

STARBREAKER

STAR MARSHALS



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CHAPTER ONE: BEHIND THE BADGE

Star Marshals are the Star Systems Alliance's elite law officers. Often working on their own, they investigate crimes and criminals that cross jurisdictional boundaries. They are tenacious trackers, ferocious fighters, and legendary for carrying out their duty whatever it takes.

What follows is an introduction to the Star Marshal, rules for creating Star Marshal characters, and guidelines for running Star Marshal adventures. The book wraps up with the stand-alone adventure, 310 to Mars, and rules for creating characters that are full conversion cyborgs.

HISTORY

In the early days of colonization, when humanity first began planting its flag across the stars, criminals could commit atrocities on one world, then vanish to another before a warrant could even be transmitted. Planets were separated by weeks of travel, and frontier colonies often lacked the resources to pursue dangerous fugitives beyond their own atmospheres. Lawbreakers of all stripes took advantage of the fragmentation to run riot.

In response, SSA Judicial Command drew inspiration from Terra's past to create a mobile, cross-jurisdictional force of officers acting across all member systems: the Star Marshals!

BEFORE THE WAR

Initially, Judicial Command only supplied the Marshals with decommissioned ships, small stipends, and badges carrying dubious authority. But what the officers lacked in resources, they made up for in grit and determination.

The early Star Marshals were trailblazers of a sort. They operated alone or in pairs, relentlessly chasing fugitives through desert moons, cored out asteroids, industrial megacities, and radioactive wastes. They survived where no support existed. They repaired their own ships, maintained their own weaponry, and negotiated with local governments. These Marshals didn't have biofusion reactors, Star Shot Weapon Systems, or support networks. All they had was a force of will and a well-earned reputation forged on the deadly frontier.

When a settlement exhausted all hope or when a kingpin believed themselves untouchable, a Star Marshal would arrive. These brave few stood firm when the odds were stacked against them.

Slowly, people recognized the Star Marshal's badge as a symbol of justice.

THE ARMAGEDDON WAR

The Armageddon War tested the Star Marshals' capabilities and their reputation. When others turned away from those in need, the Star Marshals never faltered.

As the War consumed entire sectors, conventional law enforcement collapsed. The Alliance focused on survival and strategic objectives with their thinly-stretched forces. This meant neglecting humanitarian crises on battlefield planets. Deserters turned to piracy. Gunrunners supplied emerging markets. In this chaos, warlords filled the power vacuum, and carved petty empires amid burning worlds.

Marshals entered war zones to apprehend offenders using the carnage for cover. They navigated shattered space lanes, boarded collapsing stations, and extracted war criminals

to stand trial. Many died during the pursuit of justice, but none abandoned their oath. Some formed rapid response groups. Long used to being outnumbered, outgunned, and under-supported, the Marshals effectively waged hit-and-run campaigns. Many fell in last stands and suicidal distractions while saving countless lives.

Beyond enforcement, they became lifelines to isolated settlements. Whenever possible they delivered news from the Alliance, transported medical supplies and evacuated civilians. They took down tyrants. With a badge and a gun, they kept society's worst from gutting colonies that were barely hanging on. Many frontier worlds saw the Star Marshals as the only sign of order during those long, dark years.

The war changed the SSA but the Star Marshals emerged stronger than before. Public trust skyrocketed. Their sacrifices became legend. On many worlds, they became more than mere officers of the law. They became heroes.

AFTER THE WAR

Once the War subsided and the SSA military withdrew to the Core Worlds, the Star Marshals remained. The Marshals settled into a new route: when a criminal evades conventional law enforcement, the long arm of the law stretches further as a Star Marshal takes the case. Given the political situation in the Rim and Frontier, though they may not represent the law *everywhere*, their judgment still draws respect.

DUTY AND JUSTICE

It takes a special sort of person to put on a Star Marshal's badge. It's not an easy life, but it can be fulfilling.

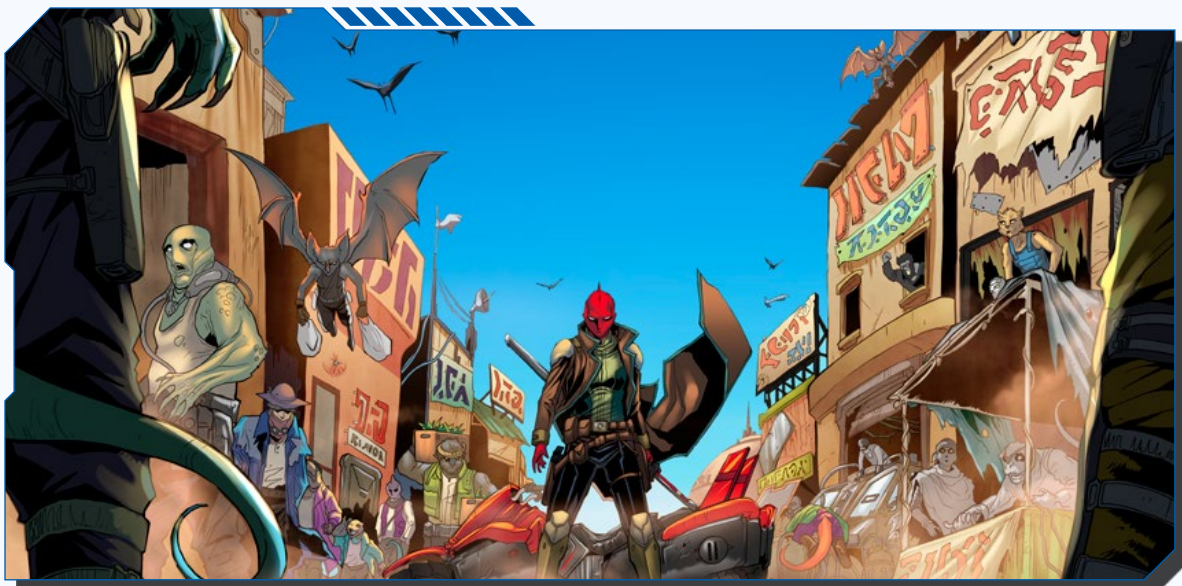
THE ACADEMY

Joining the Star Marshals is not straightforward. Those who wish to do so must apply to the Star Marshal Academy, then undergo rigorous training for two years: psychological resilience testing, legal aptitude exams, combat evaluations, and survival trials. Most fail. Then, after completing this process, the Academy assigns the recruit to a Star Marshal who they serve as a deputy for at least a year. After their assigned Star Marshal endorses their advancement, the recruit returns to the Academy for another year of training and final evaluations.

Those who pass swear the Oath of Service:

"I solemnly swear to uphold the law and execute my duties without prejudice. I will protect and defend the laws of the Star Systems Alliance in all respects. I will serve the public and shall protect the citizens of the Star Systems Alliance. I will well and faithfully discharge the duties of this office on which I am about to enter."

Upon swearing the oath, a recruit becomes a Star Marshal.



BIOFUSION REACTOR

After swearing their oath, newly minted Star Marshals undergo the implantation of a unique biofusion reactor. Unlike commercial models, the Star Marshals' model is hardened for extended deployment.

The reactor powers and synchronizes with Star Shot Weapon Systems. The system allows for energy modulation and integrated targeting. Only authorized Marshals can fully activate these systems.

CODE & CONSEQUENCES

The oath defines the Star Marshals. Under its auspices, they serve the public above political interests. Corruption, abuse of authority, or criminal activity by a Star Marshal betrays their oath.

Those who fail the oath become what they once chased—a fugitive. A rogue Star Marshal represents more than a criminal threat, but a symbolic wound to public trust. Restoring this trust demands swift justice.

AUTHORITY

Star Marshals operate under the authority of the Star Systems Alliance Judicial Command. Their jurisdiction spans all Alliance member worlds and extends, under certain treaties, into Corporate and Rim territories. In these cases, the Star Marshals may lack the ability to extradite their quarry, instead the prisoner becomes a chess piece in larger political games. Some Marshals find this distasteful.

While planetary governments maintain local law enforcement, a Star Marshal's authority supersedes local jurisdiction in matters of interstellar crime, fugitive pursuit, piracy, war crimes, witness protection, and crimes against the Alliance. Though this authority is respected, it isn't always welcomed.

REPUTATION & PUBLIC STANDING

On Alliance worlds, the Star Marshal insignia carries immense weight. Citizens offer cooperation. Criminal elements, by contrast, disappear when rumors spread of a Marshal's arrival.

