

STARSTREAMERS

LIVE



4789

nebulachaser: I can't believe they're doing it!

litsun489: the absolute mad lads

gauntes: thanks for the raid.

FHRegulus!

mitchjz91: ty

pragmat: <<comment removed>>

nebulachaser: 🦋🦋🦋🦋

gauntes: cmon

gauntes: banned

LiSchwa: how much to get them to blow the hab

OmG!: !!!!!!!

JData: yea how much?!

FHRegulus: gooooooooooooooooooooooooooooo

chocobread: GOGOGOGOGOGOG

sylphstorm: go go go go

litsun489: lololol

clusterfluff: 🔥🔥🔥🔥🔥🔥🔥🔥



A Science Fantasy Game of Social Media Fame





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A FANTASTIC GALAXY

The Maelstrom Galaxy is one of whimsy and wonder. All manner of sapient species roam the vast expanse of space stopping at an infinitely diverse array of planets, space stations, and settlements. Magic, technology, floating habitable space islands, mechs, starfighters, and more all call the Maelstrom Galaxy home.

In this document, you will find a selection of new game mechanics, player options, and threats. New gear will allow tech savvy characters to fight with the assistance of armed drones, new ways to channel and direct magic comes in the form of the Cosmos Gear implant, weapon modifications allow for all manner of magical effects to be coupled with sleek weaponry, and new rules to help streamers engage with their audience are all here.

Player characters take on the role of Holo-Net personalities. They might release a single infrequent video or be “always live” streamers, but all characters are typically entertainers in some way. However, just because the camera is always on does not mean that these space personalities don’t get up to trouble. Streamers might engage in deadly attacks on criminal syndicates, go solar surfing on stellar radiation waves, visit a space station that genetically engineers creatures that visitors are encouraged to attempt to capture, engage in a literal dance battle to the death, or any number of other activities in an attempt to bring in viewers. Some say that there are even illicit streamers on the mythical Void-Net that stream unsavory content or literal stream snipings. The Maelstrom Galaxy is a setting that seeks to capture the whimsy of science fantasy by combining it with some of the worst aspects of commercial tourism and social media clout. It’s a fun and light hearted approach to the genre with built in hooks for why a band of radically different individuals stick together. They’re in it for the clout.

This mini-setting was designed as a campaign for our stream (twitch.tv/bestpalbrigade) and is intended to serve as a companion for people watching the stream or looking to adapt the setting into their home game. There will be some sections specifically for followers of the stream. Other streamers are whole-heartedly encouraged to adapt these mechanics to their own stream while non-streamers are encouraged to adapt these sections for use offline.

SETTING RULES

StarStreamers uses the following Setting Rules: *Born a Hero, Conviction, Dynamic Backlash, Fanatics, High Adventure, Viewer Characters, Wound Cap*

VIEWER CHARACTERS

What would a livestream be without viewer interaction? The fantastical future holds all manner of ways that viewers can assist their favorite Holo-Net streamers in a very tangible way. Hardlight projection drones are a cutting edge piece of technology that allows viewers to quite literally project themselves. Hardlight generators create a translucent solid light version of the viewer, and any gear they are carrying, that is directly controlled by the viewer and is capable of everything they are capable of.

Viewers are encouraged to upload these versions of themselves. When combat breaks out, typically when Initiative Cards are dealt, the hardlight projection drone selects a random viewer who has uploaded their statistics to be projected and assist in the battle. The viewer is in no actual danger and is simply projecting their consciousness through virtual reality to control the projection of themselves.

In terms of game and stream mechanics this might seem a bit confusing but it’s actually quite simple. The hardlight drone counts as a Wild Card (or an Extra depending on the Game Master’s preference) whose statistics have been created by viewers and then uploaded to a mutually accessible storage system, such as Google Drive or Dropbox, before the stream begins. The Game Master can then randomly determine which viewer is selected through any number of methods. For smaller pools, they might simply roll an appropriate die, but, for streams with massive followings they might have to get a little more creative in how the selection is randomized.

Once the viewer is selected and their character sheet is pulled up, the Game Master takes control of them and uses them to aid in combat. They function just like a normal character in all regards, but, more often than not, the viewers might be cheering for them more than the actual players.

Creating such a character is an easy affair. Simply inform your viewers of how many Advances they have to spend and ask them to include an “Attitude” and their “Common Tactics.” For example, a viewer might want their in-universe avatar to be a heavy gunner with a heart of gold. They build their character, give them a “Heart of Gold” Attitude, and list their Common Tactics as “Stays away from melee but will rush in if the streamers are in danger.”



Finally, let's talk about trolls. As the Game Master, you have the final say over what does and doesn't show up in your game. Full stop. Hopefully your tastes align with those of your viewers but there's always the risk of a less friendly element attempting to ruin the fun for everyone. Some groups might be okay with a viewer character with the Attitude of "Troll" and the Common Tactics of "Doesn't actually help in the fight but doesn't hinder the streamers either" and that's okay. Some might even find that random element of light sabotage to be funny. However, always remember that you don't have to tolerate anything that makes you or your players uncomfortable.

Groups playing offline could allow the players, and the Game Master, to create new characters that make up the options for a viewer character pool. This allows the rule to be used but removes the necessity of livestreaming a game.

