactive GM will most certainly want to give out Bennies at any time!

SURVIVORS AND ANTAGONISTS

Supporting Cast of characters from the setting and stat blocks.

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

Skills: Computer Use d6; Healing d8; Investigation d6; Knowledge (Medicine) d8; Knowledge (Science) d8; Notice d6

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Healer, Medic/Scholar

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

Skills: Climbing d4, Driving d4, Fighting d4, Knowledge (Navigation) d6; Notice d6; Piloting d6; Repair d6; Shooting d6; Stealth d4; Survival d8; Swimming d4; Tracking d4

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

Hindrances: One Major, two Minor

Edges: Scout/Luck, Training

Human Survivor

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

Skills: Climbing d4; Fighting d4; Notice d8; Repair d4; Shooting d4; Stealth d4; Survival d6; Swimming d4; Tracking d8

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

Hindrances: One Major, two Minor

Edges: Survivalist/Woodsman

Lamogos Bodyguard

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

Skills: Driving d8; Fighting d8, Intimidation d6; Notice d6; Shooting d8; Streetwise d6

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

Hindrances: One Major, two Minor

Edges: Martial Artist

Lamogos Ex-soldier

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

Skills: Climbing d4, Fighting d6, Knowledge (Battle) d4; Healing d4; Notice d4; Piloting d4; Repair d4; Shooting d8; Stealth d4; Survival d4; Throwing d6

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

Hindrances: One Major, two Minor

Edges: Infantry Specialist/Marksman

Lamogos Pilot

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

Skills: Computer Use d6; Knowledge (Engineering) d6; Knowledge (Navigation) d6; Notice d6; Piloting d8; Repair d6; Shooting d6

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

Hindrances: One Major, two Minor

Edges: Ace, Know Your Role

Relarra Agitator

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

Skills: Fighting d4; Intimidation d8; Knowledge (Law) d6; Notice d6; Persuasion d8; Streetwise d8; Throwing d4

Charisma: +2; **Pace:** 6; **Parry:** 4 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Charismatic

Relarra Corporate Investigator

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

Skills: Computer Use d6; Intimidation d6; Investigation d6; Knowledge (Corporations) d6; Knowledge (Law) d6; Notice d6; Persuasion d6; Streetwise d4

Charisma: -; **Pace:** 6; **Parry:** 2 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Connections

Relarra Trader

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

Skills: Computer Use d6; Gambling d6, Notice d6; Persuasion d8; Piloting d4; Repair d6; Shooting d4; Streetwise d6; Swimming d6

Charisma: -/+2; **Pace:** 6; **Parry:** 2 **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Trader/Charismatic, Connections

Sangor Engineer

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

Skills: Computer Use d6; Investigation d6; Knowledge (Engineering) d10; Knowledge (Science) d8; Piloting d6; Repair d10

Charisma: -; **Pace:** 6; **Parry:** 2 **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Mechanic Specialist/Jack-of-All-Trades, McGyver

Sangor Scavenger

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

Skills: Computer Use d6; Investigation d4; Knowledge (Engineering) d8; Knowledge (History) d6; Notice d6; Persuasion d6; Repair d8; Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 2 **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Luck, Scavenger

Tallinite Diplomat

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

Skills: Computer Use d6; Intimidation d6; Investigation d6; Knowledge (Politics) d8; Persuasion d8; Notice d6; Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 1 **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Charismatic, Connections.

Tallinite Reformed Pirate

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

Skills: Fighting d8, Gambling d6, Intimidation d6, Piloting d6, Repair d6, Shooting d8, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 5 **Toughness:** 9

Hindrances: One Major, two Minor

Edges: Bred for Labor

Tallinite Scientist

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

Skills: Computer Use d6; Investigation d8; Heal or Repair d6; Knowledge (Engineering or Medical) d8; Knowledge (Science) d8; Knowledge (any) d6; Notice d6

Charisma: -; **Pace:** 6; **Parry:** 1 **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Bred for Learning

GEAR AND EQUIPMENT

The rise of the Stellar Imperium saw a diverse and ever changing selection of equipment, weapons and technology. The Fall, as one would expect, has seen this once efficient system of supply and demand fall silent. Today, even the most common of items once found on every street corner is hard to find and expensive to boot.

SANGOR TECHNOLOGY

The Sangor are renowned for their ability to reverse engineer technology and rebuilt cheaper and faster than any other race in the Known Galaxy. While this has its benefits, especially in a time when vital equipment becomes rarer and more expensive by the day, this approach is not without its risks.

Almost everyone has stories of a Sangor built FTL components breaking mid-jump, stranding the spacers in the middle of nowhere, or of a manufacturer who had to shut down his line because yet another Sangor sourced module had found its way into his production line. Still in a time where every credit has to stretched, the Sangor offer what is often the only solution.

USING SANGOR ITEMS

Sangor engineered equipment is considerably cheaper to purchase than their quality counterparts, and lower the base value of the item is one rarity lower. However, using these items comes with risks. Any time a character rolls a natural 1 on the skill die when using that item (during a skill check) the item breaks down, requiring a Repair roll to get it working again.