However, in Corporate territories and certain Rim sectors, their authority comes with strings attached and relies on local powers' approval. Most corporations view Marshals as interlopers prying into private enterprise. Most Rim World powers see them as invaders and stalking horses for future SSA expansion. However, some individuals and groups cause enough trouble for both Corporate and Rim powers to let a Star Marshal deal with it. The badge opens doors. It also makes them a target.

BOUNTIES

In their earliest days, Marshals collected standing bounties. This began as a necessity because the SSA could not finance extended operations across intergalactic distances. With bounties, Star Marshals supplemented their budgets to repair their ships and procure needed equipment.

The Star Marshals maintain this tradition today, though some question the practice's ethics. Critics claim the Marshals receive sufficient funding and equipment so it provides an avenue for malfeasance. Presently, Star Marshals receive a stipend, a sanctioned vessel, a biofusion reactor, and a Star Shot Weapon System. However, bounty collection remains both a practical funding mechanism and cultural tradition.

This practice often brings the Star Marshals into conflict with bounty hunters. While both may share ends, methods and motivations differ. A bounty hunter answers to a contract. A Star Marshal answers to the oath. The distinction is everything.



CHAPTER TWO: MAKING A MARSHAL

Character creation for Star Marshal characters follows the rules set out in *Starbreaker: SAINTS & Synners*, but with a few restrictions and additional options, as detailed below.

STAR MARSHAL (PROFESSION)

Requirements: Novice, Intimidation d6+ or Persuasion d6+, Shooting d6+, Survival d6+

Star Marshals are the elite agents of SSA Judicial Command, empowered to enter nearly any jurisdiction in pursuit of criminals. Equal parts investigator, bounty hunter, survivalist, and gunslinger, a Star Marshal brings law and order to the frontier worlds of the Alliance. Though known for catching fugitives, a Marshal could be asked to dismantle a piracy ring, prove one side of a conflict is committing war crimes, or address any other number of crimes against the Alliance.

Newly sworn-in Marshals are implanted with a specialized biofusion reactor and a contact point in each hand, enabling the use of Star Shot weaponry. These powerful, versatile, and iconic firearms are useless to anyone but the Marshal who owns them. Some Marshals go on to acquire additional cybernetic implants, but this is uncommon.

Arcane Background (Star Marshal): Star Marshals' unique Star Shot weapons grant them specific powers in addition to being high quality firearms. They begin with a Star Shot Pistol and may take the Star Shot Arsenal Edge below to add more. Their only starting powers are what the Pistol and Badge grant. See Arcane Background (Star Marshal) on page 8 for details.

Code of Honor: Star Marshals must uphold the law impartially and without corruption. Those who repeatedly fail are stripped of their role. Those who intentionally abandon their ideals are hunted down mercilessly (Code of Honor becomes Enemies).

Cyborg: Because Arcane Background (Star Marshal) is a variant of Arcane Background (Cyborg), Marshals may take the New Powers Edge to gain cybernetic implants per the rules for that Arcane Background.

The Badge: The Star Marshal Shield of Authority is honored on all Alliance member worlds and extends, under certain treaties, into Corporate and Rim territories. Even where not honored, it is *respected*. Just as handy, it can project a repulsion field, allowing the Marshal to cast *deflection* with the Range and Personal Limitations, so its PP cost is reduced by 2. Like Star Shot weapons, it's powered by the Marshal's bioreactor.

Gear: In addition to their Star Shot Pistol and Star Marshal Shield, they begin with their choice of civilian armor (up to a 500 credit value) and 500 credits.

GET DOWN, MR. PRESIDENT!

Requirements: Seasoned, Star Marshal, Athletics d6+, Notice d6+

As a limited action, the Star Marshal chooses one ally to guard. Until the start of their next turn, as long as the two remain within half the Marshal's Pace of each other, the ally uses the higher of their two Parries and has the equivalent of Light Cover (-2 penalty) against ranged attacks. Once per round, if a ranged attack would still hit the ally, the Marshal may take the damage instead (decide before rolling damage).

STAR SHOT ARSENAL

Requirements: Novice, Star Marshal

This Edge may be taken up to three times, at most once per Rank. The Marshal gains their choice of an additional Star Shot weapon (see p. 12). Their internal reactor can only power one weapon at a time, though—no dual-wielding.

SKIP TRACER

Requirements: Veteran, Star Marshal, Spirit d8+

Star Marshals adapt to a wide variety of duties but are best known as trackers, doggedly pursuing fugitives from justice. They know just who to threaten or buy a drink to learn more about their target. They gain a free reroll on any Intimidation or Persuasion check to learn more about a quarry's current situation and whereabouts.

LIGHTNING DRAW

Requirements: Heroic, Star Marshal, Level-Headed or Quick

Star Marshals are trained to end fights before they begin, with a single, decisive action. In the first round of combat, after all Action Cards have been dealt, the Marshal may spend a Benny to swap their Action Card with the highest one on the table (whether taking from a friend or foe). The character being swapped with gains the spent Benny, even if an Extra. However, the Marshal is then limited to one action this round — no Multi-Actions allowed! Allies must be willing and this can not be used on Jokers.

ARCANE BACKGROUND (STAR MARSHAL)

Although a Star Marshal's unique biofusion reactor allows for cybernetics, its primary function is to power Star Shot weaponry and the Badge's *deflection* field. Only the Marshal keyed to a given Star Shot weapon can use it to attack, cast powers, or activate special abilities.

Requirements: Spirit d6+ and Vigor d6+

Arcane Skill: Focus (Spirit)

Starting Powers: None!

Power Points: 15

Cybernetic: A Star Marshal may take Edges which require Arcane Background (Gifted). The New Powers Edge is only used to gain cybernetic implants, which then use the rules under Arcane Background (Cyborg).

Modified Weaponry: As free action the Marshal may pay the applicable PP to add certain Power Modifiers directly to a single attack made with any Star Shot weapon. No Focus check is required. Valid Modifiers are Armor Piercing (adds to weapon AP), Glow, Heavy Weapon, Hinder, Lingering Damage, and Range (affects all Range values).

Ol' Reliable: This Arcane Background includes a Star Shot Pistol. The other weapons below may be acquired via the Star Shot Arsenal Edge. Being disarmed or switching weapons doesn't automatically terminate any active powers. The Marshal doesn't need a weapon in hand to prematurely end their own powers.

Star Shot Weaponry: Each Star Shot weapon gives its energy weapon statistics and the powers and special abilities it conveys across different Ranks, inclusively. For example, a Novice Star Marshal using a Star Shot Pistol could cast *detect arcana* and *stun* and use the Variable Loadout special ability, while a Veteran could cast *detect arcana*, *dispel*, *smite*, and *stun* and use all three special abilities. Note that these powers often have Limitations; the cost to cast them is reduced by 1 for each Limitation. Special abilities, indicated with an asterisk (*), require no Focus check and are a free action to use.

System Crash: When the Marshal rolls a Critical Failure to activate a power, all of their maintained powers end. Instead of also suffering Fatigue, all powers and special abilities from Star Shot weapons and the Badge become unavailable until the end of the Marshal's next turn. Weapons still shoot normally.



GEAR

STAR SHOT PISTOL

Styled as a revolver with holographic sights, this fires packets of nanoparticles. It's the Marshal's most versatile weapon, especially against inhuman or empowered foes. Range 15/30/60, Damage 2d6, AP 2, RoF 1, Shots –, Min Str d4, Weight 2, Cauterize (Incapped targets get +2 to Bleeding Out rolls).

NOVICE

- **Exotic Threat Assessment:** The holographic sights expand and analyze unusual energy, picking up psychic signatures, cybernetic implants, etc. Cast *detect arcana* with the Aspect, Range, and Personal Limitations.
- **Taser:** The pistol fires a low-energy shot intended to disrupt a target's nervous system — or several, if adding Area of Effect. Cast *stun*.
- **Variable Loadout*:** Spend 1 PP and speak or whisper a Trapping (e.g., “acid” or “incendiary rounds”) to the pistol. For the next hour, its attacks gain that Trapping.

SEASONED

- **Dance!*** When making a Shooting Test, spend 1 PP to add +2 to the Shooting roll.
- **Overcharge:** The Marshal coaxes more power out of the pistol. Cast *smite* with the Range and Personal Limitations to enhance all of this weapon's shots (only) for the duration. The gun's Trapping is unchanged.

VETERAN

- **Slip-Hammering*:** Spend 1 PP before attacking to increase the pistol's RoF to 3 (no Recoil).
- **Exotic Threat Neutralization:** Carefully calibrated energy can disrupt implants and psionics. Cast *dispel*.