QUICK VIEWER CHARACTERS

Sometimes you just don't have the time or interest in monitoring something like this. That's totally fine. If you still want to use this rule but don't want the hassle of using cloud storage or want your viewers to have more flexibility, consider using the following system of quick character creation:

Attributes: The character assigns a d4, three d6, and a d8.

Skills: The character has the Common Skills and can assign a d6, a d8, and a d10.

Edges: The character has one or two Edges. Ask the viewer what they want to be able to do and quickly decide an Edge for them if they're unfamiliar with *Savage Worlds*.

Gear: The character has full body +3 Armor and has a laser pistol, laser SMG, laser rifle, or a melee weapon with an additional AP 3.

Ask the chat who wants a chance to be summoned, randomly decide the winner with a die roll or a random choice generator, and then get them to quickly type up what they want. You don't even need to keep a record if you don't want to.

TOURIST ATTRACTIONS

The Maelstrom Galaxy is one that is steeped in revelry and capitalistic pursuits. Entire planets are terraformed to serve as tourist attraction battle royale theme parks, species are created for the sole purpose of being combat ready pets and collectables, people windsurf on storms of solar energy, and social media stars will do anything to gain a larger following.

Presented below are highlights of just some of the galaxy's incredible attractions. Game Masters looking to create their own bizarre festivities are encouraged to take a modern phenomenon and stretch it to its most absurd breaking point. Haunted houses might become a terraformed moon full of literal ghosts that have been turned into a haunted adventure attraction, entire planets might attempt to outdo one another in creating the brightest holiday light displays that look like tiny colorful suns, and t-shirt cannons might be weaponized to allow diehard fans to scavenge merch from a battlefield their favorite Holo-Net personality just fought in. Go as wild and silly as you can. Just because flat planets don't exist in reality doesn't mean you can't have flat, island planets in *StarStreamers*!

BOODLE

The highly developed planet Boodle is seen as a luxurious planet of shops and splendor. In the past, enterprising merchants planted roots there to share their wares, and eventually Boodle was known as a major commercial hub in the galaxy. While merchants here usually seek to make a quick fortune from wide-eyed tourists, it soon became clear that the competition from other merchants seeking the same would require craftier ways to grab the attention of potential customers. By using a rare type of organic gacha bubble unique to the atmosphere of Boodle, merchants can put any sort of item, from a simple coin to a small Starfighter, into one of these opaque bubbles that are barely larger than a beach ball.

A visitor to Boodle today now has the chance to buy these bubbles, pop them, and see what they get. Each merchant claims to have better items than their rivals and actively advertise "grand prizes" that their bubbles contain. The items vary in usefulness, but the excitement of acquiring them often outweighs the cost. Many streamers visit the planet to showcase to their viewers the interesting finds they come across as well as to give them the thrill that comes with the purchase's random chance.

Though the glittering opulence of the planet captivates shoppers from across the galaxy, the

promise of easy targets attracts a different sort of clientele. If a tourist begins to spend concerning amounts of money in an attempt to get rarer items, it may put them in the sights of the Baleen criminal organization. Members of this seedy group lure hapless victims to their shops with promises of items unseen by anyone else at ridiculously cheap prices.

The foolish vacationer usually spends exorbitant amounts of money in an attempt to get these prizes, only to quickly lose everything in their possession in the attempt. Baleen members prey on those that lack the most self-control in their spending habits, and on a planet like Boodle such quarry is easy to find. Some kind souls might warn new visitors to be careful of deals that seem too good to be true. Whether they take that advice to heart, or take a gamble and get lucky, adds a new level of danger and thrill to their buying experience.

CRYO-WAKEN

One of the most wildly viewed Holo-Net streams, Cryo-Waken is not a tourist attraction or even a game show that fans can be contestants on. The conceit of the show would be considered quite cruel, if not completely illegal, by our standards. The producer of the show purchases the contracts of individuals who have been placed into cryosleep or hypersleep by companies that are either going out of business or that have been completely destroyed. With the contracts in hand, the producer heals whatever issues the sleeping person suffered from and then preps them for the show.



Their cryopods open on a real derelict spaceship that has been made to look like the site of a violent massacre at the hands of some sort of monstrous creature. The specific creatures vary from stream to stream but the most common antagonists are the Nightmare Mech and the Vent Vixen. The contestants witness a staged yet horrific death scene performed by the monster and an extra performing the role of a victim screaming for help.

The contestants' reactions are then observed to the delight of the viewers. Many polls emerge that allow viewers to bet on what the survivors will attempt to do in a given situation or if they will successfully clear the game. Over the course of the game the contestants find damaged weapons, space suits, tools, broken escape pods and computer terminals, and other items as determined by the producer and the stream's audience.

The game has a single clear state: escape the ship with a repaired escape pod and navigate to the only intact ship in the graveyard of spaceships they find themselves in. When they arrive at the ship they are greeted by the show's host, the nature of the game is revealed, and the participants are given a score and rewards based on their performance.

FARMAGEDDON

The planet Nocturne is known for its utter lack of a day and night cycle. Indeed, the planet is forever shrouded in darkness and its inhabitants have decided to capitalize on the galaxy's superstitious fear of their home. They've opened a massive rural horror theme park called "Farmageddon" and created several non-stop livestreams of the parks various themed areas. Haunted farms, haunted forests, haunted villages... a lot of haunted locales, really. They've also released several animatronic and domesticated monsters to chase, hunt, and scare visitors at the behest of the park's livestream viewers. There are also several traps and events that can be triggered by viewers on guests. The wide variety and random nature of the park ensure that no two visits are ever the same.

