



SAVAGE SLEEVES

**TRANSHUMAN
ROLEPLAYING
IN
SAVAGE WORLDS**

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What is a "Sleeve?"

Sleeves, morphs, or even just bodies are the flesh or metal that your consciousness, your "soul" inhabits. In a transhuman future, it's believed that with digitized brains, such as cortical stacks, you will be able to easily change between bodies like you do with clothes. If one day you feel so inclined to be a powerful female looking for a fight and the next you want to be a scrawny male with powerful deductive abilities you can do that, provided you have enough cash.

Some sleeves might come from rental facilities and be used by multiple people over the course of the same week or day. Some, like the one you are in the most often, are solely owned. You might pass another person on the street who looks identical to your sleeve. Some are mass produced, such as the one used by the Major in Ghost in the Shell. The important thing to remember is that you can find a body that will make you comfortable.

In short, your sleeve isn't you. It's just your disposable body. Even if it kicks the bucket you can simply reboot in another one from a backup.

Sleeving Rules

Creating a transhuman character is similar to creating a standard character. You still receive the same amount of points to spend on Attributes and Skills and you still receive a free Edge for being a human. However, you also must choose a sleeve to use as your body (unless you are a Flat, a term for an actual human).

Money works differently than it does for purchasing most gear. Rather than spending a specific amount, your character can instead simply purchase a starting sleeve based on their status. Characters with the Poor Hindrance can only purchase a Dirt Cheap or Cheap sleeve. Standard characters can purchase any sleeve that is Average or cheaper. Characters with the Rich Edge can purchase any Above Average or cheaper sleeve. Characters with the Filthy Rich Edge can purchase any Expensive or cheaper sleeve. Rich and Filthy Rich characters might instead wish to purchase several, more

affordable sleeves. This is fine but make sure their purchases are within reason.

Sleeve costs go in order from: *Dirt Cheap, Cheap, Average, Above Average, Expensive, Very Expensive.*

Once sleeved, the character is affected by all of the modifiers presented in their current sleeve's stats. Make sure to keep track of which modifiers come from a sleeve and which are native to a character.

Finally, a character can always enter a new sleeve if they have the means. There is a drawback to changing though. For 24 hours after resleeving, the character suffers a -1 penalty to all rolls as they grow accustomed to their new body.

List of Sleeves

Presented below are several sleeves that can be used to bring a transhuman flavor into your ongoing (or just starting) Savage Worlds campaign. They range from organic to inorganic and come with no assigned genders or race.

Avius

The avius is an incredibly rare, expensive sleeve. Human only insofar as it has arms and legs, the avius is a winged figure with a bird-shaped head completely devoid of features. This sleeve is commonly used by various militaries as a surveillance and stealth operation sleeve for their agents. With its large, powerful wings, this sleeve is exceptionally rare and highly valued on the black market. It has both organic and inorganic components.

Attribute Modifiers: +2 die size to Agility.

Skill Modifiers: +2 die size to Stealth.

Edges: Acrobat, Assassin, Dodge.

Hindrances: Illegal (Major).

Modifiers: Has a Flying Pace of 10" and Climb 1. Avius suffer a -1 penalty to Toughness and cannot wear armor with a value greater than +1 without losing their Flying Pace.

Cost: Very Expensive.

Bathynaught

Bathynaughts are sleeves used by individuals who love swimming, those who work underwater, and many people who live in subaquatic cities. They are capable of breathing water, have webbed hands and feet, and have an increased resistance to the crushing pressure of the sea. However, something about the process of creating a body capable of surviving underwater gave all Bathynaught sleeves a free of the open expanses of air and earth on the surface.

Physically they are mostly human with a few, minor fish-like alterations. Their skin is scaled, though the patterns that dance across them vary from sleeve to sleeve. They are usually quite pale, almost true white in complexion.

Attribute Modifiers: +1 die size to Agility.

Skill Modifiers: +2 die size to Swimming, +1 die size to Stealth.

Edges: None.

Hindrances: Phobia (Minor, the Surface World).

Modifiers: Has a Swimming Pace of 8". Can breathe water.

Cost: Above Average.



Bouncer

The Bouncer is a very common, mass produced sleeve that comes in one of ten appearances. All bouncers share one common characteristic, they are in peak physical condition and have been genetically and mechanically altered to be far stronger than an unaugmented human or even other sleeves. Beyond that a bouncer can be anything. They are an incredibly affordable sleeve but, thanks to their association with organized crime, make many people nervous.

Attribute Modifiers: None.

Skill Modifiers: +1 die size to Fighting.

Edges: Brawler, Nerves of Steel.

Hindrances: All Thumbs, Outsider.

Modifiers: None.

Cost: Cheap.