STAR SHOT SHOTGUN

This single-barreled shotgun is designed for close quarters fighting. It fires nanoparticle clusters, similar to the pistol. Range 12/24/48, Damage 1–3d8, AP 0, RoF 1, Shots –, Min Str d6, Weight 8, Cauterize, Shotgun (+2 to hit, loses damage at range).

NOVICE

- **Chk-Chk!*** Before making an Intimidation check, spend 1 PP and dramatically rack the Shotgun to replace the Marshal's Intimidation Die with their Shooting Die.
- **Open Choke:** The shotgun discharges as widely as possible, sacrificing range. Cast *burst*.
- **Overcharge:** As for the Star Shot Pistol.

SEASONED

- **Distraction Shot*:** Firing a startling burst of energy into the air makes it easier to escape melee. Spend 1 PP to gain the Extraction Edge for an hour, or Improved Extraction if the Marshal already has the Extraction Edge.
- **Particle Cloud:** The nanoparticle clusters “unspool,” filling the air with a distracting energy cloud. Cast *confusion*.

VETERAN

- **Dazzle Charge:** The shotgun fires a small packet which lasts only a moment but shines as brightly as a star. Cast *blind*.
- **Indomitable*:** Contact points in the shotgun's stock inject defensive nanites. Spend 1 PP before Soaking to ignore up to 4 points of penalties on the Soak check.



STAR SHOT ASSAULT RIFLE

With a wide array of hidden attack options, this modulated-energy rifle lets the Marshal tactically control the battlefield. Range 30/60/120, Damage 3d6, AP 2, RoF 3, Shots –, Min Str d6, Weight 8, Cauterize, No Recoil.

NOVICE

- **Fire in the Hole!**: The underbarrel grenade launcher is well concealed. Cast *blast*.
- **Gyroscopic Stabilizer***: Tactical mobility is crucial in a gunfight. Spend 1 PP to gain the Steady Hands Edge for an hour, or ignore the running penalty completely if the Marshal already has this Edge.
- **Tangler Grenade**: A nonlethal underbarrel grenade for capture and containment. Cast *entangle*.

SEASONED

- **Bayonet***: Spend 1 PP to deploy a switchable, high-powered, force-blade bayonet for an hour (Str+d6+5, AP 8, Parry +1, Reach 1, two hands).
- **Overcharge**: As for the Star Shot Pistol.

VETERAN

- **Laser Drones**: A swarm of tiny drones emerge from the stock and orbit the user, zapping anyone who gets close. Cast *damage field* with the Range and Personal Limitations.
- **Light 'Em Up!***: Spend 1 PP to gain the Rapid Fire Edge for an hour, or Improved Rapid Fire if they already have the Rapid Fire Edge.

STAR SHOT SNIPER RIFLE

Like the Assault Rifle, this is a modulated energy weapon with several integral enhancements, but focused on stealth and careful positioning. Range 50/100/200, Damage 3d6+4, AP 4, RoF 1, Shots –, Min Str d6, Weight 8, Cauterize, Low-Light Vision Scope, Snapfire.

NOVICE

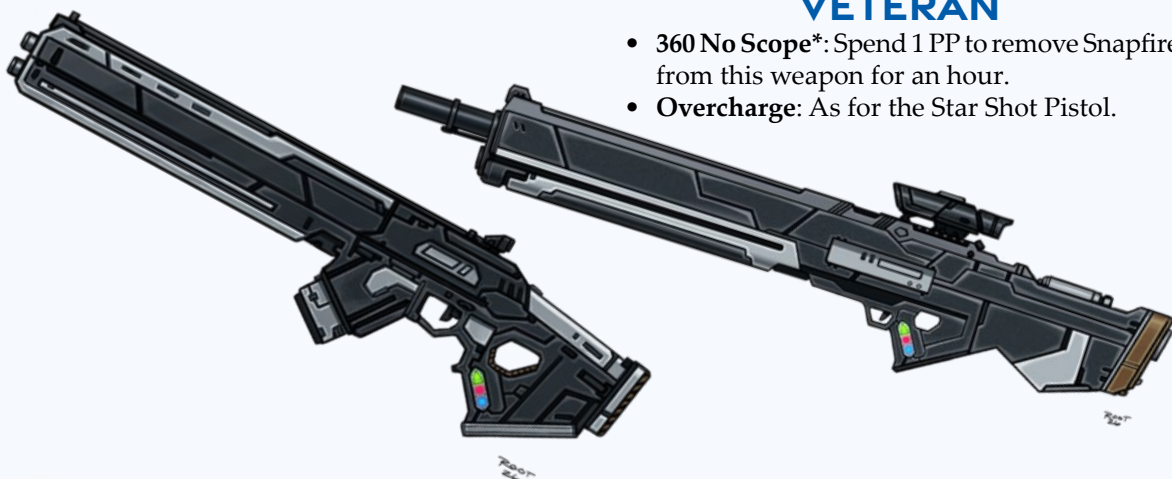
- **Dampening Field**: The rifle emits powerful noise-cancelling sonics. Cast *silence* with the Aspect, Range, and Personal Limitations. Adding the Targeted Modifier makes this just affect the rifle's shots.
- **Eagle Eye***: Spend 1 PP to gain the Marksman Edge for an hour. If they already have this Edge, the Marshal may now ignore 4 points of penalties.
- **Space-Warping Scope**: Zooming in on a target becomes trivial. Cast *farsight* with the Range and Personal Limitations.

SEASONED

- **Adhesion Pads**: The sides of the rifle stock pop off and attach to the Marshal's limbs, for easily reaching a sniper nest. Cast *wall walker* with the Range and Personal Limitations.
- **Optical Camo***: A tiny photon emitter projects a hologram of the local environment around the Marshal. Spend 1 PP to gain camouflage (–2 to detect/attack the Marshal, does not stack with *invisibility*) for up to an hour. This drops if the Marshal is hit by any attack, even a non-damaging one.

VETERAN

- **360 No Scope***: Spend 1 PP to remove Snapfire from this weapon for an hour.
- **Overcharge**: As for the Star Shot Pistol.



CHAPTER THREE: TOOLS OF THE TRADE

Star Marshals have access to any of gear listed in *Starbreaker: SAINTS & Synners*, and most of what's listed in *Starbreaker: Star Marines*. But their most essential and iconic gear is detailed below.

STANDARD GEAR

SOLAR BATTERY

This cylindrical device, roughly 18" long and 6" wide, can hold up to five charges, each one of which is enough to supply a drone with its daily recharge. At the touch of a button, a wide array of solar panels emerge from the device. While under a standard sun, the battery refills one charge every 12 hours.

THE BADGE

When Star Marshal's badge is more than a symbol of justice and authority. While worn or touched by the Marshal, it also uses the energy from his bioreactor to project a repulsion field, per the *deflection* power (with the Range Self Limitation).



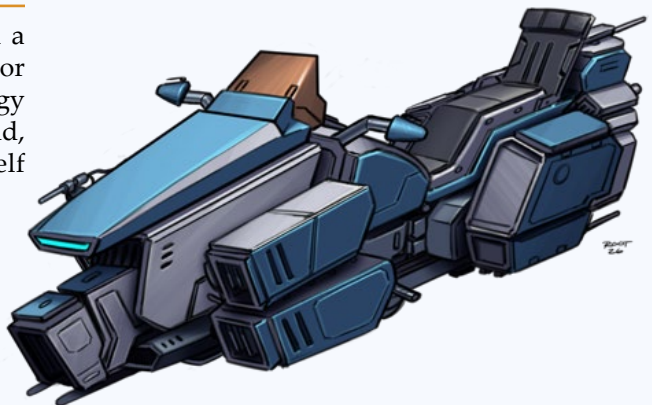
VEHICLES

STAR MARSHAL HOVER BIKE

Many of the hover bikes the Marshals used before the Armageddon War are still in service—and still running great. These reliable vehicles aren't as fast or nimble as some hover bikes, but make up for it sheer durability. They are famously easy to repair, and are covered in compartments where their riders can stash survival gear, tools, food, and weapons.

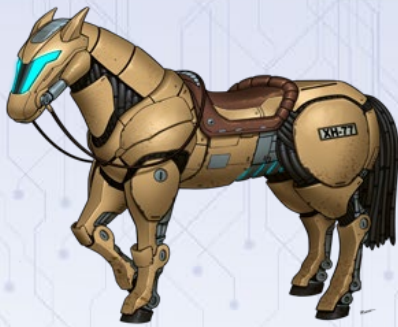
Size 2 (Normal), Handling +1, Top Speed 100 MPH, Toughness 9, Crew 1+1, Cost 85K

Notes: Communication System, Hover, 50% chance any uncalled shot hits a rider instead.