FORTIA NOCTIS

Commonly referred to as Planet Royale, Fortia Noctis is a streamer destination of unparalleled success. Originally conquered by an epic planetary invasion, the small planet of Fortia Noctis was quickly terraformed into several small continents that now act as near constant battlegrounds for streamers looking to feed their fanbase some lighthearted violence.

Participants sign up at a space station orbiting the planetoid and are given a mandatory piece of equipment: a monitoring necklace. This device allows

the crew of the station to follow the movements of all participants as well as their vitals. The necklace also contains an emergency cryostasis unit that flash freezes participants before they can truly die. Frozen participants are then extracted and healed on the station. Participants are also given a hardlight fabricator that can instantly assemble crude structures that can be used for cover. Participants are permitted to bring a single weapon and a suit of armor along with them. Many choose high powered rifles, Cosmos Gear, or their preferred melee weapon.

The participants frequently livestream their escapades to eager fans. Fan favorite streamers often perform death defying stunts, taunt their foes, and throw tantrums when they lose.

SUGIMORI STATION

Sugimori Station is a sprawling space station theme park that is beloved by adults and children alike. Home to the genetically engineered species known as GenePals, Sugimori Station offers an incredibly immersive "hunting" ground for people looking to track and capture a cute but powerful critter using non-lethal armaments and the aid of the GenePals themselves!

Visitors to Sugimori Station pay to enter the park, rent or peacebind equipment, stay in the sprawling simulated environment, and capture individual types of GenePals. In order to keep customers coming back, the GenePals are highly regulated in the park and are only released in rotations of 16 species chosen from a large and ever expanding roster. At any time, Sugimori Station will have two types of GenePals for each type of cosmic magic in the park.



The entrance of the park is an incredibly safe and inviting area that is frequented by children who capture the weakest of GenePals. Deeper into the park are more powerful GenePals and more rugged terrain. At the absolute fringes of the massive park are the rarest GenePals in a given rotation.

Visitors are free to battle their GenePals whenever they want but most elect to participate in livestreamed battles in one of the provided GenePal Battle Arenas near the entrance to the park.

TROPICANUS

A pleasure planet, Tropicamus was an uninhabited disc planet overflowing with warm water, white sands, colorful fruit, shining fish, and beautiful vistas. Thankfully, the planet was completely uninhabited when it was discovered by an enterprising resort builder who saw huge potential in the flat planet. After some exploration, the entrepreneur discovered a dormant species of robots. He hired a crew of technicians to refurbish the droids and reprogram them to serve as maintenance staff and servants for the now under-construction resort.

Tropicamus is a hot tourist attraction for streamers looking to do a “beach episode” or to simply get away from it all. Though a trip to Tropicamus costs a considerable amount of money, there are few things that can compete with its exotic delights and being waited on by a staff of eager to please robot masseuses and chefs.

ZONALOR

The planet of Zonalor was a backwater nothing of a world until the sun that it orbited entered a state of perpetual implosion and explosion. The sun began to send out massive, roaring waves of solar energy that drew the attention of the galaxy’s greatest thrillseekers. The planet quickly became a hot destination for people looking to go solar wind surfing.

This extreme sport combines physical dexterity and perception with highly specialized surf boards rigged with sails that can catch solar radiation like a breeze. The daredevils then ride the supernova wave for as long as possible.



CHARACTER CREATION

Characters are created normally with a few minor exceptions and additional options. Unlike most sci-fi and fantasy games race is a deemphasized feature. There are several new Edges to choose from, and characters begin play with \$750 in starting funds.

SPECIES

The galaxy is a massive, infinitely diverse place. Unlike other science fiction or fantasy settings, species differentiation is not something that this setting is particularly concerned with. Most science fiction settings typically take a “human but” approach. For example, “it’s a human but instead of hair they have long tendrils,” or “it’s a human but their skin is purple and their hair is white.” For the most part using human as a character’s species is more than enough.

However, there are some who might want something a little more off the beaten path. For that we present the Random Species Generator. Simply follow the rules listed below to quickly create the mechanics for a race and then design their physical, mental, and social traits around the results. The full rules referenced in the Random Species Generator can be found in both the *Savage Worlds Adventure Edition* and the *Science Fiction Companion*.

BLEND

On the planet Vanadium, the robotic revolution saw all of humanity eradicated. Without humanity to interfere, the robots were free to pursue their own ideals of perfection and improvement. However, something

strange happened. After hundreds of years the robots developed emotions such as melancholy that hindered their productivity and sense of fulfillment. Despite their best efforts they could not remove this bug from their programming. However, a solution was constructed.

The robots built a country sized replica of a human culture with modifications. The worst traits of humanity were removed by design and the best traits of humanity were highlighted. Additionally, sickness was eradicated and the new humanity, known as blends, was given the ability to speak directly with machines of all kinds. This species was put into the equivalent of a theme park that was visited by robots to remember “the good old days.” The blends were unaware of their captivity and believed they lived alongside the robots in harmony.

