Wanderers of the Outlands House Rules
(Draft 3, Revised February 20th, 2013)

"The war touched everybody, one way or another. I was not in active service or anything like that, you see I had a family to feed, a ship to run. No corporate contracts like they claimed, not me, strictly freelance. I was making runs into Q'al Uar space, trading with some merchants and even they were concerned about the war. Combat had spilled over into their systems. More than one of their sword masters travelled with us seeking to hire themselves out as mercenaries to one side or the other. I was transporting a cadre to a corporate held world when the Ruktan's seized my ship executed the Q'al Uar, and accused me of aiding corporate forces. Spent three years in a POW camp, by the time the War Reconstruction Commission had seen my case, my ship had been seized, my husband and children gone, no way to find them. I had no future, no hope, so I came to the Outlands to get lost… "

Anastacia Sengul, free trader and former prisoner of war

We will be using two main rulebooks as reference for the campaign, the **Savage Worlds Deluxe Explorer's Edition**, which integrates the latest errata to the rules, and the newly released **Savage Worlds Science Fiction Companion**. I also reference **Agents of Oblivion**, **Daring Tales of the Space Lanes Space Pulp Rules**, and the fan created **Savage Space** supplement, when creating these house rules, taking Skill ideas as well as Hindrances and Edges from the later, and the Defining Interests rule from the former, all three are excellent and well worth checking out. I will be using an abbreviation of the book's titles when I make page references to them. Here are the books and their corresponding abbreviations:

Book	Abbreviation
Savage Worlds Deluxe Explorer's Edition	SWDE
Savage Worlds Science Fiction Companion	SFC

CHARACTER CREATION

Character creation follows the rules outlined in SWDE pages 16-17. There are various changes and/or additions to the process.

Species (You can find more about them on the third post of the series)

There are three playable species in the campaign, Humans, Q'al Uar and Vuluhuan. Humans follow the same rules as in SWDE and SFC; they start the game with one free Edge. The other available species have the following statistics:

Q'al Uar:

- **Agile:** Q'al Uar are graceful and quick. They start with a d6 Agility attribute instead of a d4.
- **Distrust:** Q'al Uar traditions and culture are hard to understand to other species. They are honorable and respectful of each other and those they respect, having many complex and seemingly obscure rituals and traditions; but they can be combatant at the slightest transgression. They also have a reputation as raiders and for taking what they need or want forcibly. Many other species distrust them; they suffer a -2 to Charisma when dealing with other species.
- **Low Light Vision:** Q'al Uar eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.

Vuluhuan:

- **Six Limbs:** A Vuluhuan uses its six limbs for different purposes. The hind limbs are used only for movement, while the mid pair is only used for manipulation, being the most sensitive of the six. The fore limbs can be used for both manipulation and propulsion, while one of the three fingers is an opposable thumb, the pads on the soles means they are less sensitive and are not typically used for fine manipulation. Despite the multiple limbs Vuluhuans are not faster than other species, their fore limbs have lost some of their strength as they evolved and they are no longer as fast as they were in the past. Vuluhuans are Ambidextrous with their mid and fore legs, as per the Edge, and gains the Additional Action ability (SFC, page 4), they get one extra non-movement action that incurs no multi action penalty.
- **The Cacophony of Selves:** The accumulated knowledge and experiences of the Vuluhuan's selves means that there is a good chance the Vuluhuan has studied, heard of, or even practiced a skill during its life. It gains the benefits of the Jack of all Trades Edge, any time it makes an unskilled roll for a Smarts based skill, it may do so at d4 instead of the usual d4–2.
- **Lifelong Scholars:** The search for knowledge drives a Vuluhuan's life. Through this searching they devote themselves to specific areas of interest. Select two knowledge skills (not Common Knowledge since this is not a skill per se) the Vuluhuan knows and add +2 to the total whenever these skills are used. A Vuluhuan may possess the Scholar Edge and apply the bonuses to other skills.
- **Selves Over the Vessel:** Through their evolution the Vuluhuan have placed greater value on the selves over the vessels, and their vessels have suffered as a consequence. Their ancient agility, strength and speed have greatly diminished; each generation of Vuluhuan is less physical than the previous one. Their Agility and Strength require two

points per step to raise during character generation and their frailness means they suffer a -1 to Toughness.