STANDARD GEAR

Item	Cost	Weight
Solar Battery	500	10
The Badge	N/A	.25



STAR MARSHAL ROBO-HORSE

The Marshals' iconic four-legged transport drone comes in several different makes and models, but most folks just call it a "robo-horse." The sturdy metal creature is designed to withstand whatever challenges and hardships the frontier might throw it. Most Marshals name their horses, and swear that they develop quirks and personalities that don't appear in the owners' manual. The horses don't communicate verbally, but can understand a range of commands like their animal counterparts.

Cost: 36,500 GC

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12; **Parry:** 4; **Toughness:** 13 (4)

Hindrances: —

Edges: Fleet-Footed

Special Abilities:

- **Armor +4**
- **Battery Life:** Drones must recharge their batteries in standby mode for one hour out

of every 24. Without a full hour's recharge, drones become *Fatigued* each day until *Incapacitated*. Each hour spent recharging restores a level of *Fatigue*.

- **Construct:** +2 to recover from being *Shaken*; ignore 1 point of *Wound* penalties; do not breathe or suffer from disease or poison.
- **Durable:** Build to withstand long journeys on the frontier, the horse can take two *Wounds* before being *Incapacitated*.
- **Electrical and EMP Shielding:** Immune to standard drone weakness to EMP and electrical attacks.
- **Kick:** Str+d4, to the front or rear as desired.
- **Low Light Vision:** Ultraviolet sensors allow the drone to ignore penalties for *Dim* or *Dark* illumination (but not *Pitch Darkness*).
- **Nanorepair System:** So long as there's power in its battery, the horse's nanites can rebuilt its systems. It can make a natural healing roll once per day.
- **Sensor Suite:** The drone ignores all illumination penalties and up to 2 points of penalties from *invisibility* or similar powers within 10" (20 yards) distant.
- **Size 2:** The size of a Terran horse, the drone weighs around 2000 pounds and can seat two people.

WEAPONS

The Star Marshals' signature Star Shot weapons can't be fired by anyone but their assigned Marshal; even if they could, only those with Star Marshal biofusion reactors can give them the power they need to fire.

WEAPONS

Type	Range	Damage	AP	RoF	Shots	Min Str	Weight	Cost	Notes
Star Shot Pistol	15/30/60	2d6	2	1	-	d4	2	N/A	Cauterize
Star Shot Shotgun	12/24/48	1-3d8	0	1	-	d6	8	N/A	Cauterize, Shotgun
Star Shot Assault Rifle	30/60/120	3d6	2	3	-	d6	8	N/A	Cauterize, No Recoil
Star Shot Sniper Rifle	50/100/200	3d6+4	4	1	-	d6	8	N/A	Cauterize, Low-light Vision Scope, Snapfire

CHAPTER FOUR: STAR MARSHAL ADVENTURES

As GM, there are several ways to integrate Star Marshal characters into your group when running Marshal-focused adventures.

The easiest is to have everyone run a Marshal; the team itself gets assignments from the SSA. Perhaps one player runs a Marshal, and all the other characters are deputies (or deputized Synners). Or maybe the group is the standard array of SAINTS and Synners, and the Star Marshal is one of their allies; there's enough work to go around, they're simply helping each other out with their missions.

However you use Star Marshals in your game, the resources below will help bring the Marshal experience to help.

RUNNING INVESTIGATIONS

While dramatic shoot-outs and chases aren't uncommon, most of a Marshal's time is spent collecting information. For the GM, running an investigation poses a bit of a challenge, but offers some excellent payoffs.

EAR TO THE GROUND

As an investigation starts, or whenever the heroes have no leads, the GM can ask the players to open their pursuit with a question. If the players respond too broadly—like, “How do we find Baron Christensen when all we know is that he trafficked Synths to New Atlantica?”—the GM should break it down into smaller questions, like:

- How did Baron Christensen get to New Atlantica?
- Who else knows about Synth trafficking?
- Who has information on Baron Christensen?

- How do we make them talk?

Once the question or questions are hand, an investigator can use Common Knowledge, Research or a Networking roll to determine where to look. Then, the investigators can ply a source with Gambling, Intimidate, Persuade, Taunt, or other appropriate skills to get answers. GMs should remember to impose penalties based on the information's obscurity.

EVER FORWARD

The most important element of any investigation is keeping it moving forward. However, this is not railroading the players from scene to scene. Instead, the GM must supply the players with leads, while minimizing dead ends. The former seems simple but the players will interpret information differently than the GM as the GM has a bird's eye view of the entire situation. What information appears to the GM as inconsequential may catch a player's interest and imagination, leading them to believe “pointless” information is crucial. In this instance, the GM should communicate clearly and adapt as needed. The players don't always know whether something is ordinary or out of place, and the GM needs to let them know.

Keep in mind, if a clue is load-bearing to the investigation then simply give it to the investigators. Also, make sure no single clue is completely necessary to resolving the investigation. Some GMs may provide all relevant clues up front, and require rolls to gather more context or specific information from existing clues, such as scrubbing fuzzing security camera footage to clearly identify a fugitive.

If the players get stuck, don't hesitate to provide more information. New leads come

from many angles. The investigators could tap a professional contact or receive a message from an old rival. Similarly, hostile figures may expose themselves as their hired muscle tries to kill the investigators. "A man enters the room with a gun" is a staple for a reason.

A LITTLE HELP

Investigations provide an opportunity for players to apply their characters' skills in unconventional ways. Rather than saying "no," the GM should consider how this brings new elements into the investigation. An investigator may try using their Shooting skill to ingratiate themselves with local vigilantes or identify which weapon was used in a shooting.

GMs must remember that no element needs to be set in stone until the investigators encounter it. Some elements can be mutable until the investigators are ready. The GM should plan some of the answers before the investigation starts as an entirely ad hoc investigation won't hold up under scrutiny.

FORENSICS

The clue is the investigation's primary currency. A clue either answers the players' questions or leads them to the real answers. Providing good clues hinges on three things:

- **Specificity:** Because a clue is concrete information, the more specific it is then the better it is. "Evidence of a Star Marshal's corruption" is weaker than "Transaction records show Star Marshal Rikhardt placed bets in a polymarket when Zoltan Erak would be captured".
- **Name It, Don't Claim It:** GMs should leave the work of interpreting clues to the players. Don't chew their food for them. You have already created a web of clues leading the investigators to the fugitive.
- **Suggests Action:** Great clues imply avenues for the investigators' future actions. "A predictive program that soothsays future sports events" is weaker than "A predictive algorithm that soothsays future sports events and bears the maker's mark of Lovelace, a notorious HyperReality hacker".

IMPEDIMENTS

Sometimes, sources have strings attached and if the investigators want the clue, they have to help. An informant needs a local cop to stop harassing them. A gangster knows where the quarry hid but hired goons to deal with outsiders because it's "family business" A Caelum psi-archive lies in an asteroid field full of smart mines.

Setting up impediments for the heroes to overcome resembles preparing a traditional encounter—only the encounter is connected to a clue. It need not be a direct connection, but it should make the process of getting the clue dramatic and interesting.

ASSIGNMENT GENERATOR

This generator provides basic building blocks of a Star Marshal assignment, which you can combine, change, or ignore as you see fit. Its true purpose is to inspire your own creativity.

To use the generator, remove the Jokers from a deck to create an Assignment Deck, then draw a card for each element of the mission: its Location, Goal, Focus, Object, Obstacle, and Twist. Both the suits and values of the cards matter. Think about how the elements work together. Even if they don't seem to make sense at first, you can use your imagination to figure out a way to make them do so. If any one element just doesn't work, draw or choose another one. The generator is a tool, not a tyrant.

LOCATION

The assignment's Location is where most of its action takes place. By default, the Location is on a habitable, occupied planet. The card's value determines the general terrain of the mission site. The card's suit determines who is officially in control of that Location.

♣ **Clubs (SSA):** The Star Systems Alliance controls countless worlds, but on the frontier, that control is more theoretical than practical.

♦ **Diamonds (Corporate):** While different corporations control their holdings in different ways, they are united in their commitment to

profit over all else. The Star Marshals' authority is often in question here.

♥ **Hearts (Syndicate):** On paper, the Syndicate controls nothing. In reality, the various criminal groups pull the strings on countless legitimate colonies and settlements. The Star Marshals' authority in these places often comes from the barrels of their guns.

