

HUSK

Wrath of the Swarm



A Savage Worlds Setting Kit



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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

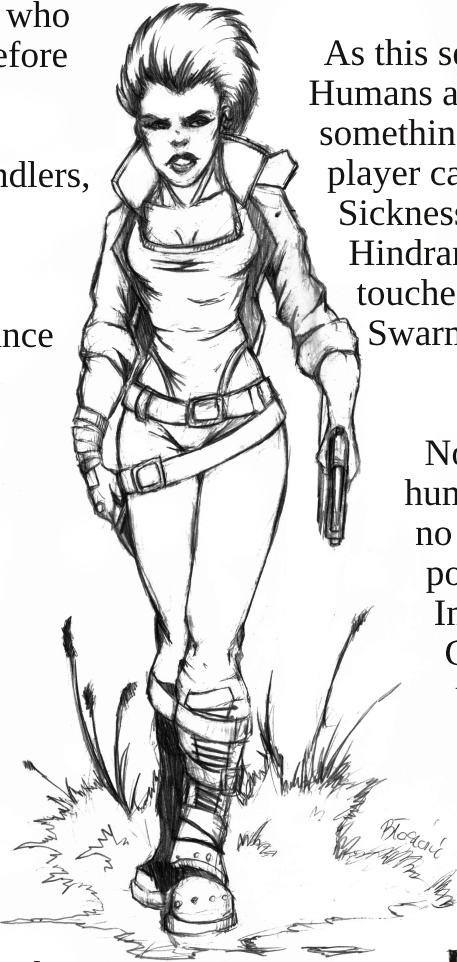
No powers are available for humans in this setting. As such, no Edges requiring or utilizing powers are used. The Improvisational Fighter and Common Bond Edges are not used because of the Resourceful and United We Stand Setting Rules. The Healer Edge is not used either, but is instead replaced by Medic.

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.



Ex-Military

Requirements: Novice, Shooting d8+, Knowledge (Battle) d8+

This character was a part of the military before it was defeated by the Swarm. They start with either a Bazooka with 3 rounds, Flame Thrower with a full tank, or an M60 (7.62.) with two magazines. They also gain a +2 bonus to Charisma when dealing with humans aware of their background, as the military is greatly respected by humanity for the sacrifices they made in the initial invasion. (Weapons can be found in the Savage Worlds Core Rules).

Medic

Requirements: Novice, Spirit d8+, Healing d8+

The character is adept at the practice of medicine. They gain a +2 bonus to all Healing rolls. They also add this bonus to natural healing rolls for themselves and their allies. In addition, when a character who has contracted the Crawler Sickness is making their daily Vigor rolls to resist it, they may add +2 to their rolls if the Medic is tending to them.

Scout

Requirements: Novice, Stealth d8+, Notice d8+

The Scout is a master of observing while remaining well-hidden. They are ideal for gaining intel against the Swarm without alerting them. They gain a +2 bonus to Notice and Stealth rolls.

Hindrances

There are a few forbidden Hindrances to be noted. The Doubting Thomas Hindrance is not used, as there are no supernatural things within the setting, just alien lifeforms. Pacifist (Major) is also not used, as the few humans who remain have a deep-seeded desire to survive in what is left of their violent world.

Sickness Survivor (Minor)

The character at one point contracted the Crawler Sickness and survived. However, their appearance now leaves something to be desired. Their eyes are pure black and it is obvious they had the disease, but for all anyone else knows, the character still has it. The disease is not contagious from person to person, and is only transmitted through Crawler bite. Regardless, this has caused many social taboos surrounding characters with the Sickness Survivor (Minor) Hindrance. The character suffers a -4 penalty to Charisma. However, the character also seems to have inherited a Crawler trait, and is now immune to all diseases.

Innocent (Minor)

This character is always looking on the positive side of things and isn't as aware of their surroundings as most. In a world of grit and despair, this can be a problem. They suffer a -2 penalty to Notice checks made against surprise.

Gear

This setting uses all of the modern gear listed in the Savage Worlds Core Rules. It should be noted that ultimately what is and isn't available is up to the Gamemaster. Since humanity is on its last leg, typical currency isn't common. Players should buy starting gear for ease of use, and to represent some of what they bought before the invasion. After creation, a character is most likely to scavenge what they need, as opposed to directly purchasing items. Characters sometimes trade items with others as well.



Setting Rules

This setting uses the following rules from the Savage Worlds Core Rules as well as two new ones.

Joker's Wild

Critical Failures

Gritty Damage

United We Stand

Humanity is on the brink of destruction and has rallied together under the Unity Resistance Group to purge the Swarm threat. Heroes may share their Bennies freely with other members in their party.

Resourcefulness

Humankind has begun to adapt to using just about anything they can get their hands on as a weapon. You might find someone with a handgun or an automatic, but it is just as likely to see someone with an aluminum bat or a makeshift staff out of an old piece of pipe. Characters ignore the improvised weapon penalty to attack and Parry.

Life on the Husk

Danger is around every corner on what is left of Earth. If it isn't the Swarm causing problems, other humans such as looters and Crazies wait to strike their next victim.

