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Introduction

Wrath of the Swarm is a miniature setting designed to be used with the Savage Worlds Core Rules. It is set in an Earth that never was, but could be. It is full of gritty danger and nasty alien insects. Earth has been invaded by an extraterrestrial menace known as The Swarm. The humans that remain have formed the Resistance, a force struggling to survive in a harsh, dying world, that is a mere husk of its former self.

This Setting Kit assumes that players will be taking on the roles of characters in the Resistance, particularly the Resistance Group known as Unity. There is no set nation for the Resistance members to live, as it is assumed that the party will be fighting for survival on the group's home turf. If the Gamemaster desires, their hometown or city could serve as the main location for their Adventures.

What is a Setting Kit?

This setting was designed with one simple goal in mind: to showcase just how much a Gamemaster can do with the Savage Worlds Core Rules and a few adjustments. A Setting Kit is designed to be a toolbox full of savage goodness for a Gamemaster to use as they please. Basic setting information is also included for both the Gamemaster and the players to quickly review. The lives of gamers can be very busy, and it is often difficult for a Gamemaster to come up with a campaign, let alone an entire world. These kits are designed to provide a framework to work with, or to pick and choose from as they desire.

A Note on Trappings

One of the greatest things about the Savage Worlds gaming system is the concept of trappings. Edges, Hindrances, and even gear are more like templates that can be altered and changed as the Gamemaster and players see fit. The result is a variety of options from a core base. You will find that with much of this book, the setting is usually an alteration of something from the Core Book or a new trapping for something familiar. Players should keep this in mind when designing their characters. For example, the Ugly (Minor) Hindrance may seem straightforward at first glance, but a character with this Hindrance can be more than just born unattractive. In a world of invading insects, some of which are capable of wielding acid as a weapon, the Ugly Hindrance could represent a character who has scars from acid burns across their face. This feature helps bring out the flavor of the setting, but doesn't require any changes to the Core Rules. Gamemasters and players should keep trappings in mind, as less can be more for them.

A Note on Terminology

Throughout this setting The Swarm is referenced. They are not to be confused with the swarm template used for certain types of monsters in the core rules. As a matter of fact, no monsters in this book use the swarm template, as each individual bug is too big. The Swarm earn their name because of their sheer numbers.

Welcome to the Resistance

The Earth is desolate. Only 30% of the Earth's population still remains alive. Those who have survived refer to the planet simply as “The Husk.” The dwindling population is due to The Swarm. These insect-like creatures came in droves from the void of space and began to eat all living things. The Earth's military forces fought back valiantly and eventually resorted to nuclear weaponry. The use of nuclear bombs has cut back the Swarm's numbers considerably, but took out the military as well. Some countries have allegedly been wiped out in their entirety, though it is hard to say for certain, as communications between nations is very limited.

The humans that remain have banded together into groups, each one an independent part of a great Resistance. Most Resistance Groups are made up of hundreds, or even thousands of people who help each other as much as possible. Resistance Groups are constantly on the move, never staying in one place for long, as the Swarm is everywhere.

The Resistance is very familiar with their enemies, and have named all of the creatures, breaking them up into three categories. The Grunts are the basic Swarm soldiers, the Enforcers are essentially the captains of the Swarm, and the dreaded Royalty are the highest in command, and the only source of breeding for the Swarm. The Resistance hate these bugs with a fiery passion, and show them no mercy in battle.

Creating Characters



Character creation is handled the same as it is in the Core Rules, but a player should also select what Resistance group they were from originally (if any). This has no mechanical benefit or downside, but is a part of the character's background. When creating a character, keep in mind

the flavor of the setting. For example, a character could fight with a golf club, and even have the Trademark Weapon Edge with it. Having a good reason for using this particular weapon can add a lot to the story and flavor as well. Perhaps the character was a professional golfer before the Swarm invaded, and his 9-iron is the last thing he has from his old life.

Recommended Knowledge Skill

One recommended skill is Knowledge (Swarm), which covers information on the Swarm and how they function. Common Knowledge rolls are also encouraged for basic information about these bugs, as the Swarm are certainly common. However, Knowledge (Swarm) covers more detailed information on the Swarm, such as the kind of information the Queens send to their lessers.

