

INTRODUCTION

Within these pages lie 40 adversaries for a Game Master to throw at an unsuspecting party of space explorers. Seven of these creatures also have statistics to be playable races. The aliens seen here are assumed to be used in a space opera/Sci-Fi setting but they could work in most settings with a few tweaks. The goal of this book is a simple one: to provide more creatures for a Game Master to use and develop his or her own world and/or galaxy. It probably goes without saying that a Bestiary is an integral part of any setting as it says a lot about the place which the player characters occupy. Every time a Game Master introduces a new monstrosity to his or her players they are adding a little bit to the universe, fleshing out the details right down to the horns and scales. *Savage Bestiary: Aliens and Adversaries* is designed to be a toolbox of Sci-Fi goodness from which a Game Master can throw bits and pieces into the blender that is their homebrew setting.

A NOTE ABOUT THE SCI-FI COMPANION

This PDF contains aliens and other creatures that are set up using some basic equipment from the Sci-Fi Companion. In addition, several Hindrances from the Sci-Fi Companion are used

with this product. While you could probably ignore the Hindrances if you don't have the Companion it is recommended to use it with Aliens and Adversaries to get the most out of it.

ALIENS AS PLAYER CHARACTERS

Several of the creatures found in this Bestiary have statistics to be player characters. This is partially inspired by other role playing games that include the statistics for player characters that are a bit more monstrous in their Bestiaries. At many game tables it is not uncommon for a player to really like the description and personalities of certain enemies, often wanting to play one of those creatures themselves. With the ease of use of *Savage World's* race creation system there is very little reason that a player's next character couldn't be a strange alien creature.

WILDCARDS

The star (★) frequently found throughout this book represents when a character is typically a wildcard.



ACILLON

Grey-skinned beasts with bulbous black eyes, Acillons have a thick hide and large pores that leak acid at all times. They tend to keep to themselves (for the most part) but have violent tendencies if they spot what they believe to be an easy target.

ATTRIBUTES: Agility d4, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d10

SKILLS: Fighting d10, Intimidation d6, Notice d4

CHA: +0; **PACE:** 5; **PARRY:** 7;

TOUGHNESS: 13 (1)

SPECIAL ABILITIES

- **ARMOR +1:** Thick Skin
- **CLAWS:** Str+d8
- **LOW LIGHT VISION:** No penalties for dim or dark lighting.
- **ACID PORES:** Anyone attacking an Acillon with unarmed or natural weapons suffers 2d4 damage.
- **IMMUNITY:** Acid
- **SIZE +5:** Acillons are big creatures, weighing around 5,000 pounds.
- **LARGE:** Acillons have a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks against an Acillon.

★ BLIND RENDER

These creatures sport several mouths and tentacles, all covered in a crab-like exoskeleton. Despite their lack of eyes, they find prey easily and particularly enjoy it when their targets run. They are found primarily on barren planets and can go quite some time without food, though they still feel the hunger. This makes them particularly ravenous when it's meal time.

ATTRIBUTES: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d10

SKILLS: Fighting d8, Climbing d8

CHA: +0; **PACE:** 8; **PARRY:** 6;

TOUGHNESS: 12 (3)

SPECIAL ABILITIES

- **ARMOR +3:** Thick Carapace
- **BITES:** Str+d4
- **TENTACLES:** Str+d6; Reach 1"

- **SIZE +2:** Blind Renders weigh almost 1,000 pounds. This gives them a +2 bonus to Toughness.
- **QUICK STRIKES:** May attack with three bites or two tentacles in one round. One Fighting die is used per attack plus one wild die if the creature is treated as a Wild Card.
- **TREMORSENSE:** Blind Renders sense prey through vibrations in the ground and their surroundings. If something is directly next to it, a Blind Render acts as if it can see the creature. If the creature moves at least 1" the Blind Render still acts as if it can see the creature, but only for that round. If a Blind Render tries to attack a non-adjacent creature that has not moved that round, the Blind Render takes a -4 penalty to attack it.

BLOOD BEETLE

This large insect has a crimson shell with two holes in its back. It fires a dark-colored energy (stored in its body) from these holes. These creatures are surprisingly smart for mere animals and can be trained and kept as pets. In the wild, they attack if they are frightened or feel threatened in any way.