For this reason, Resistance members stay in large groups when traveling. People have learned to fight out of necessity and determination. Resistance Groups try to communicate between each other, but, with the exception of Unity, still stay separated. The larger the group, the harder it is to move and the more of a target they are. If you are a surviving human being, more than likely you're in the Resistance and probably doing your best to adapt to this new and deadly way

of life. Guerrilla tactics are very common and people usually try to stay out of sight.

Scavenging on the move has become necessary and many people who would have never considered it before have begun hunting small game. Raiding abandoned stores is common as the Swarm doesn't mess with packaged foods. They prefer their prey to be alive and squirming.

Life on the move can be rough, but there is never a dull moment. The people who still remain on the Husk are a resilient and cynical bunch. After all, they've watched most of their world burn to the ground.



Gamemaster's Section

Adventure Generator

Plenty of exciting and deadly missions are to be had on the Husk. An Adventure generator is included in this Kit to help spark the Gamemaster's creativity. They simply roll a d6 on each table to determine the Mission, Location, Conflict, and Climax.

Mission

This represents the overall goal of the heroes. Most of their assignments would be given by a superior in their Resistance Group. Heroes often are sent in small groups of 3-4 on a mission, but are sometimes given extras to accompany them.

Mission	Scout
1. Scout	The heroes need to survey an area, asses an enemy's strength, etc.
2. Rescue	
3. Acquire	They are supposed to avoid direct conflict when possible, and are simply meant to investigate.
4. Destroy	
5. Protect	
6. Navigate	

Rescue

A fellow Resistance member has gone missing, a group of civilians have a troop of Swarm headed their way, etc. The heroes are sent to pull someone or something out of the frying pan.

Acquire

The heroes need to gain something of value, perhaps a cache of weapons and ammo, lost intel, food, etc.

Destroy

A small nest is in need of clearing, or an entire building needs to come down. Maybe a specific Enforcer is causing trouble and needs to be dealt with or, for a particularly deadly mission, maybe a Queen needs taken down.

Protect

The heroes have to hold a position. Perhaps they have to keep a specific person safe, or keep new weapon plans in hiding.

Navigate

The heroes need to find a safe traveling route, or uncover a way past some sort of danger blocking the way.

Location

This is the area that the bulk of the adventure will take place. It doesn't have to be the only place the heroes visit, but is where the majority of the action is.

Location	Natural
1. Natural	Any place that is not urban and has a stronger focus on what is left of the Husk's natural environment would be considered a natural location. A lot of forest areas still exist and the mountains have been left relatively untouched. However, the Swarm has started to branch out into these sections to find food, feasting on the wildlife. It is not impossible to find human camps in these areas as well.
2. City	
3. Town	
4. Nest	
5. Sewers	
6. Haven	

City

Without a doubt, cities are the most wrecked and depleted places on the Husk. It is not incredibly common to find pockets of civilization still alive in the city, but there are still resources and things to be raided. Occasionally Resistance Groups will stay in the city, but it is common for there to be plenty of bugs left, feasting on human remains and dwelling in dark, secluded places.

Town

Towns tend to be far less crowded. The smaller buildings and rural nature of these locations make them an in-between for natural and city locales. Insects still dwell in these areas, but not as often. One might find humans living in these zones as well.

Nest

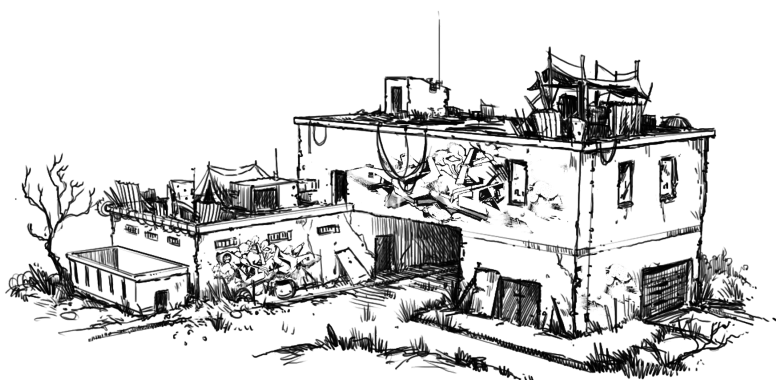
The dwelling for groups of the Swarm, nests can contain a small amount of bugs, such as 40–50, but can reach up to a whopping 10,000+. Some nests are designed to merely hold some extra eggs. All nests are made from Grunt saliva that hardens over time. The larger the nest, the more likely it is to have a Queen producing eggs in it.

Sewers

The Swarm are known to use sewers. Sometimes they hide a nest therein. Sometimes they sleep there. Crawlers enjoy the damp, dark atmosphere, and are most likely to be there. All the same, the Swarm is found here less often, and the sewers can be an ideal shortcut or way to travel incognito.

Haven

This is a location that is prime for a temporary place of residence. A haven is usually an abandoned building such as a hospital, large school, prison, etc.



Main Conflict

This is the main source of contention for the heroes on their mission.

Main Conflict
1. Obstacle
2. Humans
3. Grunts
4. Enforcers
5. Natural
6. Royalty

Obstacle

Something is keeping the heroes from completing their mission. Perhaps a bridge has collapsed, or a cave-in in the sewers prevents further travel.