- **Too Many Voices:** The constant shifting between different selves means that for other species it is often difficult to communicate with a Vuluhuan. A Vuluhuans attention wonders, they jump around from subject to subject, this sometimes manifest as a difficulty to communicate that other species mistakenly identify as a speech impediment, aloofness or absentmindedness, they suffer a -2 to Charisma.
- **Delicate Biochemistry:** A Vuluhuan's biology has evolved into a unique and very specialized form and they do not tolerate cybernetic enhancements, as per the Cyber Resistant Hindrance, see SFC page 11.

Traits (This section reproduces a LOT of the information from [Savage Space](#))

Skills - Most skills remain unchanged from SWDE. The following changes have been made to better fit a sci-fi setting.

Unavailable Skills:

- Lockpicking is not available and is replaced with the new Security Skill.
- Healing is replaced by the new Medicine Skill.
- Climbing and Swimming have been removed and combined into the new Athletics Skill
- There are various changes to commonly available Knowledge Skills and how they are used in the SFC. See the Available Knowledge Skills section below.

New Skills:

Athletics* (Strength)

This skill covers Climbing (SWDE page 24) and Swimming (SWDE, page 28) and general Athletics, see the individual descriptions

Replaces Climbing and Swimming

Medicine* (Smarts)

This skill encompasses everything from first aid to surgery to psychiatry. The following applications are covered by the Medicine skill:

- General Medicine: The anatomy and physiology of the body, first aid, diagnosis and treatment are all covered.
- Pathology: The study of diseases, bacteria, viruses and how they affect the body.

- Psychology: How does the mind work? Detect behavior patterns that are not the norm and devise a treatment.
- Surgery: How to use anesthetics; perform organ transplantation and routine surgery.
- See Healing rules, SWDE page 87

Replaces Healing

Security* (Smarts)

This is the skill for opening mechanical and electronic locks, locked airlock, disarming a nasty trap, bypassing an alarm or hacking a computer. Since most things are electronic and controlled by a computer in one way or another this skill covers everything relating to breaking into a building, spaceship or computer. It even covers preventing the same!

Replaces Lockpicking and Knowledge (Computers) as referred to in the SFC

Sys Ops* (Smarts)

The Sys Ops, or System Operations, skill covers all the necessary skills to operate sensors, shields and other vehicle, walkers and starship systems. It is required to successfully deploy shields or ECM, analyze damage reports and diagnostic readouts.

Replaces Knowledge (Electronics) and Knowledge (Bombardier) as referred to in the SFC

Available Knowledge Skills:

We will use the rules for Common Knowledge (SWDE, page 26) and the Defining Interests rules, adapted from Agents of Oblivion (see that book for the rules!)

Other Knowledge Skills Notes:

The Security and System Ops Skills replaced two Knowledge Skills that are common in the SFC. The following changes apply to those skills mentioned in the book.

- The bonus to Knowledge (Electronics) from Personal Data Devices (SFC, page 16) applies to Common Knowledge rolls using the device.
- The references to Knowledge (Electronics) and Knowledge (Astrogation) are replaced by the System Ops Skill in Missiles and Torpedoes (SFC, page 25), AMCM (SFC, pages 45, 53 & 60), Sensor Suite (SFC, page 46), Tractor Bean (SFC, page 47).
- There is no need to select Planetary Navigation as a Knowledge Skill. Planetary Navigation checks can be made with either the Survival Skill or Knowledge (Planetary Sciences) for overland travel, Sys Ops when in a vehicle or walker.

Professional or trade fields can be represented by a the selection of a Defining Interest, for non-professional training, or a very basic knowledge in a specific field, for example selecting Law as a Defining Interest for an inexperienced law clerk, or the Mechanical Repair Defining Interest for an amateur mechanic; or by selecting an appropriate Knowledge Skill for professional training, such as Knowledge (Social Sciences) for a lawyer, or the Medicine Skill for a doctor or nurse.

To avoid a series of endless Knowledge Skills, the most common ones in the campaign have been predefined and categorized to facilitate their selection. This does not mean other Knowledge Skills cannot exist, such as the Knowledge (Pleasure Techniques) possessed by Pleasure Bots (SFC, page 35), discuss your idea with your GM before writing it down on your character sheet. The following is a breakdown of the Knowledge Skills common in the campaign:

Knowledge (Astrogation)

Astrogation is the knowledge of navigating inside a stellar system and FTL travel through space. It is required to plot the quickest and the safest route through t-space and is a must have for every navigator. Astronomy and Astrophysics are both also necessary for successful starship navigation and as such are covered by this skill. This makes it useful for purely scientific characters as well.