- **ARTIFICIAL:** Humandroids are immune to poison and disease.
- **TECHNOEMPATH:** Humandroids begin play with the Technoempath Edge.
- **HINDRANCE:** Humandroids begin play with the Pacifist (Minor) Hindrance due to their predecessors’ aggressive tendencies being chemically subdued.

TONARIAN

Born from the resonant, self-replicating crystals found on T’tinna, tonarians are a crystalline, humanoid race that are born fully formed when the temperature of the soil and the hum of their planet’s sun are in resonance. The alien settlers of their native planet make use of the tonarians and their natural ability to consume physical matter to record information stores. The way in which a tonarian saves information is by consuming it with their mouth of jagged sparkling teeth. They can still learn information through hands-on experiences, however. When a tonarian’s body is damaged, its data storage becomes temporarily compromised.

DOESN'T BREATHE: Tonarians aren't affected by inhaled toxins, can't drown, and don't suffocate.

FRAGILE: While wounded, any Smarts based Trait checks a tonarian makes suffers an additional -1 penalty.

HINDRANCE: Tonarians consume raw information in a strange way. They gain the Quirk (Minor) Hindrance.

INORGANIC: Tonarians are immune to poison and disease.

NO VITAL ORGANS: Tonarians take no extra damage from Called Shots.



RANDOM SPECIES GENERATOR

To randomly create a species you draw cards to randomly select from a number of positive or negative traits. There are two methods that you can use to randomly generate your species. You can draw once on the Small Bonus Table and once on the Large Bonus Table, or you can instead draw three times on the Small Bonus Table but not on the Large Bonus Table. If you want to draw additional cards from a Bonus Table then draw on the Penalty Table. This allows an additional draw on the Small Bonus Table with a single draw or the Large Bonus Table with two draws.

SMALL BONUS TABLE

CARD	RESULT
2	Semi-Aquatic
3	Armor
4	Natural Weapon
5	Burrowing
6	Doesn't Breathe
7	Environmental Resistance
8	Immune to Poison or Disease
9	Infravision/Low-Light Vision
10	No Vital Organs
Jack	Pace
Queen	Parry
King	Reach
Ace	Skill
Joker	Sleep Reduction

LARGE BONUS TABLE

CARD	RESULT
2	Adaptable
3	Additional Action
4	Aquatic
5	Attribute Increase
6	Construct
7	Edge
8	Flight
9	Hardy
10	Leaper
Jack	Power
Queen	Regeneration
King	Size +2
Ace	Skill Bonus
Joker	Toughness

PENALTY TABLE

CARD	RESULT
2	Attribute Penalty
3	Big
4	Cannot Speak
5	Dependency
6	Environmental Weakness
7	Frail
8	Minor Hindrance
9	Major Hindrance
10	Poor Parry
Jack	Racial Enemy
Queen	Reduced Core Skills
King	Reduced Parry
Ace	Size -1
Joker	Skill Penalty



NEW EDGES

Presented below are several new Edges to use in this setting and in others.

ARCANE BACKGROUND (COSMOS DRIVE)

Requirements: Novice

Magic functions differently in space. The most common way for the layperson to gain access to eldritch power is through the use of a Cosmos Drive, an implanted subdermal network that allows a mortal body to readily manipulate certain types of magic energy. Cosmos Drives are commercially available and can be installed into a character's body in a simple, hour long procedure.



CLEVER COMBATANT

Requirements: Seasoned, Smarts d8+, Fighting d10+ You know how to fight smarter, not harder. When you succeed with a raise on a Fighting roll, you can use your Smarts die instead of your Strength die for the damage roll.

Additionally, you can also choose to forgo the extra damage die from the raise to instead make the target **Vulnerable** until the start of your next turn.

TECHNOEMPATH

Requirements: Novice, Persuade d6+, Repair d8+ You can communicate with even the most simple of machines. You can use the Persuade skill to ask machines to do something for you as if they were people. Machines typically have simple personalities and are not capable of more than a few "words" of "speech."

Additionally, if a machine is broken, you can ask it what's wrong and how to help. This knowledge grants you a +1 bonus on Repair checks targeting the machine.

POWERS

The way that characters access powers out in the wide galaxy functions differently than it does in other settings. There are still individuals who draw on the forces of magic in the traditional way by using the Magic, Divine, and Psionic Arcane Backgrounds, but the most common and effortless way to obtain magical power is with a Cosmos Drive. Cosmos Drives are subdermal implants that tap directly into a specific type of eldritch power based on the forces of the universe.

Arcane Background (Magic) works in two ways: Planetary Magic and Cosmic Magic. Planetary magic includes spells that have common fantasy arcane trappings such as wind, fire, water, and earth. Planetary magic users usually have great difficulty performing their magic in space and suffer a -2 penalty on their Arcane Skill rolls. Cosmic magic users draw on the same power sources as Cosmos Drives and have no challenges when attempting to use magic beyond learning how to do so in the first place.

Divine magic comes from many sources. Some Holo-Net streamers have fanbases so fanatical that they are literally bestowed with divine magic thanks to their worship and cult of personality. Others draw their power from stories of heroes long past, celestial deities, and other traditional avenues.

Psychic power is a well understood and documented phenomena that any sapient being can work towards. Through genetic manipulation, cosmic awakening, or pure emotional grit, an individual can tap into the power of the mind and perform great magic deeds.