The focus here should be problem solving, as not everything can be resolved with a baseball bat or shotgun.

Humans

Maybe a group of Crazies are convinced the heroes are part of the Swarm, or perhaps looters are patrolling a certain area. The focus here is on humans, but they don't need to be hostile. Maybe a man is injured and in dire need of help.

Grunts

Having Grunts be the main obstacle of an adventure is common, as they are the most plentiful of the Swarm. They are varied, however, which can make for some unusual and interesting encounters. Perhaps their numbers are too great for a direct confrontation, or maybe the Heroes have to cross a nest full of specific Grunts such as Crawlers.

Enforcers

These insects are much stronger than Grunts. Just because Enforcers are the focus of the adventure, does not mean that Grunts can't be included. Enforcers tend to make things more difficult, as they are actually intelligent on a human level.

Natural

From storms, to earthquakes, to snow, there are many things that can make for an interesting encounter outside of the bugs.

This need not be a full-scale natural disaster, but could be something like enough rain to make it difficult to travel with vehicles, or something similar.

Royalty

The Queens and Kings of the Swarm are the deadliest of the species. They're also very intelligent, and lead the bugs with a human level of wit and cleverness. The adventure doesn't need to be about killing a Queen. The characters may never even see Royalty on their mission. However, they are the focus. Perhaps on a scouting mission the Heroes discover there is a King nearby, or in trying to protect their current safeplace they realize that a Queen has a vendetta against them and is controlling the Grunts to specifically attack them.

Climax

This is the dramatic and action-packed ending of the adventure, usually presenting a twist for the heroes.

Climax	Personal Truth
1. Personal Truth	One of the Heroes discovers something about his or herself. This may be the retrieval of a long-lost relative, or discovering that a friend is infected with Crawler Sickness. This device usually amps up the drama considerably and, with the right group, a GM could allow for an Interlude (found in the Core Rules).
2. Chase	
3. Big Boss	
4. Trap	
5. Dramatic Task	
6. Death	

Chase

The Savage Worlds Core Rules cover chase scenes very well. Something could be chasing the Heroes, or they could be chasing someone. Chases vary depending on the situation, but however you look at it, you're in for a fast paced ending.

Big Boss

A powerful villain is revealed and a conflict ensues. This doesn't have to be combat. Particularly if the villain is a human, there could be a negotiation situation, and potential use for the social conflict rules found in the Core Rulebook. However, the most common use of this trope would be an Enforcer, or another powerful insect, that the Heroes must fight.

Trap

Perhaps the heroes have been betrayed, or the villain knew ahead of time that they would be coming. However you look at it, the Heroes are headed right into a trap. With good roleplaying, they could find out about the situation beforehand and potentially avoid it. However, for true drama, it could be more entertaining for them to have to think or fight their way out of it.

Dramatic Task

The Savage Worlds Core Rules use Dramatic Tasks for big life or death situations. Examples for this setting might include fending off the Swarm long enough to pick the lock of a heavy bunker and seek shelter. Perhaps the Heroes have to defuse a bomb left by looters. Or maybe they need to destroy the eggs in the nest before they begin hatching.

Death

This may not be the death of one of the Heroes or main villains, but could be a civilian the heroes have become attached to or an entire town of humans. Maybe to really shake things up, it could be the death of a leader of one of the Resistance Groups. The Gamemaster does not need to force their hand with this sort of thing, but instead can make it a natural part of the adventure. If the heroes can prevent the death and are able to, it should be possible.

A Note on Mass Battles

While Mass Battles are not an option listed in the Adventure Generator, they certainly occur on the Husk. Using the Mass Battle rules found in the Core Rulebook could be a great way to end a campaign. These rules aren't mentioned in the generator, as typical Resistance methods are based more on small teams and guerilla tactics. However, having a Mass Battle as the Resistance storms a Queen's nest could be a climactic ending to an ongoing game.

Enemies and Allies

The Swarm may be the primary enemy of the Resistance, but that doesn't mean that there aren't other individuals that can give them trouble. A few allies are listed here as well, in the form of the leaders of the varied Resistance Groups. If you are needing basic Resistance soldiers, the stats for soldiers from the Core Rules work well.

It should be noted that the skull symbol (🦴) found throughout this section represents when a character is typically a Wildcard.

Abigail Whitaker 🦴

Abigail was an accomplished doctor before the invasion. She tries to help any human she can. She is a very resourceful and determined individual who prefers tactical and diplomatic approaches to handle any situation.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6, Shooting d8, Knowledge (Battle) d8, Knowledge (Swarm) d10, Healing d12

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 7/9 (+2/+4)

Hindrances: Arrogant (Major), Vow (Major, Hippocratic Oath)

Edges: Jack-of-All-Trades, Medic, Scholar (Battle, Swarm), Command, Tactician.

Gear: Billy Club (Str+d4), Desert Eagle (range 15/30/60; 2d8; AP 2), Kevlar Vest (+2/+4, Negates 4 AP)

Amanda Fall 🦴

A zealous leader, Amanda rules the Berserkers with unwavering authority. She has no formal combat training, but has proven herself a natural fighter. She wears a leather jacket and sports many tattoos. Some believe she was in a biker gang before the invasion, but she keeps her past to herself.