Knowledge (Astronautics)

This skill is the theory and practice of designing and building a spaceship. Simply keeping a spaceship flying only requires Repair. If you want to design modifications or entire ships of your own some deeper knowledge is required. This skill covers that.

Knowledge (Administration)*

Ever wanted to cut the red tape? This is the skill you need. Know what to ask, where to go and who to bribe. Need to write a report for your superiors or send off information through the correct channels and follow the chain of command? That is this skill too.

Replaces Knowledge (Business)

Knowledge (Languages)

The character knows a new language as per the rules in SWDE page 25. See the Languages Rules section in this document, page 12.

Knowledge (Life Sciences)

This catchall skill covers biology, botany, ecology, exobiology, genetics, and zoology.

Knowledge (Material Sciences)*

A skill that covers a lot of different theoretical sciences relating to non-living things including: chemistry, computer science, engineering, mathematics and physics.

*Replaces Knowledge (Engineering)

Knowledge (Military Tactics)*

This skill functions just like Knowledge (Battle) and is used just as described on SWDE, page 106.

*Replaces Knowledge (Battle)

Knowledge (Planetary Sciences)

This skill is the sciences of planets and how they work; it covers geology, hydrology and meteorology.

Knowledge (Social Sciences)*

Archeology, economics, law, political science and religion are all part of this skill.

*Replaces Knowledge (Law)

Edges and Hindrances

Hindrances - Most Hindrances remain unchanged from SWDE and the SFC. The following changes have been made to better fit a sci-fi setting.

Unavailable Hindrances

- Doubting Thomas

New Hindrances

Debt (Minor/Major)

You owe a huge debt to someone who intends to collect, one way or the other. The good news is you start the game with $5,000 in starting funds as Minor Hindrance, or $10,000 as a Major Hindrance; however, you owe double that amount. If it is a minor debt, you still have time to repay the debt or can persuade the debtor not to collect

immediately by doing favors or working the debt off. As a major hindrance there is nothing else you can do, the payment date is long overdue. There may be a bounty or a warrant to arrest you for your debt. Someone is actively looking for you.

Alternatively you can begin play with one specific item or possession, even a share on a ship's deed, approved by your GM. He or she will determine the value and thus the debt owed by the character.

Organization Dependent (Minor/Major)

You are a member of or dependent on the support of a specific organization. While that might have some positive effects it has also many bad ones. You are required to dedicate time to the organization and carry out orders given by your superiors. As a minor hindrance the time required is minimal and you will only occasionally be asked to accept jobs from the organization. Not completing these tasks can lead to serious consequences. When you are majorly dependent on your organization and repeatedly neglect your duties, the consequences will be disastrous and possibly life threatening.

Xenophobe (Minor / Major)

You have an intolerance of other races. As a Minor Hindrance you suffer a -2 Charisma modifier when dealing with other races or to initial reactions if your intolerance is known by others. The penalty is -4 as a Major Hindrance.

Edges - Most Edges remain unchanged from SWDE and the SFC. The following changes have been made to better fit a sci-fi setting.

Unavailable Edges

- Adept
- Arcane Background (All)*
- Arcane Resistance *
- Champion
- Holy/Unholy Warrior
- Improved Arcane Resistance*
- Improved Rapid Recharge*
- Mentalist
- New Power*
- Power Points*
- Power Surge*
- Rapid Recharge*

- Soul Drain*
- Wizard

These Edges are not normally available, we decided that psionics (represented via the Arcane Background, Powers and related Edges) would be campaign background and not an option for player characters. I'm not closing the door on possible character concepts and NPCs who might have such powers, thus Arcane Resistance and Improved Arcane Resistance might be taken with the correct rationalization. Talk with the GM if you have a concept or idea that might depend on these Edges.

New Edges

Background Edges

Gear Head

Requirements: Novice, Repair d6+

You get along really well with machines, especially their tender inner bits. You get a +2 to Repair and Security rolls.

Professional Edges

Bounty Hunter

Requirements: Seasoned, Smarts d6+, Tracking d6+, Streetwise d6+

Bounty Hunters gain a +2 to all Tracking, Streetwise, and Knowledge rolls relating to their current target. You can only have one target at a time. The bonus lasts until the target is found or captured. Due to your reputation you receive +1 on Intimidation rolls.