COSMOS DRIVE

- **Arcane Skill:** Form (Smarts or Spirit)
- **Starting Powers:** 2 + *Form Weapon*
- **Power Points:** 10

An installed Cosmos Drive allows a mortal creature to channel and manifest magical effects based on one of the eight types of celestial forces: Atmosphere, Energy, Gravity, Moon, Star, Solar, Void, and Water. The Trappings of a Cosmos Drive's Powers are always associated with the celestial force it draws from. A Gravity Cosmos Drive cannot, for example, have a Water Trapping.

Additionally, the Form Arcane Skill has two associated Attributes. Some Cosmos Drive users channel this power through sheer force of will while others perform complicated mental calculations to carefully craft and focus the same energy. Spirit Cosmos Drive users often have Powers that are wild and large while Smarts Cosmos Drive users often have Powers that hold a fine edge and are exactly the size they need to be.

Overdraw: Cosmos Drives don't cause Fatigue when they suffer Backlash. They **Overdraw** instead. If the character rolls a Critical Failure, all of the caster's active powers terminate instantly, the caster loses 1 Power Point, and they suffer a penalty based on the type of Cosmos Drive they use:

- **Atmosphere and Gravity:** The caster is subjected to an encumbering force. The caster suffers a -2 penalty to Pace until the end of their next turn.
- **Energy and Solar:** The Cosmos Drive erupts violently. The caster takes 2d6 damage. This damage ignores Armor.
- **Moon and Water:** An overwhelming force emerges from the Cosmos Drive. The caster is knocked 1d6" in a random direction and falls prone.
- **Star and Void:** The caster's body is overcome with the Cosmos Drive's magic. They are **Vulnerable** until the end of their next turn.

NEW POWERS

Presented below is a selection of new powers.

BALLAST

Rank: Seasoned

Power Points: 1

Range: Smarts x2

Duration: 5

Trappings: Magical totem, pillar of energy, lightning rod
Ballast allows the user to create a 1" in diameter ward of deadly magical energy within range. When a creature comes within a Small Burst Template of the ballast, the caster can choose to detonate it. Creatures in the template take 2d6 damage (or 3d6 with a raise).

MODIFIERS

ADDITIONAL BALLAST (+1): The caster creates an additional *ballast* within range each time this modifier is taken.

AREA OF EFFECT (+2): The *ballast's* triggered range and damage range increases to a Medium Burst Template.

DAMAGE (+1): The *ballast* causes 3d6 damage (4d6 with a raise). This modifier costs +1 per *ballast*.

FRIENDLY FIRE (+1): Creatures of the user's choice do not trigger the *ballast* when near it.

FORM WEAPON

Rank: Novice

Power Points: 1

Range: Self

Duration: 5

Trappings: A weapon made of the Cosmos Drive's associated magic.

Form Weapon allows the user to summon a Medieval Hand Weapon or a shield worth \$500 or less into their hands. The Minimum Strength requirement for the weapon counts as one size lower. If the caster succeeds with a raise, the weapon gains a +1 bonus on damage rolls.

MODIFIERS

- **DUEL WIELD (+1):** The caster summons two one-handed weapons or a one-handed weapon and a shield with a combined cost of \$600 or less.

WHIP

Rank: Novice

Power Points: 2

Range: 12"

Duration: Instant

Trappings: Rushing water, lightning bolt, stream of force

Whip creates an arcing strike of magical energy that emerges from the caster's hand. Measure a straight line 1" wide and 12" long starting from the caster's position. If successful, targets within this area take 2d6 damage.

MODIFIERS

- **BEND (+1):** The caster can shift the line in 1" increments (such as in a crescent or zig-zag pattern).
- **DAMAGE (+1):** The *whip* causes 3d6 damage (4d6 with a raise).

NEW POWER MODIFIERS

Presented below are new generic power modifiers.

EMPOWERED DAMAGE (+2)

The caster focuses on creating as devastating an effect as possible. The Power's damage dice are increased by one step. For example, 2d6 becomes 2d8. This also applies to additional damage from a raise. This modifier can be taken multiple times to a maximum of a d12 of damage.

EPHMERAL (+1, ENTANGLE ONLY)

Your entangling force does not have a physical manifestation that can be attacked. Trappings include gravity, ghostly hands, and intense wind.

GEAR

When cosmic magic and super technology meet it only makes sense that unique creations, devices, and equipment follows. The Maelstrom Galaxy is no exception. Advanced gravity manipulators, drone launching cannons, solar infused armor, weaponized t-shirt cannons, hard-light VR drones, and dark matter laser swords are all commonplace across the galaxy.

NEW GEAR QUALITIES

Presented below are a handful of new qualities you might see on certain pieces of equipment.

BUSTED

Busted describes a damaged piece of gear. Busted weapons reduce the weapon's damage die by one size (minimum d4). If the weapon already deals d4's for damage it suffers a -1 penalty. Busted Armor gives the user a -1 penalty on all Agility related Trait rolls.

INACCURATE

Inaccurate weapons cannot make Called Shots.

KNOCKDOWN

Creatures that are Shaken or Wounded by a weapon with Knockdown fall prone.

NEW GEAR

These various pieces of equipment do not neatly fit into any specific category and are instead collected here.