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

Skills: Fighting d10, Intimidation d10, Climbing d8, Swimming d6, Notice d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 7;

Toughness: 7

Hindrances: Bloodthirsty (Major), Vengeful (Major)

Edges: Berserk, Improved Nerves of Steel, Hard to Kill, Combat Reflexes, Improved Frenzy, Improved Sweep.

Gear: Aluminum Bat (Str+d8), Shotgun (range 12/24/48; 1-3d6)

Crazy

The mind can be a fragile thing. Some people were so broken by the invasion of the Swarm that they see other humans as Swarm members, or as spies for the Swarm Queen. They trust no one, and are very quick to judge. They are truly unpredictable and are often found on their own, but can be seen in small groups of like-minded broken individuals.

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

Skills: Fighting d8, Notice d6, Stealth d8, Taunt d10

Charisma: -; **Pace:** 6; **Parry:** 6;
Toughness: 5
Hindrances: Delusion (Major, a bug can look like a human)
Edges: First Strike
Gear: Shiv (Str+d4)

Eli Sullivan

A former deer hunter whose family was killed by several Enforcers, Eli tracks down Swarm members leaving no bug alive. Some consider him suicidal for using a bow when guns are an option, but he prefers what feels natural to him.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Climbing d8, Swimming d6, Notice d8, Stealth d10, Shooting d10, Survival d10, Tracking d10, Knowledge (Swarm) d8
Charisma: -2; **Pace:** 6; **Parry:** 6;
Toughness: 8/10 (2/4)
Hindrances: Ugly (Acid burns, Minor), Cautious, Vow (Major, leave no bug alive)
Edges: Marksman, Steady Hands, Command, Common Bond, Improved Trademark Weapon (Hunting Bow), Danger Sense, Improved Dodge, Dead Shot, Woodsman, Enforcer Hunter.
Gear: Machete (Str+d6), Hunting Bow (range 12/24/48; 2d6; AP 1), Flak Jacket (+2/+4)

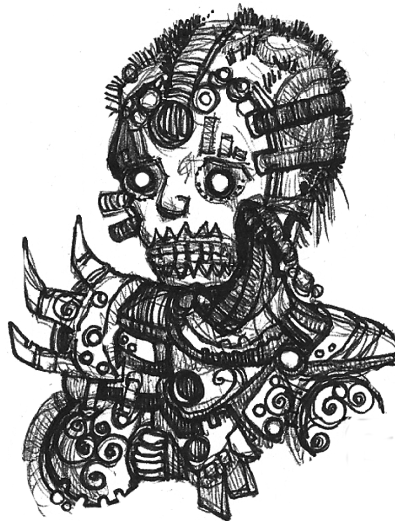
Frank Hardy

A stern man who lives by a strict code, Frank Hardy is an efficient soldier and loyal ally to those he deems worthy. He runs the Wolves Resistance Group with a firm hand and discerning mind.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d10, Intimidation d8, Climbing d8, Swimming d6, Notice d6, Stealth d6, Shooting d10, Knowledge (Battle d10), Knowledge (Swarm) d8

Charisma: +2; **Pace:** 6; **Parry:** 8;
Toughness: 9/11 (2/4)
Edges: Brawny, Command, Fervor, Hold the Line, Tactician, Improved Frenzy, Block, Ex-Military, Level Headed.
Hindrances: Loyal, Code of Honor
Gear: Crowbar (Str+d8), M60 (7.62) (range 30/60/120, 2d8+1, ROF 3, AP2, Snapfire), Flak Jacket (+2/+4)

Looter



Humanity may be on the brink of destruction, but that doesn't stop a depraved few from still trying to take advantage of their fellow humans. Looters have no issue killing other human beings if it means gaining resources. If their target is carrying a pistol in good condition, that can be enough motivation for a looter to strike.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Shooting d6, Climbing d6, Swimming d6, Notice d6, Stealth d6, Lockpicking d6
Charisma: -; **Pace:** 6; **Parry:** 5;
Toughness: 5
Gear: Wooden Bat (Str+d8), Glock (range 12/24/48; 2d6; AP 1; Semi-Auto)

Looter Ring-Leader

Usually a Ring-Leader has some of the best gear that the looters have found. They have bullied and pushed their way to the top of their gang's food chain, leading forcefully.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Shooting d8, Climbing d6, Swimming d6, Notice d6, Stealth d6, Lockpicking d8
Charisma: -; **Pace:** 6; **Parry:** 5;
Toughness: 8/10 (2/4)
Edges: Command, Quick
Gear: Wooden bat (Str+d8), Desert Eagle (range 15/30/60; 2d8; AP 2; Semi-Auto), Flak Jacket (+2/+4)

Noah Sul

A family man first and foremost, Noah Sul is quick on his feet and only fights when entirely necessary. He is very charismatic and thoughtful, putting others first.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Fighting d8, Climbing d8, Notice d10, Stealth d10, Shooting d8
Charisma: +2; **Pace:** 8; **Parry:** 7;
Toughness: 5
Hindrances: Loyal, Heroic, Cautious
Edges: Fleet-Footed, Command, Improved Frenzy, Scout, Common Bond, Marksman, Luck, Charismatic.
Gear: Staff (Str+d4; Reach 1"; Parry +1), Colt 1911 (range 12/24/48; 2d6+1)

Rebecca Jones

The Leader of Unity, Rebecca prides herself in her ability to understand others. She is a very capable leader who inspires others to greatness.