Resistance Groups

Below are the most well-known Resistance Groups on the Husk. When creating a character, players should consider these to determine where they come from. Players are assumed to be with the Resistance Group known as Unity currently. This is by no means an exhaustive list, but is designed to inspire. Each group also lists the typical kinds of characters among their number.

Resistance Groups can and do, on occasion, run into each other and are known to work together when the need is dire. However, Unity is the first group to rally all together under one banner.

Gamemasters should note that the leaders of the various Resistance Groups have very American sounding names, and should feel free to change these to fit the location in which they are playing.

The Wolves

Relying on true military tactics, the Wolves are the most active in combat against the Swarm. They depend on each other more than most Resistance Groups do and work very well with others. They are led by an ex-military Officer named Frank Hardy. Frank tends to run a smooth operation and he relies on military ranking to help keep everyone in line. Some consider him to be blunt and heartless, but his Group is certainly the most organized and efficient.

Typical Members: Police Officers, Ex-Military, Firefighters.

The Runners

The Runners are by far the least respected among the Resistance Groups. They earned their name for their resolve to survive, which heavily outweighs their desire to defeat the Swarm. Most Resistance Groups name themselves, but the Runners were given the name by others as a joke. They are led by a man named Noah Sul, who has a family of four children. His goal at all times is to keep his family and all of the families in the Group safe. The Runners are the least militant Group, due primarily to the fact that they have the most children and elderly to protect. Despite the lack of respect given them by the other Groups, the Runners have proven time and again that they are willing to fight when they need to.

Typical Members: Parents, Teens, Doctors, Elderly, Orphans, Priests.

The Berserkers

Lead by a woman named Amanda Fall, the Berserkers are the most reckless of the Resistance Groups. They use just about any weapon they can get their hands on, and prefer to get up close and personal when fighting. Most members of the Berserkers are people who hold particularly strong grudges against the Swarm. Their aggressive nature makes them an uncertain ally to the other Resistance Groups. There have even been cases of infighting in the Berserkers' ranks. Even so, they are effective. Although many Berserkers don't have formal training, they have developed their own style of brutal combat.

Character Types: Blue Collar Workers, Bikers, Criminals.

The Hunters

Members of this resistance group focus on stealth tactics and long-ranged combat. They usually come from some sort of hunting background. This isn't the case for all of them of course, as amongst their numbers are also ex-cons and other people that tend to prefer subtlety to a bludgeoning hammer. The Hunters are led by a man named Eli Sullivan, who was once a longbow hunter before the Swarm invaded.

Typical Members: Cons, Swindlers, Hunters, Scouts.

The Think-Tank

The Think-Tank is a Resistance Group made up primarily of scientists, strategists, and politicians. They are also capable in a fight, because of how well-planned each encounter is. Those in the Think-Tank wish to understand the Swarm better, in order to best defeat them. They are considered weak by some of the other Resistance Groups, like the Berserkers, but they are certainly not to be underestimated. They are led by Abigail Whitaker, a doctor who used to specialize in trauma surgery.

Typical Members: Scientists, Politicians, Doctors, Lawyers.

Unity

The most recent Resistance Group to surface is led by a woman named Rebecca Jones. Unlike other Resistance Groups she has openly asked for members of other Resistance Groups to join her ranks, in order to try to get fresh perspectives. It is obvious that she wishes to unify humanity

into one large force, and many respect her desire to understand the motivations of others. Unity is the default group for players to start in, as they can come from other backgrounds and Resistance Groups. This allows for more diverse character concepts, while still allowing players to pick a predetermined background.

Races

As this setting takes place on Earth, Humans are the only playable race. For something a little different, however, a player can choose to take the Sickness Survivor (Minor) Hindrance to represent a Human touched by the essence of the Swarm.

Edges

No powers are available for humans in this setting. As such, no Edges requiring or utilizing powers are used. The Improvisational Fighter and Common Bond Edges are not used because of the Resourceful and United We Stand Setting Rules. The Healer Edge is not used either, but is instead replaced by Medic.

Professional Edges

Enforcer Hunter

Requirements: Novice, Fighting or Shooting d8+, Knowledge (Swarm) d8+

This character has seen his or her share of the dreaded Enforcers. They know how to best take these big bugs down. They gain a +2 bonus to damage rolls made against Enforcers and gain a +2 bonus to Knowledge (Swarm) when dealing specifically with Enforcers.