Clanker

Clankers are fully robotic sleeves that are viewed with disdain by the public. Loud, ugly, and prone to malfunction, Clankers are thin, often rusted robots are used as cannon fodder by certain militaries and many crime organizations. They are also commonly used for incredibly dangerous, highly technical work such as asteroid mining where an AI or other mechanical mind would not succeed.

Attribute Modifiers: -1 die size to Strength and Agility.

Skill Modifiers: None.

Edges: None.

Hindrances: Outsider, Quirk.

Modifiers: +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.

Cost: Dirt Cheap.

Demi

Demis were designed to emulate divinity. These "demigods" are the current peak of engineering and design. They could be described as perfect by the modern majority. Immune to diseases, and even poisons, these bodies quite literally take care of themselves. With enough varied forms to please anyone's idea of perfection Demis are used by professional athletes, physical performers, and many politicians. All Demi sleeves suffer a quirk that makes them prone to believing they are somehow above others.

Attribute Modifiers: +1 die size to all Attributes.

Skill Modifiers: None.

Edges: Very Attractive, Charismatic, Leader of Men.

Hindrances: Arrogant.

Modifiers: Does not suffer from disease or poison.

Cost: Very Expensive.



Gen

The Gen is an older model from the earliest days of transhumanism. These generic bodies originally had a much more complicated designation but their nickname won out. They come in two binary genders and one genderless forms. All Gens are racially ambiguous. They are unremarkable and offer the most well-rounded, though some might say bland, sleeve on the market.

Attribute Modifiers: None.

Skill Modifiers: +1 die size to any one skill chosen at creation.

Edges: Unremarkable.

Hindrances: None.

Modifiers: None.

Cost: Cheap.

Golem

Golem sleeves are named after the old Aramaic legend. Fully inorganic, Golems are utilized in security and military positions. Massive in stature with powerful, crushing fists, a Golem is a deadly threat to anyone seeking to cause a problem for their employer. They all appear almost two heads taller than the average person and are nearly twice as wide. Their large stature is enough to make most individuals who sleeve into a Golem dangerous overconfident. Many cities, especially those built in confined spaces, outright ban Golems due to their size.

Attribute Modifiers: +2 die size to Strength and Vigor.

Skill Modifiers: +1 die size to Fighting and Shooting.

Edges: Block, Brawny, Hard to Kill.

Hindrances: All Thumbs, Outsider, Overconfident.

Modifiers: +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison. Requires weapons be specifically designed for its thick hands and fingers (this increase the cost of the weapon by half of its original value).

Cost: Expensive.



Madman

A madman is an illegal sleeve from a defunct manufacturing corporation. Due to a flaw in its design, it is prone to fits of rage and violence. However, they somehow arrived on the black market despite the company's insistence that they were all destroyed. They never left alpha testing and, thus, did not have a marketable name. Much like the Gen, the nickname for this sleeve is what stuck and the Madman was born.

Physically, Madmen are massive, genderless bodies with feral eyes, grey skin, and pointed canines. Very few Madmen are capable of growing hair as they had not yet reached that stage of development in most models.

Attribute Modifiers: +1 die size to Strength and Vigor, -1 die size to Smarts and Spirit.

Skill Modifiers: +1 die size to Climbing and Fighting.

Edges: Berserk.

Hindrances: Illegal (Major).

Modifiers: Rolls to resist going Berserk suffer a -2 penalty.

Cost: Very Expensive.



Next

The Next were the first major step forward for transhumanism after the invention of the cortical stack and the Gens. A mastered genome, the Next were a marketing firm's ideal next step in human evolution. Genetic diseases were wiped out and everything that made a human "human" was improved upon.

Next are far and away the most diverse type of sleeve and also make up one of the largest populations of transhumans. They come in any shape and size that can be desired but, as a trade-off for their flexibility, are truly skilled at nothing.

Attribute Modifiers: +1 die size to any one Attribute.

Skill Modifiers: +1 die size to any one Skill.

Edges: Attractive.

Hindrances: None.

Modifiers: None.

Cost: Average.

Oculus

These literally wide-eyed sleeves were originally deemed a failure as a sleeve due to a malfunction that increased the size of their eyes and made the Oculus unable to blink. However, after several reworks, the Oculus' mistakes became its strong point. Used in all manner of fields, Oculus sleeves make the perfect bodies for snipers, scouts, accountants, and anyone else who can't afford to miss a detail.

They come in any variety but their irises are always a cold, semi-translucent, glassy blue. This combined with the fact that they never blink makes most people who interact with someone in an Oculus incredibly uncomfortable.

Attribute Modifiers: None.

Skill Modifiers: +2 die size to Notice.

Edges: Alertness.

Hindrances: Ugly.

Modifiers: Does not blink. Eyes automatically purge grit and other irritants. Eyes can also function as binoculars. Ignores the penalty for firing at Medium Range or higher as long as the Oculus does not move that round.

Cost: Average.