♠ **Spades (Other):** The location may be controlled by the Hopoc Republic, the Zaka High Bureaucracy, or a regional government—or it may be truly lawless, an unclaimed site on the vast frontier. Star Marshals may need to tread lightly to avoid a political incident.

LOCATION

Card	Result
Two	Aquatic
Three	Arctic
Four	Desert
Five	Grassland
Six	Marshland
Seven	Savannah
Eith	Taiga
Nine	Temperate Forest
Ten	Tropical Rainforest
Jack	Jack: Tundra
Queen	Exceptionally high / low gravity. Draw a second time.
King	Hazardous Atmosphere. Draw a second time.
Ace	Space Station

GOAL

While every mission likely involves some investigation, exploration, and combat, its Goal card's value provides the adventure's overall objective, and its suit any special (optional) requirements.

♣ **Clubs (Quickly):** There is limited time to carry out the mission, or the mission gets more difficult the longer it takes.

♦ **Diamonds (Quietly):** Stealth is essential. This may be a deniable mission.

♥ **Hearts (Destructively):** Carry out the mission with extreme prejudice. Make an example of our enemies.

♠ **Spades (Precisely):** It's a delicate situation with no room for error. Be extra mindful of civilians, and avoid collateral damage.

GOAL

Card	Result
Two	Assist
Three	Capture
Four	Contact
Five	Deliver
Six	Destroy
Seven	Disrupt
Eith	Establish
Nine	Locate
Ten	Negotiate
Jack	Protect
Queen	Reinforce
King	Rescue
Ace	Undermine

FOCUS

The Focus of the assignment determines its Object and its scale. The card's value provides the adventure's scale: the higher the value, the more urgent the assignment, and/or valuable the Object. The card's suit determines the assignment's Goal:

♣ **Clubs (Person):** Star Marshals often group people into two camps: those that need help, and those that need taking down.

♦ **Diamonds (Group):** Sometimes it's not an individual that needs the Marshal's attention, but a whole group of folks.

♥ **Hearts (Item):** Marshals are not thieves, couriers, or saboteurs, but in the line of duty may be called upon to acquire, transport, or destroy certain items.

♠ **Spades (Crime):** Sometimes there's obviously interplanetary crime, but no obvious suspects. The challenge makes the assignment more interesting.

OBJECT

The Object of the assignment is at the center of the heroes' Goal. If the Goal and Object don't seem to match well at first, try thinking about one or both of them abstractly or metaphorically.

PERSON

The card's suit determines the person primary role in the assignment. If the person is a suspect or fugitive, you may wish to draw a card for the Crime table to determine their crime.

♣ **Clubs (Suspect):** There may or may not be a warrant, but there's enough suspicion to bring them in.

♦ **Diamonds (Group):** It's not just one person, but a whole gang, company, or family of that person.

♥ **Hearts (Citizen):** The person might be the target of a crime, a witness, or an unwitting patsy.

♠ **Spades (Fugitive):** There's a warrant, and there may be a bounty. This is the most straightforward assignment, but not necessarily the easiest.

OBJECT

Card	Result
Role	
Two	Courier
Three	Engineer
Four	Explorer
Five	Hospitality Worker
Six	Industrial Worker
Seven	Journalist
Eith	Medical Worker
Nine	Office Worker
Ten	Performer
Jack	Politician
Queen	Scavenger
King	Scientist
Ace	Technician
Group	
Two	Colonists
Three	Corporate Team

Four	Industrial Operation
Five	Local Faction
Six	Local Law Enforcement
Seven	Merchants
Eith	Outlaw Biker Club
Nine	Pirates
Ten	Scientific Expedition
Jack	Smugglers
Queen	Soldiers
King	Synner Cell
Ace	Trade Union

Crime

Two	Vehicle / Spaceship
Three	Weapon
Four	Luxury Item
Five	Contraband
Six	Invention
Seven	Data
Eith	Biological Specimen
Nine	Legal Evidence
Ten	Medical Item
Jack	Drone
Queen	Key
King	Hazardous Materials
Ace	Tool

Item

Two	Assault
Three	Espionage
Four	Extortion
Five	Financial Crimes
Six	Illicit Substances
Seven	Kidnapping
Eith	Murder
Nine	Piracy
Ten	Smuggling
Jack	Synth Trafficking
Queen	Terrorism
King	Theft
Ace	War Crimes

OBSTACLE

The Obstacle indicates who or what is trying to stop the heroes. If it's working for a galactic faction, the card's suit tells you which one.

♣ **Clubs (Corporate Worlds):** Choose one of the Big Five—or are they working together on this one?

♦ **Diamonds (Syndicate):** Choose a Syndicate, and consider why it's involved in this mission.

♥ **Hearts (Pirates and Powers):** Space pirates, the Zaka High Bureaucracy, or one of the other galactic powers outside the SSA has its own agenda here.

♠ **Spades (SSA):** The Star Systems Alliance has many agents and projects throughout the galaxy, some of which may be working at cross-purposes.

TWIST

Nothing is as it seems. Things don't go as planned. Complications arise at the worst possible times. The card's value suggests a wrench to throw into the works, and its suit offers a new element to go with it.

♣ **Clubs (Location):** Draw an additional Location. The squad needs to visit here as well.

♦ **Diamonds (Goal):** Draw an additional Goal. This might replace the original when the Twist comes up.

♥ **Hearts (Object):** Draw an additional Object. The heroes need to deal with this one too.

♠ **Spades (Obstacle):** Draw an additional Obstacle. Maybe the two Obstacles will cancel each other out?

OBSTACLE

Card	Result
Two	Battle Drones
Three	Environmental Hazards
Four	Heavy Mercenary Squad
Five	Local Militia
Six	Nohgotha Hive Insects
Seven	Outlaw Biker Club
Eith	Pirates
Nine	Small Mercenary Company
Ten	Spiker-lizard
Jack	Star Marines
Queen	Syndicate Forces
King	Vikon
Ace	Zaka Troops

TWIST

Card	Result
Two	Attached. Draw an Object; it's attached to your Object.
Three	Bad Intel. Vital data is wrong or missing.
Four	Betrayal. The squad is betrayed by an ally.
Five	Breakdown. Key equipment stops working.
Six	Damaged. The Object is hurt or broken.
Seven	Hunted. Others are after the Object.
Eith	Missing. The Object has vanished!
Nine	Mistaken Identity. The heroes (or their targets) are mistaken for someone else.
Ten	Multiple. How to manage multiples of the Object?
Jack	New Emergency Orders. Draw a new Goal and Object.
Queen	Reversal. Enemies are actually allies, or vice versa.
King	Trap! The whole mission is a trap. Set by whom?
Ace	Unwanted Assistance. Help is here, but comes at a cost.



CHAPTER FIVE: 310 TO MARS

The crew is tasked with escorting a prisoner from an isolated planet to face justice on Mars. Things get complicated quickly when the outlaw's gang blows up the primary ship off the rock and they're forced to make the dangerous trek to the closest back up launch site.

The adventure assumes that either one of the heroes or an NPC is a Star Marshal assigned to transport the prisoner. The other characters have been hired to help out. If your characters are all Marshals (or none of them are), you can adjust the introduction as you see fit.

BACKGROUND

Calling Atrazor 3 a backwater is a bit of a misnomer, as the planet is arid and rocky in most places. The atmosphere is thin; while there are plenty of sectors of habitable land, some patches are so bombarded with solar radiation that living on them is basically impossible, and even traveling through them is unwise. Settlers ended up here looking for total freedom; it was a rare planet that was habitable for humans and most alien species, but with no established planetary government or corporate presence. The world is remote enough that pirates don't tend to bother with it, so people can generally make whatever kind of life they want without much interference.

Life on Atrazor 3 takes work; the world's water supply is cyclical, moving between monsoons and dry spells, so conservation is key. There is little native animal life, and the indigenous plants mostly consist of rugged scrub brush and wiry trees. Farming can be accomplished through sustained effort, but convenience foods and durable supplies that the settlers need must be brought in via transport. Many workers support themselves through mining; the planet has

moderately productive veins of necessary ores such as copper and zinc. Manufacturing exists but is limited and equipment repair is essential work as the harsh climate leads to machines breaking down frequently. While the planet is technically within the bounds of Star System Alliance territory, the settlement receives little to no actual support from the SSA as its industry is not robust enough yet to make a significant contribution to the galaxy at large.