ASMR MEGAPHONE

The ASMR Megaphone is a ranged weapon hybrid that functions in a completely unique way. Coupled with comforting and sleep inducing Moon magic, this megaphone can be used to amplify the voice of a soft-speaking user to cause a calming and tiring effect in those that hear it at close range.

The megaphone "fires" in a Cone Template. Creatures in the template must make a Spirit check opposed by the user's Persuasion. If the user succeeds, the target is Shaken. If the user succeeds with a raise, the target gains a level of Fatigue that lasts until they take a Wound.

The megaphone can be used five times before it needs to recharge. It takes one hour to recharge one charge of the ASMR megaphone.

ATTACK DRONES

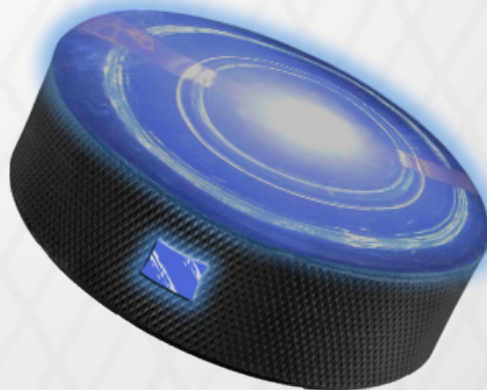
Attack drones come in a wide variety of appearances but all share a few common traits, such as being able to hover in the air. A ranged weapon of weight 5 or less can be attached to an attack drone. The drone's owner can then use the drone to fire the weapon. This functions identically to a Shooting roll in all ways except that the drone's owner can use the Electronics skill instead of the Shooting skill. Attack drones cost \$500.

HIGH G PUCK

These fist-sized discs of advanced technology or gravity magic allow an individual to create small high gravity environments for short periods of time. The disc can be thrown with the Athletics skill (Range 4/8/16). When the puck lands it creates a high gravity field in a Medium Burst Template centered on it. Creatures in the template must make a Strength check (at -2 if the Athletics check succeeded with a raise). Creatures that fail treat the burst as difficult ground. This effect lasts 3 rounds. The high g puck can be attacked at a -1 penalty and has Toughness 6. A high g puck costs \$100.

GRAVITY DIRECTORS

A set of gloves and boots with anti-gravity technology and gravity magic imbedded, gravity directors allow anyone who wears the complete set to alter their personal gravity as an action. Attempts to land on uneven surfaces require an Athletics check with a cumulative -1 penalty for every 3" moved. Failure results in one Wound. The gravity directors have enough energy to function for 20 rounds. Recharging takes two hours per round recharged. Gravity directors cost \$900.



MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
Cryochain	Agi+d6	d6	3	400	Minimum Agility d6, Reach 1, see description
Distortion Knife	Str+d4	d4	1	500	Parry +2, Cover -2, chance to catch target on fire
Linefire Gauntlet	Str+d6	d6	5	650	Parry +1, Reach 3, can grapple a target within Reach, does not grant Parry +1 while being used to grapple
Microfilament Scarf	Agi+d4+2	d4	.1	300	Minimum Agility d8, Reach 2
Phaseblade	Spt+d6	d6	1	1,500	Minimum Spirit d8, ignores Parry from weapons and shields, ignores non-magical Armor
Piston Spear	Str+2d4	d8	6	750	AP 5, Reach 1, two hands
Revolution Chakram	2d6	-	.5	1,250	Parry +1, see description
Rocket Greaves	Str+d8+1	d8	10	900	Pace +2, double jump distance, +3 Armor on legs
Rocket Lance	Str+d10	d12	15	700	AP 4 when charging, Reach 2, see description
Stun Baton	Str+d4	d4	2	200	Non-lethal damage, ignores Armor (except hard sealed armor)

CRYOCHAIN

A fast freezing chain weapon, the cryochain was created with advanced refrigeration technology and void magic that rapidly saps the heat from struck targets. Creatures that are Shaken or Wounded by this weapon suffer a -2 penalty to Pace until the end of their next turn.

DISTORTION KNIFE

This small dagger contains a high output nuclear reactor enhanced with solar magic. It can create a powerful field of heat that generates a blurring effect that distorts vision and protects from attacks. A distortion knife can also catch things on fire with a mere touch.

LINEFIRE GAUNTLET

A combination glove and bracer, the linefire gauntlet contains a high tension cable and high articulation that allows the fingered glove to be fired at high speeds at a foe. It can be used to attack or initiate a grapple up to the weapon's Reach. While grappling, the gauntlet's cord is exposed and taugt. The high tension cord has Toughness 8.

MICROFILAMENT SCARF

Woven with advanced polymer fibers, a microfilament scarf serves as a fashion accessory and a deadly weapon in the right hands. The edges of the scarf have been sharpened to a deadly edge that can be used as a nimble weapon.

PHASEBLADE

This energy sword has the ability to blink in and out of existence based on the user's needs. The energy blade that is emitted from the weapon's hilt requires intense concentration to maintain. Because of this, the weapon's damage is determined by Spirit rather than Strength. Phaseblades are employed by assassins and saboteurs that frequently end up in combat with highly armored targets.

PISTON SPEAR

A piston spear is a crude weapon that uses micro-hydraulics systems to create a dangerous piercing weapon that can puncture thick armor with ease.