ATTRIBUTES: Agility d8, Smarts d8 (A), Spirit d8, Strength d6, Vigor d6

SKILLS: Fighting d4, Notice d6, Shooting d8, Survival d4

CHA: +0; **PACE:** 6; **PARRY:** 4;

TOUGHNESS: 6 (2)

SPECIAL ABILITIES

- **ARMOR +2:** Thick Shell
- **ENERGY BLASTS:** As long as they get at least 6 hours of rest at night, Blood Beetles have an almost unlimited supply of natural energy for shooting lasers from their bodies. (15/30/60, Damage 2d6, ROF 2, AP 2)
- **PINCER:** Str+d4
- **FLIGHT:** Flying Pace of 6" and Climb 0.
- **SIZE -1:** Blood Beetles aren't much bigger than the average canine. This reduces their Toughness by -1.

CRYSTAR

These humanoid creatures have a crystal or prism appearance. Their bodies are made up of a rare crystal and gem hybrid. Because this particular type of gem is so rare, Crystar corpses fetch quite a high price on the black market. This makes the Crystar a dying breed, one that must do its best to preserve its own kind.

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

SKILLS: Fighting d8, Notice d6, Shooting d6, Piloting d6

CHA: +0; **PACE:** 6; **PARRY:** 6; **TOUGHNESS:** 10 (4)

GEAR: Laser pistol (Shooting; range 15/30/60; Damage 2d6, RoF 1, AP 2)

SPECIAL ABILITIES

- **ARMOR +4:** Gem Hide
- **CRYSTAL CLAWS:** Str+d6
- **LACK OF ANATOMY:** While they resemble humans, little is known about Crystar anatomy. They are immune to called shots.

CRYSTAR AVENGER

Though it is rare, some Crystar get fed up with the treatment of their kind and seek revenge. They are effective killers, utilizing their unique form to eliminate enemies up close and personal. It is said they sharpen their natural claws (causing themselves great pain), but giving them a powerful advantage against their enemies.

ATTRIBUTES: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

SKILLS: Fighting d10, Notice d6, Intimidation d8, Tracking d8

CHA: -2; **PACE:** 6; **PARRY:** 7; **TOUGHNESS:** 11 (4)

HINDRANCES: Vengeful (Major)

EDGES: Two-Fisted, Ambidextrous

SPECIAL ABILITIES

- **ARMOR +4:** Gem Hide
- **SHARPENED CRYSTAL CLAWS:** Str+d8, AP 2
- **LACK OF ANATOMY:** While they resemble humans, little is known about Crystar anatomy. They are immune to called shots.

CRYSTAR AS PLAYER CHARACTERS

These humanoid gems can be a fun challenge to play in a space opera setting, primarily because of their susceptibility to bounty hunters. Still, these rare creatures are not without their own unique benefits. Below are the statistics needed for a player to be a Crystar.

DURABLE: The Crystar's unique crystal/gem hide gives them a natural form of protection from physical harm. They gain a +4 bonus to Armor.

LACK OF ANATOMY: While they resemble humans, little is known about

Crystar anatomy. They are immune to called shots.

CRYSTAL CLAWS: Crystar have natural claws that are capable of tearing their enemies apart with ease. They have claws that deal Str+d6 damage.

VALUABLE: Crystar are worth quite a bit of money on the black market (preferably dead). They have the Wanted (Major) Hindrance for their valuable crystal/gem hybrid body.

DENDRINE

Beautiful orange-skinned people, Dendrine are known for being capable explorers and diplomats. Their antennae



have the ability to sense the intentions of others. While they are light-framed creatures, they are still fierce warriors when they need to be, (though violence is not their first instinct).



ATTRIBUTES: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
SKILLS: Fighting d6, Notice d6, Shooting d8, Persuasion d8
CHA: +2; **PACE:** 6; **PARRY:** 5;
TOUGHNESS: 5 (1)

GEAR: Laser pistol (range 15/30/60, Damage 2d6, AP 2, RoF 1) Spacesuit (+1)

SPECIAL ABILITIES

- **ANTENNAE:** Dendrine add +2 to Notice rolls when trying to tell if a creature is lying.
- **FRAIL:** Dendrine have bones that are a bit brittle. They have a -1 penalty to Toughness.

☼ DENDRINE NOBLE

Born of rich and pure blood, the Dendrine Noble is trained from a very young age to be a diplomat on behalf of their people. In Dendrine culture Nobles

are essentially celebrities.