Two brothers, Ben and Vance Wade, decided to make Atrazor 3 their personal sandbox and have been terrorizing the world for months. Both are cybernetically enhanced and are using their superior strength and tech to attract other cutthroats. The Wade gang has robbed across the planet, trying to make themselves the big fish in a little (rocky) pond.

The last heist went sideways. A few of gang members were killed, and Ben Wade was captured by the local authorities, though the rest of the gang escaped. However, Atrazor 3 has no jail secure enough to hold the cyber-enhanced outlaw, so the authorities petitioned the Star Marshals to get Ben off world to face trial. The heroes have been hired to assist the Marshal to transport the prisoner, Ben Wade, from Atrazor 3 to Mars for trial.

NO SHIP OUT

The crew has been working security for a mine on the planet when they get the call to aid the Star Marshal. They receive a set of coordinates to a starport and a rendezvous time. The site is hot and dusty, but there is moderate traffic around the port. A single ship waits on the lone launch pad. A squat, utilitarian administration building stands nearby.

Ben Wade is sitting on a crate, restrained by mag cuffs and fitted with a neural dampener to suppress at least some of his cybernetic abilities. Despite the circumstances, a cocky grin is plastered on his face.

The Star Marshal is called inside the building to handle the final paperwork and boarding clearance. Several other civilians are coming and going to pick up supplies, book passage off world or looking for work. The crew can use this time to engage in an Interlude (see *Savage Worlds*) to pass the time. Wade makes sarcastic comments and veiled threats periodically during the characters' tales.

Shortly after the Star Marshal exits the admin building, the crew must make a Notice roll. Those who fail are caught completely by surprise when a hoverbike gang comes roaring up to the launch site, destroying the lone ship with a high explosive grenade. The crew must make an Agility roll or take 2d6 damage from the explosion's shrapnel; those who failed the previous Notice roll do so at a -2 penalty.

The exploding ship throws the entire scene into chaos, with fire raging on the launch pad and the local civilians trying to hide or run from the gang. Wade hoots and calls for his men to free him. Among the attackers is a wily hypertechnician, who attempts to disable communications at the depot. The Star Marshal takes command to prevent the prisoner being freed and protect the civilians. If the Marshal is not one of the crew, she is killed in the ensuing fight, and the rest of the crew must step up to handle the prisoner.

While the skirmishers engage the crew and try to free Wade, the Hypertech saboteur is sneaking through the admin building to disable the communications array. Other hazards in the fight are nearby fueling tanks that will explode if hit, and the docking gantry which was weakened by the explosion and could collapse if it takes more damage. The crew also has the mandate to prevent civilian casualties if at all possible.

Wade is too restrained to actively fight but attempts to run away if given the chance. He observes the fracas, dryly remarking at one point "You should've left me in my cell." His gang is not overly organized, though, and if more than half of the attackers are killed, they withdraw to regroup with the rest of the outlaws.

💀 **Ben Wade:** See below.

💀 **Hypertech (1):** Use the Hypertech profile in *Starbreaker: SAINTS & Synners*, but make him a Wild Card.

💀 **Wade Gang Lieutenants (2):** Use the GravCycle Outlaw profile in *Starbreaker: SAINTS & Synners*, but make them Wild Cards.

• **Wade Gang Outlaws (2 per hero):** Use the GravCycle Outlaw profile in *Starbreaker: SAINTS & Synners*.

THE LONG JOURNEY

Once the outlaws have been beaten back, the crew takes stock of the situation: the chartered ship is destroyed, their communications are scrambled (thanks to the Hypertech) and the rest of the gang is likely coming for the prisoner soon. Either a Common Knowledge roll (-2) or a search of the remains of the depot finds records of the only other launch site anywhere nearby on the planet: an outpost 120 miles away where a weekly transport run is scheduled leave in just a few hours. One problem: the direct path to the outpost runs through one of the irradiated regions of the planet and there's no time to take the long, safe route.

Between the bikes left by the slain outlaws and what was already at the depot, the crew can cobble together enough hoverbikes to make the trek to the outpost; some may need to share bikes at the GMs discretion and one of the crew must ride with Wade. Shortly after the crew leaves the starport, outlaw reinforcements arrive. Use the Chase rules (as detailed in *Savage Worlds*) for the crew to try to escape. The outlaws only have hand weapons and are attempting to force the crew to stop their bikes. They are careful in their shots to make sure they don't hit Wade but may try to disable the other crew members' bikes.

The chase ends when either the crew pulls far enough away from the outlaws they can't be caught or by being forced to stop and fight. Either way, once the gang is dealt with, the crew can continue to the outpost. The rest of the journey is largely uneventful, but the crew must contend with the risk of radiation damage (see Hazards, *Savage Worlds*) to themselves or their transports on the way. The terrain is extremely rugged and requires periodic Driving rolls to keep the hoverbikes running and in decent condition.

💀 **Ben Wade:** See below.

- **Wade Gang Outlaws (2 per hero):** Use the GravCycle Outlaw profile in *Starbreaker: SAINTS & Synners*.

THE 310 TO MARS

The backup outpost is in a remote location, nestled into a canyon to protect the landing site from the wind and elements. The crew passes through a small settlement just before reaching the site, but most of the locals have already hidden and locked themselves away. Word of the prisoner transport spread fast, and no one wants to cross the Wade gang. If the crew successfully evaded the gang during the chase, they arrive with a little time to prepare before the transport arrives. If complications arose, such as being forced to stop and fight or having some of their vehicles destroyed on the rough journey through the irradiated zone, they barely make it as the transport ship, designated courier 310, is trying to touch down.

The landing pad is a mess; the transponder beacon that guides ships in to safely land has been sabotaged by Wade's gang and the pad itself is covered with debris. The crew must perform a Challenging Dramatic Task (see *Savage Worlds*) to repair the beacon and clear the landing pad while also keeping Ben Wade secure. The task is easier if they had time to prepare, but more difficult if the ship has arrived and is trying to land.

If the crew fails the task, the transport ship leaves for orbit until the situation calms down. The crew have to defend themselves for days until the gang is all killed, Wade escapes, or another ship can be chartered. If the crew succeeds, the ship lands and the crew tries to hurriedly prepare for launch.

As the ship's attendants and ground crew rush to transfer cargo, refuel and prep for turnaround launch, the rest of the gang, led by Ben's brother Vance Wade, arrives en masse. This time, they're bringing heavy weapons and they've stationed snipers along the rim of the canyon. Vance is also cyber-enhanced and refuses any attempt to negotiate. The crew is in for a nasty fight. The courier ship is better shielded than the previous transport, so it won't blow up, but it still can't take off under heavy fire.

While the fight rages on, Ben Wade gets the attention of one of the crew. He offers a deal: "Uncuff me and I'll help you survive." The crew must decide if they can trust Ben enough to take him up on his offer to try to make it out alive. It's up to the GM to decide if Ben turns on Vance, simply tries to escape or tries to turn one of the crew against the rest with a substantial bribe.

💀 **Ben Wade:** See below.

💀 **Vance Wade:** See below.

- **Wade Gang Heavies (2 plus 1 per hero):** Use the Mercenary profile in *Starbreaker: SAINTS & Synners*.
- **Wade Gang Snipers (1 per hero):** Use the GravCycle Outlaw profile in *Starbreaker: SAINTS & Synners*, but give them laser rifles (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge).
- **Wade Gang Outlaws (4 plus 2 per hero):** Use the GravCycle Outlaw profile in *Starbreaker: SAINTS & Synners*.

AFTERMATH

This scenario can end several ways, depending on rolls and player decisions.

- The crew successfully beats back the gang and boards the 310 transport, taking Ben Wade to Mars in cuffs. They are paid decently for their efforts but may have a future enemy in Vance Wade.
- The crew survives, but Ben escapes in the chaos of the fight. The crew may decide to hunt him down in a future adventure for all the trouble he's caused them or cut their losses and run, but they won't be paid.
- One or more of the crew may turn traitor for the promise of better pay or the chance to lord it over the citizens of Atrazor 3. Their employers may take exception to that choice and hunt them down later.
- One or more of the crew decide to nobly sacrifice themselves to hold off the gang and let the others escape. They need to try to survive until the crew can regroup and mount a rescue.



BEN WADE

Species: Full Conversion Cyborg (Agile)

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d8, Shooting d10, Stealth d4, Survival d4, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 7

Hindrances: Arrogant, Impulsive

Edges: Ambidextrous, Combat Reflexes, Fleet-Footed

Powers: *Boost trait, darksight, speed.* **Power Points:** 15

Gear: None.