REVOLUTION CHAKRAM

A revolution chakram is a bladed disc that floats around its user. It can be activated with an action. While activated, it orbits around its user, granting them a +1 bonus to Parry. Additionally, the user can make one free attack with the revolution chakram on each of their turns. The chakram automatically deactivates after three rounds. A creature can only benefit from one revolution chakram at a time.

ROCKET GREAVES

These thick and heavy greaves are imbedded with finely calibrated microjets. A character wearing rocket greaves doubles their jump distance, but is unable to wear full body or leg armor while wearing this weapon. Instead, the greaves offer a +3 Armor bonus to the user's legs.

RANGED WEAPONS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR.	WEIGHT	COST
Anchor Launcher	10/20/40	2d8	-	1	5	d8	15	1,000
Notes: Snapfire, with a Raise on the Shooting roll the target is tethered and cannot move more than 2" from the area they are currently in. A successful Strength check breaks this hardlight tether.								
Breach Cannon	See Notes	2d8	-	1	5	d10	20	900
Notes: Cone Template, Snapfire. Creatures hit by this weapon are knocked backward 1d6" and must make a Vigor check or be knocked prone. Double damage against objects.								
Fanlight Blaster	See Notes	2d10	2	1	5	d8	9	1,700
Notes: Cone Template.								
Focusfire Rifle	24/48/96	2d8	2	1	50	d6	7	550
Notes: Heavy Weapon, Snapfire, chance to catch target on fire.								
Grav Press	5/10/20	3d4	-	1	10	d6	25	2,000
Notes: Heavy Weapon, Inaccurate, Snapfire, creates crushing gravity in a SBT. A Raise on the Shooting roll makes creatures in the SBT Bound instead of dealing additional damage. They can attempt to break free with a Strength check as an action.								
Ice Heaver	3/6/12	2d10	4	1	3	d12	30	350
Notes: Heavy Weapon, Knockdown, Snapfire.								
Line Launcher	5/10/20	See Notes	-	1	3	d6	25	700
Notes: Snapfire, with a single shot, the launcher fires two pylons that embed themselves in solid matter within 6" of one another. When secured, the pylons activate and create a high voltage tripwire that runs the distances between the two pylons. Creatures that touch the tripwire must make a Vigor check at -1 or gain a level of Fatigue and lose their remaining Pace for this turn.								
Micromissile Pod	12/24/48	By Type	-	3	30	d8	10	1,500
Notes: Heavy Weapon, Snapfire. Loaded with specific missile types: <ul style="list-style-type: none"> Corrosive Missile: 3d6, AP 5, SBT, on the target's next turn they take the acid's damage again. Flash Missile: No damage. The target makes a Vigor roll at -2, becoming Distracted or Vulnerable (attacker's choice) until the end of the attacker's next turn. Guided Missile: 2d8, AP 10, +2 on Shooting rolls. HE Missile: 2d6, AP 15, SBT. 								
Ripper Rifle	5/10/20	2d6	-	2	2	d6	20	800
Notes: The rifle fires a drone known as a ripper. On the shooter's next turn after firing a ripper, the ripper moves in a straight line to the rifle and reloads itself automatically. Creatures in the line must make an Agility check or take the ripper's damage. A Critical Failure on the Shooting roll destroys the ripper.								

ROCKET LANCE

A rocket lance is a unique and exceptionally dangerous weapon. It has imbedded rocket boosters and stirrups that allow the user to "mount" the lance and rocket charge it into battle. As an action, the user can mount the lance and gain a Pace 10 flight with hover. While hovering the user can choose to charge at a target with the lance. While not mounted on the lance, Fighting rolls with the weapon suffer a -2 penalty. The lance remains active for three rounds before it needs to be reactivated.

STUN BATON

A simple metal baton with a non-conductive grip and hand guard, stun batons are commonly employed by individuals who disdain violence but find themselves in dangerous situations with some frequency. The metal body is charged with electricity and energy magic that can debilitate those struck by it.

ANCHOR LAUNCHER

Anchor launchers are used by big game hunters, poachers, and combatants looking to hinder their foe's mobility. These rectangular, boxy rifles are loaded with metallic spikes equipped with hardlight technology that implant themselves in walls. After implanting itself in a solid surface near the target, the spike creates a hardlight tether that connects to the target, electrocutes them, and then attempts to chain them together.

BREACH CANNON

This no nonsense heavy rifle is large and blocky. Employed by mercenaries and militaries looking to destroy defenses and flush out entrenched enemies by firing a concussive blast of sonic energy.

FANLIGHT BLASTER

This wide ended laser blaster functions similarly to a shotgun. Its simple, no-frills design has earned it the admiration of many forward scouts and mercenaries.

FOCUSFIRE RIFLE

A series of incredibly well defined lenses and a solar magic projector, a focusfire rifle can unleash incredibly dense lines of high heat solar energy at a great range. They are frequently employed in guerilla warfare or by individuals looking to start a fire from the safety of their own perch.

GRAV PRESS

A grav press is a gravity magic infused heavy rifle that is shaped like a thick cylinder bent into a U-like form. With a crossbar in the center and a trigger mechanism on the back, the grav press can be fired to create high gravity fields that can crush targets with ease.