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8
Skills: Fighting d8, Notice d8, Stealth d6, Shooting d8, Knowledge (Swarm) d10, Knowledge (Battle) d6
Charisma: +4; **Pace:** 6; **Parry:** 6;
Toughness: 8/10 (2/4)
Hindrances: Loyal, Heroic
Edges: Command, Command Presence, Great Luck, Common Bond, Inspire, Scavenger, Elan, Fervor, Hold the Line, Leader of men, Two-Fisted, Charismatic, Attractive, Ambidextrous, Jack-of-All-Trades.
Gear: Switch Blade (Str+d4), Glock (12/24/48; 2d6; AP 1; Semi-Auto), Flak Jacket (+2/+4)

The Swarm

Before they came to Earth, the depths of space held a vast army of cold and calculating creatures. Insect-like aliens hailing from the far reaches of the galaxy, the Swarm are as deadly as they are many. They rained from the sky in organic pods, immediately beginning their mad descent upon humanity.

These creatures move in groups of several hundred at a time. While most of them are of insect-level intelligence, they are a hive-mind controlled by several menacing Swarm Queens. The Swarm will eat the flesh of any creature, and have made many planets nothing but lifeless rocks.

Many of the Swarm aren't particularly strong on their own, their strength instead coming from their sheer numbers. They

breed at an accelerated rate, eggs hatching about one week after they are laid. The Swarm Queen commands the Grunts to make a special nest in which to lay her eggs. Sometimes the Grunts will build extra nests to hold all of the eggs if the Queen is particularly fertile.

The Swarm as a species is bred for carnage and destruction. Like many insects, the Swarm have a chitinous shell on the outside. Many species of the Swarm have unique abilities. Some are able to burrow holes, some are able to fly, and a select few are able to excrete acid.

The structure of the Swarm functions like a caste system, set up into three different groups. Each of these types is outlined below. Also included with each description is a template with the abilities inherent to each type of Swarm class. This will help the Gamemaster to create a bug quickly and efficiently.

Grunts

Grunts are the backbone of the Swarm force. They are the hunters, egg carriers, frontline warriors, and scouts. They are the least intelligent of the Swarm forces, and show no aptitude for learning. They, instead, are very good at following the orders of the Enforcers, and relying on their instincts. They are the hardest-working of the Swarm, therefore they have the most calories to burn, making them the hungriest of the insects. Because of their drone-like mentality, they aren't easily intimidated or spooked. They can follow directions as long as they are as simple and straightforward as eat, kill, protect, etc.

G grunt Template

- Low Light Vision.
- +2 bonus to recover from the Shaken condition.
- +2 bonus to resist Intimidation.
- -1 Toughness.
- Telepathic Link: Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Species

Bombers

Grunts capable of truly fast flight, Bombers can launch an organic egg-like sac that they drop from the sky. When it hits the ground, it bursts open spreading acid in a radius. These creatures only feed upon those already dead, like a vulture, and if they can help it will never make physical contact with an enemy while the enemy is alive.

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

Skills: Fighting d6, Intimidation d6, Notice d8, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 8 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 16" and Climb 3.
- **Size +2:** Bombers weigh around 500 pounds. This increases their Toughness by +2.
- **Bomb:** Bombers may launch an organic sac filled with acid at their enemies. The result is the use of the *blast* power with the acid trapping. They have 15 Power Points for this ability and use their Agility as their Arcane Skill.
- **G grunt:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.

• **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Burrowers

These Grunts are capable of digging through the earth with an organic drill-like horn that protrudes from their chitinous head. They use the same horn to kill their enemies, popping out of the ground murderously. They are known to grab and drag their prey back down into the ground, where they kill them quickly and store them for later.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 8 (2)

Special Abilities

- **Armor +2:** Thick chitinous shell.
- **Drill Horn:** Str+d6, AP 2.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Size +1:** Burrowers are slightly bigger than the average human. This increases their Toughness by +1.
- **Burrow:** These creatures may Burrow beneath the ground equal to their Pace.
- **G grunt:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Crawlers

These deadly Grunts are known for their ability to cling to vertical surfaces. They like to drop down on their prey from above, and are very mobile. While they

aren't the only Grunts that can wall crawl, they're the most strategic about this ability, and the most assassin-like. They also carry a deadly disease. They have an arachnid appearance, and are about average human size.