If a character rolls "snake eyes" (natural 1's on both the skill die and the Wild Die), the item fails catastrophically, becoming useless and possibly injuring the user.

For items that do not have an attendant skill use (such as the Aquaconverter), the GM should roll 2d6 for each use (or hour of continuous use), with a one on either die as a nominal breakdown and snake eyes being a catastrophic failure.

EXAMPLE COMMON EQUIPMENT

Below is a sample of equipment commonly found throughout the Known Galaxy (along with their in-game statistics where required).

Creeon Fabricating Kits

When applied they recover 1 wound to a Creeon (but no other race). If required a Creeon Engineer can convert a Fab kit into 3 Power Points.

Cost: Uncommon

Personal Operating Devices (POD)

Vital additions to all starfarers, a POD allows individuals to interface with computers, translate common alien languages on the fly, while providing close-range tachyon communication links. PODs come matter of shapes and sizes, and some can be programmed to assist with specific tasks or actions.

Cost: Variable

RANGED WEAPONS

Ranged Weapons come in a variety of sizes and shapes and utilise the descriptions as per the Savage World Deluxe Rulebook, with the following changes to their attributes.

- ¤ **Automatic:** Only weapons with Automatic keyword can use the Automatic Fire rules (Savage World Deluxe Rulebook page 70).
- ¤ **Ballistic:** These older kinetic weapons come in a variety of configurations. They can have a ROF of either 1, 3 or 5 and can have one of either the Automatic, Burst or Semi-Automatic keywords.
- ¤ **Burst:** Only weapons with Burst keyword can use the Three Round Bursts rules (Savage World Deluxe Rulebook page 70).
- ¤ **Inbuilt Scope**: This weapon has an inbuilt scope and gains the bonuses listed on page 50 of the Savage World Deluxe Rulebook.
- ¤ **Overcharge:** For 2 extra Charges the weapon can increase its damage dice by one die (i.e. 2d6+1 becomes 3d6+1, etc). Overcharge can only be used for single shots (i.e. not with double taps or bursts).
- ¤ **Semi-Automatic:** Only weapons with Semi-Automatic keyword can use the Double Tap rules (Savage World Deluxe Rulebook page 70).
- ¤ **Snapfire:** These weapons are subject to the Snapfire rules (Savage World Deluxe Rulebook page 49).

Type	Range	Damage	AP	RoF	Rarity	Charges	Notes
Blaster	12/24/48	2d6+1	1	1	Common	15	Semi-Automatic; Overcharge
Heavy Blaster	15/30/60	2d8	1	1	Common	12	Semi-Automatic; Overcharge
Laser	12/24/48	2d6	3	1	Common	15	Semi-Automatic
Plasma Rifle	24/48/96	2d8	2	3	Uncommon	21	Semi-Automatic; Burst; Overcharge
Pulse Rifle	12/24/48	2d6	1	3	Uncommon	30	Automatic
Rail Gun	50/150/300	2d10	4	1	Very Rare	8	Snapfire; Overcharge x2
Sniper Blaster	100/200/400	2D8+1	5	1	Rare	10	Inbuilt Scope; Snapfire; Overcharge
Sonic Pistol	10/20/40	2d6+1(sp)	N/A	1	Rare	N/A	Damage causes Fatigue rather than Wounds
Ballistic Weapon*	5/10/20	2d6	0	1, 3 or 5	Very Common	Varies	Ballistic

MELEE WEAPONS

A massive range of melee weapons are available to the citizens of the Known Galaxy. Game Masters are encouraged to utilise those from both the Medieval and Modern lists of the Savage World Deluxe Rulebook (page 52), but update their appearance to better meet the Reign of Discordia aesthetic.

PROTECTION

The deep dark of Space is a harsh enough place without other citizens of the Known Galaxy trying to kill you. Thankfully there is a range of protective suits available for those living on the edge.

- ¤ **Self Sealing:** The suit automatically seals any punctures (smaller than 2cm in diameter) after one turn.
- ¤ **Ballistic Resistance:** Add +2 Armour against Ballistic weapon damage.
- ¤ **Battlesuit:** This armour provides bonus listed under Battlesuit rules (Savage World Deluxe Rulebook page 50).
- ¤ **Scoutsuit:** This armour provides bonus listed under Scoutsuit rules (Savage World Deluxe Rulebook page 50).
- ¤ **Survival Bonus:** Adds +2 to any Survival Rolls.

Type	Armour	Rarity	Notes
Flight Suit	3	Very Common	Self Sealing
Land Warrior Armor	8	Very Rare	Ballistic Resistance; Battlesuit;
Light Combat Armor	6	Common	Ballistic Resistance
Scout Armor	5	Uncommon	Ballistic Resistance; Scout Suit
Combat Armor	8	Uncommon	Ballistic Resistance
Survival Suit	2	Very Common	Survival Bonus; Self Sealing