ATTRIBUTES: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

SKILLS: Fighting d8, Notice d6, Shooting d8, Persuasion d12, Taunt d8

CHA: +6; **PACE:** 6; **PARRY:** 7;

TOUGHNESS: 5 (1)

EDGES: Charismatic, Noble, Linguist

GEAR: Laser Pistol (range 15/30/60, Damage 2d6, AP 2, RoF 1), Energy Rapier (Str+d6, +1 Parry, AP 4), Spacesuit (+1)

SPECIAL ABILITIES

- **ANTENNAE:** Dendrine add +2 to Notice rolls when trying to tell if a creature is lying.
- **FRAIL:** Dendrine have bones that are a bit brittle. They have a -1 penalty to Toughness.

DENDRINE AS PLAYER CHARACTERS

Playing a Dendrine is easily done. Their natural way with other species make them great captains and diplomats. Whether the player is a Noble or a simple explorer, Dendrine have a lot to offer a player at the gaming table. The statistics for playing a Dendrine are outlined below.

DIPLOMATIC TRAINING: All Dendrine are taught the basics of intergalactic customs. They have a free d6 in the Persuasion skill.

BEAUTIFUL: Dendrine have a +2 bonus to their Charisma due to their stunning good looks. This can be combined with the Attractive and Very Attractive Edges.

ANTENNAE: Dendrine add +2 to Notice rolls when trying to tell if a creature is lying.

FRAIL: Dendrine are a bit brittle. They have a -1 penalty to Toughness.

EROC

Moving quickly through the ground (as if swimming), Erocs are terrifying beasts found on many desert planets. They pop up out of the ground and attempt to devour their prey.

ATTRIBUTES: Agility d10, Smarts d6, Spirit d6, Strength d12+5, Vigor d10

SKILLS: Fighting d10, Notice d8, Intimidation d8

CHA: +0 **PACE:** 6; **PARRY:** 7;

TOUGHNESS: 14 (3)

SPECIAL ABILITIES

- **ARMOR +3:** Rock-like Hide
- **BITE:** Str+d8
- **SIZE +4:** Erocs are large creatures, weighing around 3,000 pounds. This increases their Toughness by +4.
- **LARGE:** Erocs have a -2 penalty to attack medium-sized foes. Medium-sized opponents receive a +2 bonus to their attacks against the Erocs.
- **BURROW:** May burrow beneath the ground equal to their Pace.

EYE STALKER

A four-legged jumble of eyes, these creatures are surprisingly quiet. Almost nothing escapes their gaze as they hunt prey on many alien worlds. They are intelligent but malicious beings, said to hunt sentient creatures merely for the sport. They strike quickly by shooting laser-like beams from their eyes.

ATTRIBUTES: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d8



SKILLS: Fighting d6, Notice d12, Shooting d12, Intimidation d8

CHA: +0; **PACE:** 6; **PARRY:** 5;

TOUGHNESS: 7 (2)

EDGES: Alert

SPECIAL ABILITIES

- **ARMOR +2:** Tough Hide
- **BITE:** Str+d4
- **INFRAVISION:** Halve vision penalties for darkness.
- **SIZE -1:** Eye stalkers are about the size of a canine found on Earth. They gain a -1 penalty to Toughness.
- **360 VISION:** Eye Stalkers cannot be taken by surprise and opponents attacking them gain no Gang Up bonuses.
- **EYE BEAMS:** Eye Stalkers have 20 Power Points to be spent on the *bolt* and *burst* powers. Both powers have light or lasers for trappings. Eye Stalkers use their Shooting Skill for both abilities.



GALACTIC HUNTER

These creatures are a rare breed of mysterious alien known to enjoy hunting for sport. Some of them, the more maniacal ones, prefer sentient targets. Any creature of great reputation and power is at risk of being hunted by one of these monstrosities. To make them even more terrifying, they make sure never to reveal their features. No one has ever seen the face of a Hunter and lived.

ATTRIBUTES: Agility d10, Smarts d8, Spirit d6, Strength d12+4, Vigor d12

SKILLS: Fighting d10, Climbing d8, Notice d10, Stealth d12, Shooting d12, Tracking d10, Survival d10

CHA: +0; **PACE:** 6; **PARRY:** 7;

TOUGHNESS: 15 (6)

HINDRANCES: Vow (Hunt the greatest game)

EDGES: Marksman, Trademark Weapon (Sniper Rifle), Improved Trademark Weapon (Sniper Rifle), Alertness, Woodsman

GEAR: Molecular Sword (Str+d8+2, AP 4), Combat Armor (+6), Sniper Rifle