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

Skills: Fighting d6, Climbing d10, Notice d8, Stealth d8

Charisma: -; **Pace:** 6; **Parry:** 5;

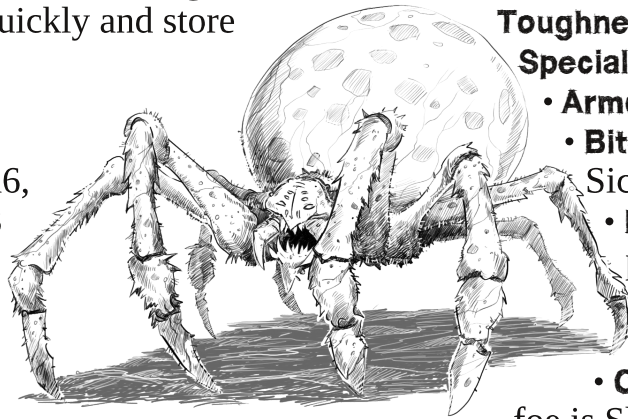
Toughness: 5 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Bite:** Str+d6; Crawler Sickness.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Immunity:** Disease.
- **Crawler Sickness:** If a foe is Shaken or wounded from

a Crawler's bite they must make a Vigor roll. Failure means they've contracted Crawler Sickness and immediately take a level of Fatigue which does not leave by rest alone. The Victim must make a Vigor roll every day or suffer Fatigue. If they succeed, they remove a level of Fatigue. If they become Incapacitated from Fatigue, they must immediately succeed on a Vigor roll or die. The character shrugs off the disease if they remove the Fatigue completely, but they gain the Sickness Survivor (Minor) Hindrance.

- **Wall Walk:** A Crawler may walk on vertical surfaces equal to their Pace.
- **G grunt:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.



Gliders

These bugs have elongated insect wings that they can use to fly short distances. In most cases, they glide with them from a high point. They are known to climb to a high place before leaping down upon their foes with the use of their abilities.

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

Skills: Fighting d8, Intimidation d6, Climbing d8, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 6 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Claws:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 4" and Climb -2.
- **Grunts:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Soldiers

These Grunts are the most basic of their kind. They stand at about the size of a domesticated canine. They have a deadly bite with which they use to terrible effect. However, they're primarily strong due to their numbers, as about 10 Soldiers can be born from one egg. They're always the most plentiful when an invasion begins, and are known to kill efficiently, often devouring their prey alive.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5 (1)

Special Abilities

- **Armor +1:** Chitinous shell.

- **Bite:** Str+d6.

- **Low Light Vision:** No penalties for dim or dark lighting.

- **Size -1:** Soldiers are about the size of a dog, this reduces their Toughness by -1.

- **Grunts:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.

- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Spitters

Some Grunts are capable of long-range support in combat. Spitters are such a creature. They are known to secrete acid from their mouths, and can spit it a great distance. The acid dissolves things quickly, which makes them particularly terrifying foes.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Stealth d4

Charisma: -; **Pace:** 6; **Parry:** 4;

Toughness: 5 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Spit Acid:** Spitters have 15 power points to use on the *bolt* power using the acid trapping. They use their Agility as their arcane skill.
- **Grunts:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Sprinters

These members of the Swarm are amongst the weakest in its ranks, but are capable of covering a great distance in mere moments. Even though they can cross vertical surfaces like a Crawler, they use this ability far differently, simply as a means to get from point A to point B. They are designed to get food and carry it quickly to their superiors, as well as ferry eggs to new nests.

Attributes: Agility d8, Smarts d4 (A), Spirit d4, Strength d4, Vigor d4
Skills: Fighting d6, Climbing d6, Notice d8

Charisma: -; **Pace:** 10; **Parry:** 5;

Toughness: 3 (1)

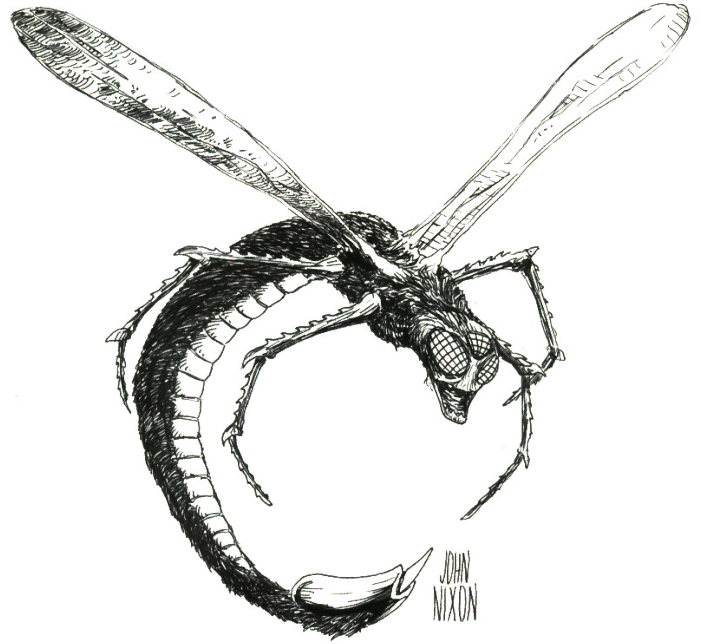
Edges: Improved Extraction

Special Abilities

- **Armor +1:** Chitinous shell.
- **Bite:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Sprint:** Sprinters are very quick. They roll a d12 when running instead of d6.
- **Size -1:** Sprinters are about the size of a dog. This reduces their Toughness by -1.
- **Grunt:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Stingers

These Swarm insects are the smallest in the collective, but this doesn't make them any less dangerous. They aren't much bigger than a foot long, but have deadly stingers with a fast-acting poison. They are capable of flight as well, and respond better than most Grunts to mental commands. They can be used to pick off specific targets, and assassinate when need be.



Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 3 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Flight:** Flying Pace of 6" and Climb 0.
- **Stinger:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Immunity:** Poison.
- **Poison:** If a foe is Shaken or wounded by the Stinger, they make a Vigor roll at -2. Failure results in an automatic wound.
- **Size -2:** Stingers are only a foot long. This reduces their Toughness by -2.
- **Small:** Stingers receive a +2 bonus to attack medium-sized foes. Their victims receive -2 to their attacks against a Stinger.
- **Grunt:** Low Light Vision, +2 bonus to recover from the Shaken condition, +2 bonus to resist Intimidation, -1 Toughness.
- **Telepathic Link:** Can hear the basic thoughts and commands of Enforcers and Royalty from up to 100 yards.

Enforcers

These creatures are more rare than the Grunts, but far more powerful. Enforcers are more intelligent, reliable, and effective in combat. They are brutal taskmasters to the lesser bugs, and are known for being willing to kill their own kind if a dire situation arises. Enforcers are more intelligent than Grunts, but they still do not possess Royalty-level intelligence. They understand complex tasks and can even comprehend some foreign languages given time and proper training. They are essentially war leaders, and brutal ones at that.

Enforcer Template

- Low Light Vision
- +2 bonus to recover from the Shaken condition.
- Immune to Disease
- **Telepathic Link:** Can hear the thoughts of Grunts, as well as give commands to them. Enforcers can also hear the commands of Royalty. All within a 100 yard radius.

Belchers

These vile Enforcers are known to exhale a rancid-smelling acidic breath. This breath is their primary means of attack, capable of taking out multiple humans at once. They have a centipede-like appearance, with a nasty bite.

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

Skills: Fighting d8, Intimidation d8, Notice d6

Charisma: -; **Pace:** 6; **Parry:** 6;

Toughness: 11 (2)

Special Abilities

- **Armor +2:** Thick chitinous shell.
- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Acid Belch:** All targets within a Cone Template must make an Agility roll at -2

or suffer 2d8 Acid damage.

- **Immunity:** Acid.

- **Size +3:** Belchers weigh 1,000 pounds. This increases their Toughness by +3.

- **Enforcer:** Low Light Vision, +2 bonus to recover from the Shaken condition, Immune to Disease.

- **Telepathic Link:** Can hear the thoughts of Grunts, as well as give commands to them. Enforcers can also hear the commands of Royalty. All within a 100 yard radius.

Bruisers

These enforcers have a particularly thick, chitinous plate that covers their bodies, making them very difficult to kill. They are strong and large creatures, about the size of a rhinoceros. They look like a beetle and a cockroach, and feature long antennae which are used to feel around in front of them. They are known to slam their large bodies into their enemies, crushing them with one brutal blow.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+3, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d8

Charisma: -; **Pace:** 8; **Parry:** 7;

Toughness: 15 (4)

Special Abilities

- **Armor +4:** Thick chitinous plate.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Slam:** Str+d8.
- **Charging Slam:** Bruisers gain a +4 bonus to damage if they move 6" or more in a straight line before attacking.
- **Size +4:** Bruisers are the size of a Rhino. This increases their Toughness by +4.
- **Large:** Bruisers have a -2 penalty to attack medium-sized foes, but their opponents receive a +2 bonus to their attacks against the Bruiser.
- **Enforcer:** Low Light Vision, +2 bonus to recover from the Shaken condition, Immune to Disease.

• **Telepathic Link:** Can hear the thoughts of Grunts, as well as give commands to them. Enforcers can also hear the commands of Royalty. All within a 100 yard radius.

Guardians



Guardian Enforcers protect Royalty members of the Swarm. They are large creatures, weighing several thousand pounds. They have 6 deadly claws which they use handily. They can stand upright like a humanoid. They have a deeper mental connection with Royalty members, and are capable of speech, though it is rare that they practice this ability.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d10, Intimidation d10, Climbing d8, Notice d8

Charisma: -; **Pace:** 6; **Parry:** 7;

Toughness: 12 (1)

Special Abilities

- **Armor +1:** Chitinous shell.
- **Claws:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Size +5:** Guardians weigh 4,000 pounds. This increases their Toughness by +5.
- **Large:** Guardians have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 to their attacks against Guardians.

• **Enforcer:** Low Light Vision, +2 bonus to recover from the Shaken condition, Immune to Disease.

• **Telepathic Link:** Can hear the thoughts of Grunts, as well as give commands to them. Enforcers can also hear the commands of Royalty. All within a 100 yard radius.

Slicers

These Enforcers have elongated limbs that are razor sharp and capable of cutting through metal. They eviscerate their foes quickly and efficiently, leaving nothing left but a few scattered remains. They are very tall creatures, at almost 12 ft in height. They are capable of mowing down large numbers of foes in one swoop, and aren't afraid to take out a few of their own number in the process. They are the most merciless of the Enforcers, and are also very meticulous in their movements. In many ways, they resemble a praying mantis.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+2, Vigor d8

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 7;

Toughness: 13 (3)

Edges: Improved Sweep, Two-Fisted, Ambidextrous, Level-Headed.