Diplomat

Requirements: Seasoned, Smarts d6+, Notice d6+, Persuasion d8+

The Diplomat is there stop conflict or better yet, prevents it from occurring out. You receive +2 to Persuasion rolls and +2 on Notice rolls to determine if someone you are talking to is worried, lying, hiding something etc. NPCs react better to you so you receive +1 on reaction table rolls.

Hacker

Requirements: Novice, Smarts d8+, Investigation d6+, Security d8+

A hacker receives +2 to all Investigation rolls when using a computer and +2 on Security rolls when hacking a computer.

Navigator

Requirements: Seasoned, Smarts d6+, Knowledge (Astrogation) d8+

The Navigator has studies nav maps and routes extensively. She has visited many star systems and is an expert on gravitational fields and trans-dimensional travel. Whenever a Navigator is plotting a course add +2 to her Knowledge (Astrogation) roll. If she uses the skill differently the bonus is +1.

Ordained (This is adapted from the Missionary Edge in the Savage Serenity conversion)

Requirements: Novice, Spirit d6+, Knowledge (Social Science) d6+

You are a dedicated follower of a religious path, and you're probably a minister in an organized church. You can add +2 to any Spirit check once per session, and you may receive a +2 Charisma bonus from people who follow or respect your faith, or a -2 from people who are opposed to it (or who are opposed to religions in general).

Scavenger

Requirements: Novice, Smarts d6+, Repair d6+

A Scavenger travels the vastness of Space on the lookout for forgotten and ruined installations and wrecked starship hulls they can strip of any valuable items and materials. You receive a +2 bonus on Common Knowledge rolls to figure out what an unknown device is used for and how it is used or the value of a find. You also add a +1 to any Repair rolls.

Scoundrel

Requirements: Novice, Gambling d8+, Security d6+, Persuasion d6+

A scoundrel lives just outside of the boundaries of the law but usually gets out of trouble with a quick tongue. And if that does not work, shooting is always an option. You receive +2 to Charisma and +1 to Gambling, Stealth, Security and Smarts trick rolls.

Smuggler

Requirements: Seasoned, Piloting d6+, Persuasion d6+

You get the cargo to wherever it needs to be. Whether it's legal or illegal doesn't really matter. Customs agents are your enemy but you are used to dealing with them. You receive +2 to Persuasion rolls when speaking to law enforcement officials and +2 on Piloting when you try to stay undetected while flying your ship.

Space Explorer

Requirements: Novice, Smarts d8+, one of Knowledge (Life-, Material-, Planetary-, or Social Sciences) d8+

A Space Explorer can be encountered anywhere in the universe, researching and looking for ways to apply their knowledge in new and interesting ways. They always look on the horizon and wonder what is beyond it. A Space Explorer gains +2 on one of the listed knowledge skills of his choosing. As veteran travelers they also receive a +2 on any Survival rolls or Vigor rolls to resist fatigue damage while working in the field.

Social Edges

Reputation

Requirements: Veteran

You've earned an imposing reputation across the Outlands. You can add your Charisma to Intimidation rolls; a negative Charisma acts as a positive modifier.

Languages rules

All characters begin the game knowing their culture's language, often Union Standard for humans, or the specific language for members of an alien species. There are three ways characters can know other Languages:

- Defining Interest, for each Defining Interest dedicated to a specific Language (Pidgin) the players select one language that he or she speaks very rudimentarily
- Knowledge (Specific Language), as per the SWDE page 25, each Skill applies to a specific language
- Linguist Edge, SWDE page 35, the character knows various languages and can speak them fluently, even able to make his or herself understood in other, not fully mastered, languages

Languages – A future post will include a more detailed discussion of the Languages of the Union. Humans begin knowing one language, typically Union Standard, or the language of the stellar nation from where they come. Aliens know their native language, and typically select at

least a Defining Interest knowledge of Union Standard, otherwise the must rely on Language Translators to communicate. This is a list of the most common languages in the Union from which player can select the language they know:

- Centaurian, the language of the Freeholds of Alpha Centaury
- Cerdiallian, the ancient language of the Cerdiallians
- Corporate Common, proscribed language of the Hyper Corps
- Einslang, the language of the EIN Triumvirate
- Hebrew, it has changed very little since the Jewish people left old Earth
- Kerdan (rudimentary) the language of the Kerdans
- Neo-Latin, the language of the Papacy
- Q'aluarian, the language of the Q'al Uar
- Ruktan, the unofficial language of the Rukta Workers Consortium
- Stellar Arabic, a simplified Arabic developed during the Muslim diaspora to the stars
- Terran or Human, the language of the Phalanx
- Union Standard, the official language of the Union
- Vuluhuan (specific to the Vuluhuan that teaches it) the complex language of the Vuluhuan
- Others languages:
  - Any of the 300+ Aubaná languages
  - Any old Earth Language

Other House Rules

From [Daring Tales of the Space Lanes Space Pulp Rules](#) we will use their Bennies Rules as well as Contact. See that book for details.

TRANS-DIMENSIONAL DISPLACEMENT (FTL)

Trans-Spatial Drives

Any size is capable of Trans-Dimensional Displacement, if they possess a Trans-Spatial Drive. As per the rules for custom starships, SFC page 43, add the following Mods to the Starship Modification table (SFC, page 45-47):

Type	Mods	Cost
Dedicated Trans-Dimensional Nav Computer (3): This is the navigation system that facilitates plotting a course through t-space. While not indispensable, it makes the process of plotting a course that much easier. Each additional time this Mods is purchase adds a +1 to the Knowledge (Astrogation) roll, to a maximum of +2 the third	-	$10K x Size

time it is purchased. If a ship has an Artificial Intelligence (SFC, page 45) and a Dedicated Trans-Dimensional Nav Computer, the AI can make a Knowledge (Astrogation) at d10 plus any modifier from this Mod.		
Trans-Spatial Drive* (1): This is the trans-spatial drive capable of displacing the ship into t-space *Replaces a the FTL entry STC page 45*	Half Size	$2M x Size
Ultra Efficient T-Drive Core* (2): The Trans-Dimensional Drive core has been expanded and optimized, allowing the drive to work more before the necessary upkeep. Each time this Mod is selected increase the ship's Upkeep Threshold by 50%. (See the Trans-Spatial Drive Upkeep Table in this document, page 16) *Replaces a the Fuel Pods entry STC page 45*	Half Size	$100K x Size
Modifications to the Superstructure Mod • **Factory:** this Superstructure cannot refuel the ship, it does provide supplies, but this is all assumed as per the abstract rules we will use for Energy and Provisions, presented later in this document. • **Trans-Dimensional Drive Retrofitting Facility:** This Mod is available only to Giant ships or larger, unlike regular Superstructure Mods, and allows the ship to perform upkeep retrofits outside of a Way Station or spaceport. The ship stores the t-matter obtained from the upkeep process, it is unloaded and sold it when the ship docks at an appropriate facility.		

T-Drive Upkeep - A Trans-Spatial Drive requires periodic upkeep. A ship's size determines the number of parsecs a ship may travel before the Trans-Spatial Drive requires upkeep to remove t-matter build up. Using a Trans-Spatial Drive that needs upkeep can be dangerous, for every 10 parsecs travelled above the upkeep threshold (see the previous table) the Knowledge (Astrogation) skill rolls suffers a -2 penalty, possibly resulting in a longer travel time.

Trans-Spatial Drive Upkeep Table

Ship Size	Upkeep Threshold*
Small	10
Medium	30
Large	60
Huge	90
Giant	120
Gargantuan	150
Behemoth	200
Leviathan	200
World Killer	200

*Parsecs travelled before periodic upkeep is necessary

A Critical Failure on the Knowledge (Astrogation) skill roll with a ship past its upkeep threshold means the Trans-Spatial Drive breaks down mid-trip and the Trans-Spatial Drive suffers a Wound forcing the ship out of Trans-Dimensional Space. A simple Repair check can be performed to get the Trans-Spatial Drive functioning, but this Wound is NOT removed. Each Wound suffered by the Trans-Spatial Drive imposes -1 penalty to the Knowledge (Astrogation) skill rolls as well as Repair rolls until the Wounds are removed by performing the necessary upkeep to the drive. The only way to remove these Wound is to perform the required upkeep to the Trans-Spatial Drive. If a Trans-Spatial Drive suffers a 4th Wound the Trans-Spatial Drive is wrecked, repairs can be attempted (as per the rules in page 116 in SWDE), but only the 4th Wound can be removed. All penalties apply to the skill roll to Repair the wrecked Trans-Spatial Drive. Wounds from lack of upkeep and other resulting from ship to ship combat stack, but Wounds not related to upkeep can be repaired normally.