Savant

Commonly referred to as savvies, Savants are a type of sleeve designed to greatly enhance cognitive functions in a body that has the motor functions and reflexes to keep up with such an enhanced thought process. They have a greatly diminished metabolism and need for sleep so that the mind inside the body can stay focused on the task at hand. A quirk of all Savant models is that they have a hard time not knowing something and doggedly pursue breadcrumbs, even to the detriment of their work.

Physically, Savants are completely unremarkable. They have a utilitarian design and come in a wide variety of appearances and genders.

Attribute Modifiers: +2 die size to Smarts, +1 die size to Agility, -1 die size to Strength.

Skill Modifiers: +1 to any one skill tied to Smarts.

Edges: Gadgeteer, Investigator.

Hindrances: Curious.

Modifiers: Savants only need to eat once every week and only need to sleep for 8 hours every third day.

Cost: Above Average.

Settler

A settler sleeve is highly adapted to a specific type of climate. Settlers are most commonly found on the rough frontier of Mars or as the sleeves of rich thrill seekers exploring inhospitable parts of Earth. Thanks in part to the appropriation of rich “adventurers,” it is possible to order a custom Settler designed to your preference. However, there are also mass produced Settlers, such as those commonly found on Mars or the Moon.

Attribute Modifiers: +1 die size to Vigor.

Skill Modifiers: +1 die size to Survival.

Edges: Danger Sense.

Hindrances: None.

Modifiers: At creation, select the Trappings or effects of a specific biome, such as high heat or frigid cold. The Settler has a +2 bonus on all rolls made against such effects.

Cost: Cheap (Mass Produced) or Expensive (Custom Build).

Zee-Gee

A Zee-Gee is a home designed sleeve that helped launch a small, Moon based entrepreneur to success. Built for low gravity and zero-g environments, Zee-Gees can easily leap from location to location. Even on planets like Earth where gravity is more harsh, a Zee-Gee is capable of jumping great distances.

The physical appearance of a Zee-Gee tells its ages. All first generation Zee-Gees look identical. Second generation Zee-Gees had a minor flaw in their synthetic skin application that caused them to develop scar tissue around their cheek bones. Third generation Zee-Gees are the most recent and have no distinguishing characteristics outside of the one factor all generations share. All Zee-Gees have three-toed, prehensile feet.

Attribute Modifiers: None.

Skill Modifiers: +1 die size to Climbing.

Edges: Acrobat.

Hindrances: None.

Modifiers: Can jump 4” vertically and 8” horizontally (or half that distance in a normal gravity environment). Have prehensile feet.

Cost: Average.

Modifying Sleeves

Since most sleeves see a large degree of use, it's not impossible to find slightly altered versions of the above models. Some might be better augmented for a wider variety of tasks while most simply have wear and tear. Adding new modifiers, Edges, or Hindrances are all the most common way to adjust a sleeve. When adding more benefits, increase the price of the sleeve proportionately. When adding Hindrances and other penalties, decrease the price of the sleeve.

Common Hindrances are All Thumbs, Bad Eyes, Bad Luck, Blind, Habit, One Arm, and Quirk. Hindrances typically come in the form of damage and wear. Common Edges are Alertness, Ambidextrous, Linguist, Luck, and Martial Artist. Most Edges typically come in the form of a deeper genetic manipulation or the installation of additional implants.

New Edges

Presented below are several new Edges for use in a transhuman game.

Favorite Sleeve

Requirements: Novice

Your character identifies with one specific body above all others. They do not suffer the resleeving penalty when being transferred into this body.

Natural Knack

Requirements: Novice, Spirit d8

You are at home in multiple bodies. When you take this Edge select a sleeve and one negative aspect of the sleeve. When you are sleeved into a body of this type, you ignore that specific penalty.

This Edge can be taken multiple times. Each time it is taken you select a new sleeve and negative aspect to ignore.

Quick Change

Requirements: Veteran, Spirit d8, Vigor d8, Favorite Sleeve

You are adept at changing bodies with a moment's notice. You do not suffer from the standard penalty when resleeving.

Unremarkable

Requirements: Novice.

You are a generic face in the crowd. Any roll made to find or track you, specifically, suffers a -2 penalty.

New Hindrances

Presented below are several new Hindrances for use in a transhuman game.

Illegal (Major/Minor)

Your sleeve is illegal. As a Minor Hindrance, it is not immediately identifiable as illegal, few people can identify it, or it is only a misdemeanor to own. As a Major Hindrance, simply owning the sleeve is a felony and the sleeve is immediately recognizable on sight to most people.

Inorganic Intolerance (Minor)

You cannot resleeve into any sleeve that is predominantly inorganic, such as a Clanker or Avius.

Resleeve Sickness (Minor)

For 48 hours after you resleeve, you suffer a -2 penalty to all rolls.