Special Abilities

- **Armor +3:** Thick chitinous shell.
- **Claws:** Str+d8, Reach 1.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fear:** Anyone who sees a Slicer must make a Fear check.
- **Size +4:** Slicers stand 12 feet tall. This increases their Toughness by +4.
- **Large:** Slicers have a -2 penalty to attack medium-sized foes. Their opponents receive +2 to their attacks against a slicer.
- **Enforcer:** Low Light Vision, +2 bonus to recover from the Shaken condition, Immune to Disease.

• **Telepathic Link:** Can hear the thoughts of Grunts, as well as give commands to them. Enforcers can also hear the commands of Royalty. All within a 100 yard radius.

Royalty

There are only two species of Royalty within the Swarm: Kings and Queens. Despite their name, Kings are far less important than Queens, and are primarily used for breeding and protection. Kings are more intelligent than Enforcers, and will even lead groups of the Swarm when the need arises. The Queens, however, are far more valuable. They are the only females of the species, and are capable of laying many eggs in a day. There are only four known Queens, but more could crop up, as each egg that hatches has a chance of being a Queen. The chance of a Queen being hatched is very small, however. Queens are very smart creatures, more so than humans, and can speak many languages. They communicate psychically with their lessers, and can communicate psychically with their enemies, should they choose to speak to them. Royalty are at the top of the psychic communication chain, as Queens and Kings issue commands and information to Enforcers, who then ferry the information down to the Grunts. This also works in reverse, if the Grunts scout something important, the Enforcers are told and the information is then carried to the Royalty.

Royalty may only have two known species, but there could be more. Any Royalty is considered to be above both Enforcers and Grunts, but there is a hierarchy within the Royalty as well. Not only are Queens above Kings in terms of authority, but the Queens and Kings each have their own rung of power. There is a Prime King and a Prime Queen, the two most important and influential of their kind.

Royalty Template

- Low Light Vision
- +2 bonus to recover from the Shaken condition
- +1 Toughness
- Immune to Disease
- Hardy
- Telepathic Link: Can hear the thoughts of Grunts and Enforcers, as well as give commands to them. This has a 100 yard radius.

King



These terrible creatures serve as mates to the Queens. There are usually 4–6 Kings to a Queen. They are not always with the Queen, however, and are known to lead Enforcers and Grunts on the front lines. They are the Queen's elite, and believe themselves to be truly above humans. They are smarter than the average human, but not as intelligent as a Queen.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 17 (3)

Edges: Berserk, Improved Counterattack
Special Abilities

- **Armor +3:** Chitinous shell.
- **Claws:** Str+d8, AP 2.
- **Low Light Vision:** No penalties for dim or dark lighting.

- **Fear:** Anyone who sees a King must make a Fear check.
- **Immunity:** Acid.
- **Size +6:** Kings weigh 4,000 pounds. This increases their Toughness by +6.
- **Royalty:** Low Light Vision, +2 bonus to recover from the Shaken condition, +1 Toughness, Immune to Disease, Hardy.
- **Telepathic Link:** Can hear the thoughts of Grunts and Enforcers, as well as give commands to them. This has a 100 yard radius.

Queen



The greatest of the Swarm, Queens control all other insects in their hive. They lay multiple eggs in a day, and although they are constantly pregnant, they are still quite capable of defending themselves. They rarely have to fight, though. They prefer to place Grunts, Enforcers, and Kings between them and their enemies, and are very difficult to approach. They are rarely seen outside of a hive, as they are holed up in the most defended part of the structure.

Since Queens give the orders to the Swarm, if one is killed there is confusion and chaos for a time, as the Kings try to restore order. The death of a Queen also cuts down the amount of bugs hatched considerably, since Queens are the only

ones capable of laying eggs. A whole campaign could easily be built around ultimately slaying a Queen.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d12, Notice d6, Stealth d10, Intimidation d12

Charisma: -; **Pace:** 6; **Parry:** 8;

Toughness: 20 (4)

Edges: Improved Level-Headed, Improved Counter-Attack, Improved Frenzy, Two-Fisted, Ambidextrous.

Special Abilities

- **Armor +4:** Thick chitinous shell.
- **Claws:** Str+d10.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fear:** Anyone who sees a Queen must make a Fear check at -2.
- **Acid Breath:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d12 Acid damage.
- **Immunity:** Acid.
- **Size +7:** Queens weigh 6,000 pounds. This increases their Toughness by +7.
- **Large:** Queens have a -2 penalty to attack medium-sized foes. Their opponents receive a +2 bonus to attack a Queen.
- **Royalty:** Low Light Vision, +2 bonus to recover from the Shaken condition, +1 Toughness, Immune to Disease, Hardy.
- **Telepathic Link:** Can hear the thoughts of Grunts and Enforcers, as well as give commands to them. This has a 100 yard radius. Queens can also speak telepathically to Humans in the same range.