Special Abilities:

- **Dependency:** Full conversion cyborgs need to recharge their batteries for a minimum of one hour out of every 24 or become Fatigued each day until Incapacitated. A day after that, they shut down permanently. Each hour spent charging restores a level of Fatigue.
- **Environmental Weakness (Electricity):** All the additional wiring makes Agile models especially susceptible to electrical attacks and hazards. They suffer a -4 to resist electrical environmental effects and electrical attacks deal +4 damage.
- **Mechanical Anatomy:** Full conversion cyborgs must be repaired, not healed. Fixing a cyborg requires the Repair skill—which is used like the Healing skill, but is not restricted to the Golden Hour. Cybers don't need to eat or breathe, and are immune to poison and disease.
- **Unnerving:** Cyborgs unsettle most people and suffer a -2 penalty to Persuasion rolls.



VANCE WADE

Species: Full Conversion Cyborg (Heavy)

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d6, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Shooting d8, Stealth d4, Survival d4, Taunt d6

Pace: 8; **Parry:** 5; **Toughness:** 12 (3)

Hindrances: Arrogant, Bloodthirsty

Edges: Arcane Background (Cyborg), Fleet-Footed

Powers: *Boost trait, protection, stun.* **Power Points:** 15

Gear: Arachnosynth armored jacket (+3), laser rifle (Range 30/60/120, Damage 3d6, RoF 3, AP 2, Cauterize, No Recoil, Overcharge), mono knife (Str+d4+2, AP 2).

Special Abilities:

- **Big:** Heavy models are big in a world built for the small. They suffer a -2 penalty to Trait rolls using equipment that wasn't manufactured for their size, and cannot wear armor or clothing similarly customized. Customized equipment costs double the listed price.
- **Dependency:** Full conversion cyborgs need to recharge their batteries for a minimum of one hour out of every 24 or become Fatigued each day until Incapacitated. A day after that, they shut down permanently. Each hour spent charging restores a level of Fatigue.
- **Mechanical Anatomy:** Full conversion cyborgs must be repaired, not healed. Fixing a cyborg requires the Repair skill—which is used like the Healing skill, but is not restricted to the Golden Hour. Cybers don't need to eat or breathe, and are immune to poison and disease.
- **Size +1:** Heavies are taller, broader, and heavier than standard cyborgs.
- **Unnerving:** Cyborgs unsettle most people and suffer a -2 penalty to Persuasion rolls.

CHAPTER SIX: FULL METAL HEROES

The 310 to Mars adventure introduces a new species to Starbreaker: the full conversion cyborg. It's not truly a species, of course—cyborgs are made, not born—but regardless of what form the character was born with, its body is now more machine than flesh.

FULL CONVERSION CYBORGS

Cyborgs, as detailed in *Starbreaker: SAINTS & Synners*, are characters with the Arcane Background (Cyborg) who have replaced body parts with cybernetic replacements. Full Conversion Cyborgs (sometimes called "cybers," "borgs," or any number of other nicknames—see the What's in a Name? sidebar) have gone far beyond that. As the name implies, they have fully replaced their bodies with cybernetics. Such conversions are expensive and uncommon, but were originally more common among veterans of the Armageddon War.

Full Conversion Cyborgs often maintain the same morphology they had before reconstruction. So Zaka cyborgs remain serpentine, while Gilgar and Hopoc cyborgs remain plantigrade. Often only the brain and spinal column remain from the original body. Whether they maintain a facsimile of their original faces or replace them entirely with a fearsome faceplate is up to the borg's whim.

Star System: Any

Homeworld: Any

Government: Any

THE GALAXY THROUGH THEIR EYES

As a post-war development, cybers have the most diverse outlooks and opportunities available. The process of conversion allows a complete reinvention of the self and their life's direction. Many cyborgs find themselves drawn to the Rim Worlds, where things are similarly dynamic and they can shape things directly.

HOW OTHERS SEE THEM

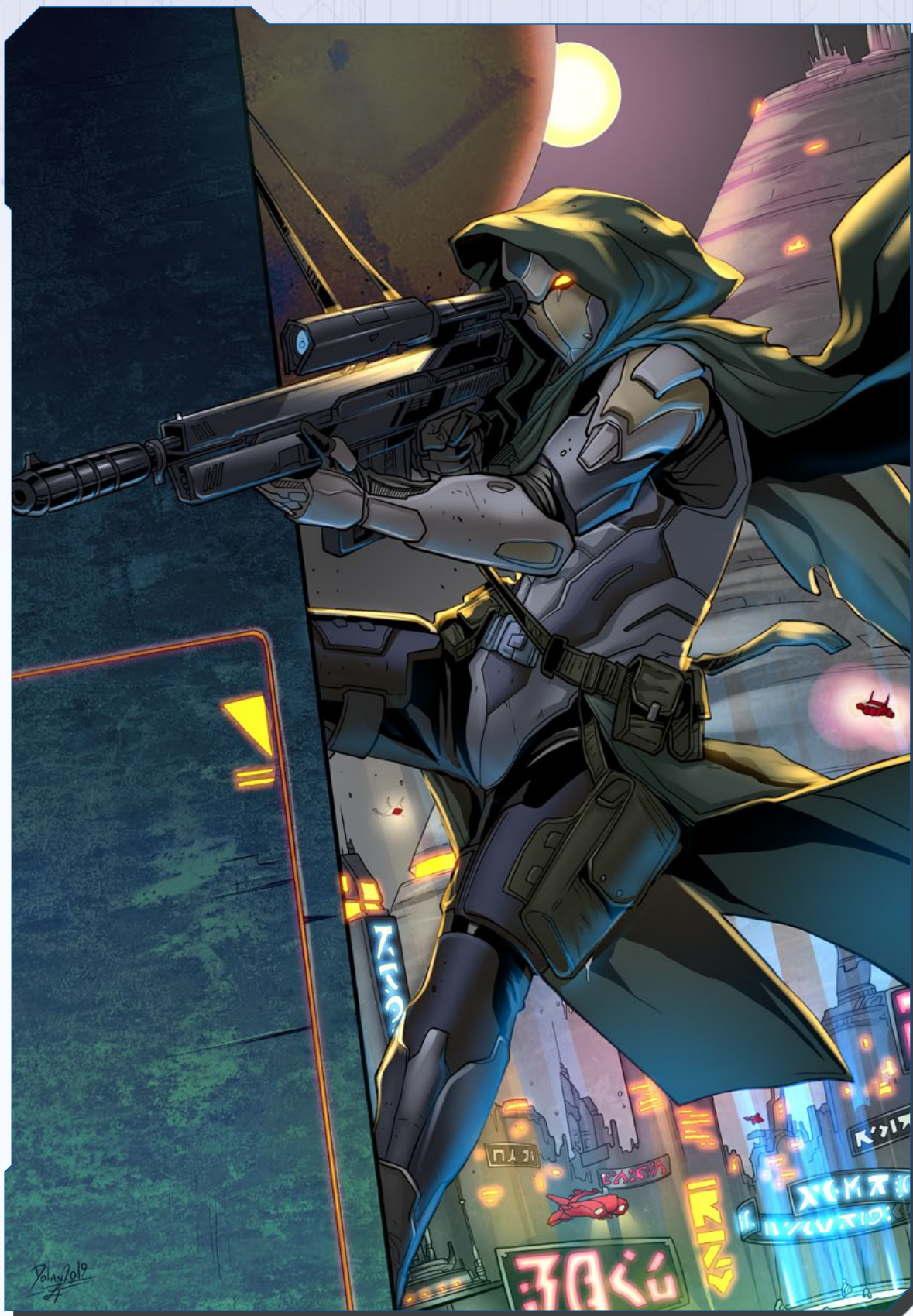
Most people see borgs as a living memory of the Armageddon War and distance themselves accordingly. This stigma is most notable in the SSA's core where society is trying to move on from the war. Similar to synths, many biological beings feel strong discomfort, particularly when a cyborg has a too accurate reconstruction of their original face.

INTERACTIONS WITH OTHERS

Cybers generally accept those who accept them, though there are outliers. Full conversion veterans' interactions depends on which side of the war they fought. Synths welcome cyborgs with open arms as they both suffered through the war and are both inorganic.

CULTURE

Though cybers lack a cohesive culture, they have started building one around cybernetically enhanced sports. Two cyborgs who from opposite sides can find camaraderie grousing about the latest championship match and how the coaches failed to capitalize on their teams' unique strengths or poor officiating.