Emergency Upkeep - In extreme cases, and emergency upkeep outside a Way Station or spaceport may be necessary for the Trans-Spatial Drive to continue working effectively. This is a Dramatic Tasks and follows the rules in SWDE pages 96-97. Once a Trans-Spatial Drive core security seals are breached the crew has a limited window to perform the repair otherwise the core's radiation will adversely affect the crew and needlessly tax the life support systems. Each "action" is equivalent to a few hours' work. This task must be performed wearing protective gear, such as space suits, because of the core's high levels of radiation. Emergency retrofits are performed under less than ideal conditions and thus all rolls suffer a -2 penalty. In the case of complications resulting in a failure draw a card with the following results:

Card	Result
Two	Disaster, the ship wrecked, SFC page 44
Three to Ten	Major Obstacle, the acting character suffers a terrible accident and is Incapacitated inside the Trans-Spatial Drive Core
Jack or Queen	Minor Obstacle, the acting character suffers an accident and takes Wound
King or Ace	Distraction, the acting character suffers a minor accident and takes a level of Fatigue

Past the repair window (i.e. after five actions in the Dramatic Task) the fissile materials become unstable and must be dumped, otherwise the radiation will affect the crew, forcing a core purge, thus leaving the ship dead in space under minimum emergency power with only a week's worth of life support.

Giant or large ships, per the Starship rules in SFC page 40 and 41, may purchase a Trans-Dimensional Drive Retrofitting Facility (see page 15 in this document) as a Superstructure Mod (SFC page 46 and 47) and perform regular upkeeps outside of a Way Station or spaceport.

Trans-Dimensional Space Navigation

The rules presented here replace the Hyperspace rules in page 42 of the SFC.

Astrogation - Before a ship displaces into Trans-Dimensional space, the navigator must plot a course through t-space based on the gravitational fields in real space. The roll takes 1d6 minutes with a Nav Computer, or 3d6 minutes without one. This is a Knowledge (Astrogation) skill roll with the following modifiers:

Modifier	Circumstance
-2	No Nav Computer
-2	Outdated Nav Data*
0 to +2	Dedicated Trans-Dimensional Navigation Computer (bonus depends on the number of times this Mod was purchased)

*Nav Data is considered updated if the ship has stopped at a Way Station or major settlement before the last three displacements.

Failing the roll means the ship can't jump for another 2d6 minutes. This might be cause for a Dramatic Task to find a new jump point or vector if a threat is imminent. Failing a Complication during a Dramatic Task means the drive malfunctions and must be repaired (2d6 rounds, Repair –2).

A Trans-Spatial Drive's speed it directly tied to the ship's Acceleration (Acc) score; this is an abstract correlation for simplicity sake. The idea is that a ship's size determines it's maneuverability in the currents of Trans-Dimensional Space.

The Knowledge (Astrogation) skill roll can be performed by a lone navigator, a contingent of navigators or a ship's AI if the ship has a Dedicated Trans-Dimensional Nav Computer. In the case of a contingent of navigators, use the Cooperative Roll rules (SWDE, page 71), but a ship's AI cannot participate in this Cooperative roll. The check result is based on the size of the ship and its acceleration capabilities. Consult the table below for the results:

Ship Size	Base PpC*	Knowledge (Astrogation) Roll - Modified Parsecs per Cycle based on the skill roll: Divide the Base PpC by the value corresponding to the skill check result to determine the number of Standard Cycles (24 hours) the tip takes						
		Critical Failure**	Failure	Success	1 Raise	2 Raises	3 Raises	4+ Raises
Small	1	0.33	0.50	1.00	1.5	2	2.5	3
Medium	0.9	0.30	0.45	0.90	1.35	1.8	2.25	2.7
Large	0.8	0.27	0.40	0.80	1.2	1.6	2	2.4
Huge	0.7	0.23	0.35	0.70	1.05	1.4	1.75	2.1
Giant	0.6	0.20	0.30	0.60	0.9	1.2	1.5	1.8
Gargantuan	0.5	0.17	0.25	0.50	0.75	1	1.25	1.5
Behemoth	0.4	0.13	0.20	0.40	0.6	0.8	1	1.2
Leviathan	0.4	0.13	0.20	0.40	0.6	0.8	1	1.2
World Killer	0.4	0.13	0.20	0.40	0.6	0.8	1	1.2