ICE HEAVER

Originally created as a prank weapon by a crafty engineer to pester her shipmates, the ice heaver is a rare but incredibly effective weapon in the right hands. The small catapult like weapon is equipped with a quick freezing chemical that rapidly turns water vapor into solid ice that can be fired at high speeds from the railgun like body. Combat capable versions create massive chunks of ice that can crush victims.

LINE LAUNCHER

This bident shaped rifle can fire two small pylons embedded with electroconductive filament that creates a dangerous tripwire when both pylons imbed themselves into a solid surface. Creatures that step near the tripwire are electrocuted.

MICROMISSILE POD

This long, blocky, tri-barreled rifle fires as if loaded with pistons in each barrel. The weapon is a commercial success that fulfills a wide array of functions thanks to the diverse number of micromissiles that are sold by a number of manufacturers. Some range from harmless or prank missiles while others are military grade explosives.

RIPPER RIFLE

This railgun like rifle fires puck sized, bladed, disc drones that spin at high speed. After being fired, the disc floats in the air for a time. At the beginning of the user's next turn, the disc returns to the rifle by flying in a straight line, cutting anything in its path, before reloading itself.

SPELLCASTING FOCI

Characters with Arcane Backgrounds have a bevy of options when it comes to how their powers manifest. However, it doesn't hurt to have a little extra oomph. Spellcasting foci take on a variety of shapes, sizes, and forms. For magic users, they might be staves or orbs, but, for Cosmos Drive users they may be actual physical modifications or a software update. Spellcasting foci make it easier to cast certain powers certain ways.

ACCURATE FOCI

An accurate foci makes powers more malleable and morphic and allows a character to add the Selective modifier at no additional cost. Accurate foci cost \$650.

FOCUSING FOCI

A focusing foci allows a character to add one level of the Armor Piercing modifier to any power cast at no additional cost. Focusing foci cost \$750.

IMPACTFUL FOCI

An impactful foci supercharges a character's offensive powers and allows them to add the Heavy Weapon modifier to any weapon cast at no additional cost. Impactful foci cost \$300.

STRAINING FOCI

A straining foci saps the life from creatures struck and allows a character to empower the Fatigue modifier in new ways. Powers with the Fatigue modifier can Incapacitate targets with Fatigue. Straining foci cost \$1000.

GEAR MODIFICATIONS

Sometimes a weapon needs to be more interesting than 2d6 with AP 2. However, Savage Worlds does not have a crafting system or a gear modification system beyond a few scopes you can pop on to a rifle. Yet, with the bleeding edge technology and magic in the Maelstrom Galaxy, things are often a little more unique. Players and Game Masters are encouraged to create bizarre weapons capable of almost anything.

Despite this, stock weapons are something that an individual might want to tinker with. It's for these people that we've created a very streamlined gear customization system. There's no keeping track of how many mod points a weapon can have, no consulting tables, no nonsense. If it makes sense and seems plausible, the weapon can have the mod, but if it doesn't make sense, like putting two scopes on a rifle, then you can't do it. Simple and clean.

Presented below are several modifications for gear of all kinds. They might look a little different from instance to instance, but mechanically they should function the same. A *dark matter projector* from Omnilith might be incredibly sleek and elegant, but the same device from Uncle Drunkey's Homemade Weapon Mods might be quite large and give off an unstable appearance. Don't be afraid to describe how your modifications manifest in the game world and how they change the effects of your gear.

BRAIN VOIDER

A brain voider modification is a magical and chemical modification that uses a cocktail of toxins or void magic to temporarily empty a victim's mind. When a creature is struck by a weapon with a brain voider, the user can activate the brain voider. The target must make a Smarts check. On a failed check, the creature becomes Stunned until the end of their next turn as their mind becomes empty. A weapon that has a brain voider modification reduces its damage dice by one step, to a minimum of d4. A brain voider has 4 charges. A charge can be recovered by connecting the brain voider to a power source and allowing it to recharge for four hours. A brain voider can only be attached to a melee weapon and costs \$2500.

CARBALITE CONSTRUCTION

Carbalite is a synthesized metal ceramic hybrid infused with magical energy during its forging process. This powerful material grants gear made with it with unique abilities. Weapons increase their damage die by one size. Armor gains +1 Toughness, not Armor. Both increase the Minimum Strength requirement for the item by one step. A piece of gear with a carbalite construction costs \$2000.

DARK MATTER PROJECTOR

This modification can only be attached to energy weapons. The energy produced by such weapons becomes incredibly dense and vantablack. The weapon's Minimum Strength requirement increases by one step. The weapon deals Fatigue instead of Wounds. When the user rolls a Critical Failure on an attack using this weapon, they gain a level of Fatigue in addition to the normal penalties of a Critical Failure. A dark matter projector costs \$3000.

HARNESS

This modification can only be attached to two-handed ranged weapons. The minimum Strength requirement for the weapon is reduced by one step. A harness costs \$100.

NEBULA PROJECTOR

This modification can only be attached to energy weapons. The energy produced by such weapons becomes a solid nebula of starstuff and galactic swirl. Creatures struck by this weapon are Distracted if the attack succeeded with a raise. A nebula projector costs \$1000.

ULTRALIGHT MATERIAL

Gear can be manufactured or modified with any number of ultralight materials. Gear with ultralight material weigh half the weight they normally do and reduce the Minimum Strength requirement for use by one step. Ultralight material costs \$500.