BEFORE AND AFTER THE WAR

Before the war, cyborgs lived regular lives across the galaxy until the Armageddon War upended everything they knew. Many were veterans who gradually replaced more and more of their bodies to return to the battlefield. Many underwent full reconstruction to improve their quality of life.

Cyborg reconstruction became more common as lingering injuries and the war's after effects became better understood. In the years since the war, people who have suffered catastrophic illness or injury sometimes choose total conversion. Healthy folks who choose to convert are rare, but those who do are typically found in more dangerous, often violent lines of work.

WHAT'S IN A NAME?

"Full Conversion Cyborg" is the full, correct term for a person who has replaced all or most of their body with cyberware. It's also a mouthful, so folks have come up with all kinds of nicknames for them. "Cyber" and "borg" are two of the most common, but a few others include:

- Full borg
- hot rods
- mechs
- modders
- scrappers
- tin men

Some of these terms may be considered insulting. Those hoping to stay on a borg's good side should ask them what term, if any, they prefer.

FULL CONVERSION CYBORG ABILITIES

While other species are born, cyborgs are built. They all come with the following qualities:

All That Steel: More machine than meat, all cyborgs start with Arcane Background (Cyborg) (see Starbreaker: Saints and Synners).

Dependency: Full conversion cyborgs need to recharge their batteries for a minimum of one hour out of every 24 or become Fatigued each day until Incapacitated. A day after that, they shut down permanently. Each hour spent charging restores a level of Fatigue.

Mechanical Anatomy: Full conversion cyborgs must be repaired, not healed. Fixing a cyborg requires the Repair skill—which is used like the Healing skill, but is not restricted to the Golden Hour. Cyborgs don't need to eat or breathe, and are immune to poison and disease.

Unnerving: Cyborgs unsettle most people and suffer a -2 penalty to Persuasion rolls.

CHOICE OF CHASSIS

Full conversion cyborg bodies are available in a number of body models. The most common models include:

AGILE MODEL

Compulsory Ambidexterity: Agile models' extensive prowess wiring give them the Ambidextrous Edge.

Environmental Weakness (Electricity): All the additional wiring makes Agile models especially susceptible to electrical attacks and hazards. They suffer a -4 to resist electrical environmental effects and electrical attacks deal +4 damage.

HEAVY MODEL

Big: Heavy models are big in a world built for the small. They suffer a -2 penalty to Trait rolls using equipment that wasn't manufactured for their size, and cannot wear armor or clothing similarly customized. Customized equipment costs double the listed price.

Size +1: Heavies are taller, broader, and heavier than standard cyborgs.

THE GALAXY'S MOST WANTED

The galaxy is full of high-profile criminals. The section below details adventure seeds for many of them, which the GM can use to jump-start a new adventure or complicate an existing adventure. These famous fugitives are detailed, along with their stats, in *Starbreaker: SAINTS & Synners*.





BARON CHRISTENSEN

Despite the Baron's popularity among Echo's general populace, a labor strike by critanium miners against their working conditions has touched a nerve. The growing discontent put the Baron in an awkward position, as bringing in strikebreakers would damage the Monarchs' relationship with the Belters Union. Star Marshals trailing a crew of goons on their way to Echo receive a strikebreaking job offer, so long as they maintain the Baron's plausible deniability. This would be a good way to get within striking distance of Christensen himself.

HAROD

The assassin called "Harod" can't live the assassin's life forever. Sometimes he goes home and leaves the name at the door. Now his wife found out his secret, and she wants witness protection for her and their children. With her testimony and accompanying details, the Star Marshals can deal a mighty blow to the Assassins Guild and the Syndicate. The posse receives their orders and collect their rewards. Shortly after, they get notice Harod is on the way to tie up loose ends.





NIGHTFLYER

The Syndicate wants the Nightflyer's wings clipped and the Sydok embarrassed. To this end, they dispatched Magdolna, a nahkyra assassin, to kill Kiss Károlyi, a dunar influencer, the same way the Nightflyer kills their victims. The Star Marshals survey the scene of the crime and the repeated mutilations to dunar physiology closely matches a pattern of prior murders across the galactic region. But something's wrong. This is too clinical, too clean. The priors are messy. The Nightflyer sees the news and also goes on the hunt to recruit the copycat to her cause.

PERSEPHONE WYNDHAM-PRICE

A family member related to a SSA Judicial Command Director has received blackmail demands. Incriminating photographs show the Director's relative involved with a secretary named Juliet Pear, one of Persephone Wyndham-Price's alter-egos. As a favor to the Director, the Star Marshals must locate Ms. Pear to ensure her safety and deal with the blackmailer. However, this is part of a larger operation to discredit the relative's employer so a corporation friendly to the Blood Coin secures a lucrative contract.





REKAN VAX

Sometimes pirates get very unlucky. Rekan Vax recently boarded the Right to Party, the private yacht belonging to BWG's Chief Operations Officer, Kenneth Broman, where Broman's fiancé, Viorika Beckham, threw her bachelorette party. Vax took her and the partygoers hostage while his crew looted the yacht's amenities and assets. Broman wants both Vax apprehended and Beckham back home. He's called in favors with SSA Judicial Command and posted a bounty with the Bounty Hunters League. Clues reveal Beckham hired Vax to extract and escort her to a distant planet in the Rim Worlds.

SSARRA HEISS

As the Star Marshals enjoy a night out, a Splicer test subject escapes containment. The Splicer, Raimundo Hoogkamer, implanted her with nano-machine hives, constantly scaling her body's size, mass, musculature, and density geometrically with surrounding materials. So she grows and grows while buildings, vehicles, weapons, and people fall to pieces. Conventional and exotic attacks slow her down but stopping her lies beyond their abilities. They need to locate Ssarra Heiss and persuade her to help. As Hoogkamer's rival in Splicer leadership, she delights in the opportunity to undermine his work and get her hands on the hives....





VICTOR BISHOP

One morning, citizens discover identifiable body parts in a large animal's scat. Forensics identify the body parts belonging to Jezzy Cholmondeley and the scat to an alpha nosika. Querying criminal databases connect both Jezzy and the nosika to the Monarchs. Cholmondeley rose in stature for his psychic abilities, while the nosika is a favored tool of the Monarch operative, Victor. Victor saw Jezzy as a rival and sent his bestial companion to kill him. Unknown to the Victor, Cholmondeley's psyche jumped from his dying body, and seized control of the nosika. Now the hunter is the hunted.

TOMCAT

The master thief Tomcat vexed the Syndicate and remained on the lawless fringe. Until last week, when he stole the Sankala Bijous, religious artifacts, from the Hopoc Republic and made it to the Core Worlds. His identity shuffle stymied the conventional police, hence Judicial Command dispatching Star Marshalls before the Republic takes matters into its own hands. Tomcat already doublecrossed his crew and left them wearing his face and implanted memories. He makes his way from the Core to the Fringe as the Bijous play a larger part in his pursuit of greater treasures.





BRIGADIER AMSE ONGOY

Once a terror for the nascent Syndicate in the Armageddon War, “Brigadier” Amse Ongoy fell through the cracks of Judicial Command and the Syndicate’s good graces. Now she collects taxes on Saffar III for a major domo’s deadend son, instead of rising in authority and prestige as a great commander of her accomplishments deserves. Until a zaka documentarian tracks her down for an interview about her experiences. Now he’s missing and the Star Marshalls have a lead on the infamous mercenary commander. Of course, the Bounty Hunters League has a similar job posting.

CAPTAIN PROSPERO DAMADORAN

The good Captain Damadoran once raided and plundered with a letter of marque from the SSA. Now, he’s self-employed but he remembers his friends. The Syndicate has contracted his ship, Trouble Brewing, to transport several VIPs through the Oridium Nebula for a summit. Rather than transport them without incident, Captain Prospero alerted SSA JC via an old, wartime comms channel. The passengers board Trouble Brewing from the space station Oxbow as it spins on a decaying orbit. Unsure on the manifest, Judicial Command authorizes extreme prejudice.



Star Marshals, the Star Systems Alliance's elite law officers. They are tenacious trackers, ferocious fighters, and legendary for carrying out their duty whatever it takes.

It doesn't matter if a criminal hides on a desert moon, hollowed out asteroid, a megacity, or radioactive wastelands, a Star Marshal will track down their target.

The Star Marshals supplement includes:

- Rules for making your own Marshal
- Running investigations
- Full conversion cyborgs
- An adventure generator
- A playable one shot adventure
- New gear like the Star Shot Pistol and the Robo Horse

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