*Parsecs per Cycle, a standard cycle is equal to a 24 hour span of time ** The ship does NOT arrive at its destination, see below

Example: The distance between the Balthazar and the On Zulu system is 8.66 Parsecs. If the navigator on a Medium ship gets a success and 1 raise on his or her skill check the travel time from one system to another will be 6.42 standard cycles (8.66 Parsecs ÷ 1.35 = 6.42).

Critical Failure Result – Determine the total PpC the trip would take, and roll a d12 and read it like a clock facing to determine the direction the ship travelled. Halfway through the trip the T-Drive redundancy failsafe forces the ship out of t-space due to inaccuracies in the ebb and flow of the galactic currents. Draw a card for possible Mishaps, if the card drawn is a club read the number to determine the result in the following table; otherwise the result is just as a Distraction:

Card	Result
Two	Disaster, the Trans-Dimensional Drive is ship wrecked, it has suffered 4 wounds and requires repairs as per SWDE page 116
Three to Ten	Major Obstacle, Trans-Dimensional Drive is damaged, it has suffered 2 wounds and requires repairs as per SWDE page 116
Jack or Queen	Minor Obstacle, the Trans-Dimensional Drive needs to be recalibrated, it takes 1d3 hours and then a new course can be plotted
King or Ace	Distraction, the navigator needs to plot a new course through t-space

If this failure would somehow take the ship into a stellar system, the Trans-Dimensional displacement Drive failsafe will take out of t-space outside the system.

Energy and Provision

Since Trading and Interstellar Commerce were low priorities according to the campaign survey we will NOT be tracking Energy and Provisions as per the SFC, pages 40-41. It is assumed that when ships perform their scheduled retrofits the t-matter sold is used to purchase supplies and fuel for the ship. To take into account the possibility of running out of either of these we will use an abstract system where, if there is a Critical Failure during any Repair roll on the ship, draw a card with the following results:

Card	Complication
Two	**Disaster:** Life Support Systems and Provisions compromised, the ship is considered to have no adequate provisions (as per SFC, page 41 in the Energy & Provisions section) and the crew must deal with the resulting complications. The ship needs immediate upkeep; this may result in Knowledge (Astrogation) penalties depending on the distance travelled to a Way Station or spaceport. Refueling and provisions costs are NOT covered by the sale of t-matter and the refueling requires purchasing fissile materials as per as per the Energy & Provisions section in page 41 of the SFC. Ship's Energy rating, as per the table on page 41 SFC, x $110, this cost is multiplied by a roll on the Supply and Demand table, SFC page 28
Three to Ten	**Major Obstacle:** The ship has suffered a major system failure and energy has been lost at an accelerated rate, the ship needs to refuel. The ship needs immediate upkeep; this may result in Knowledge (Astrogation) penalties depending on the distance travelled to a Way Station or spaceport. Refueling costs are NOT fully covered by the sale of t-matter, refueling requires purchasing fissile materials as per as per the Energy & Provisions section in page 41 of the SFC. 1/2 ship's Energy rating, as per the table on page 41 SFC, x $100, this cost is multiplied by a roll on the Supply and Demand table, SFC page 28
Jack or Queen	**Major Obstacle:** The ship has suffered a major system failure and energy has been lost at an accelerated rate and needs to refuel. When the ship undergoes upkeep some refueling costs are NOT covered by the sale of t-matter and the refueling requires purchasing fissile materials as per as per the Energy & Provisions section in page 41 of the SFC. 1/4 ship's Energy rating, as per the table on page 41 SFC, x $100, this cost is multiplied by a roll on the Supply and Demand table, SFC page 28
King or Ace	**Distraction:** The ship's supplies and provisions have been compromised and need to be restocked. The ship has ½ its Energy rating left in days of supplies and life support. The ship must either purchase new supplies and parts (1/2 Energy x $10, this cost is multiplied by a roll on the Supply and Demand table,

	SFC page 28) at a Way Station or spaceport, or make a resupply run to a system containing natural resources abundant enough to resupply the ship, this resupply takes 1d6 days.