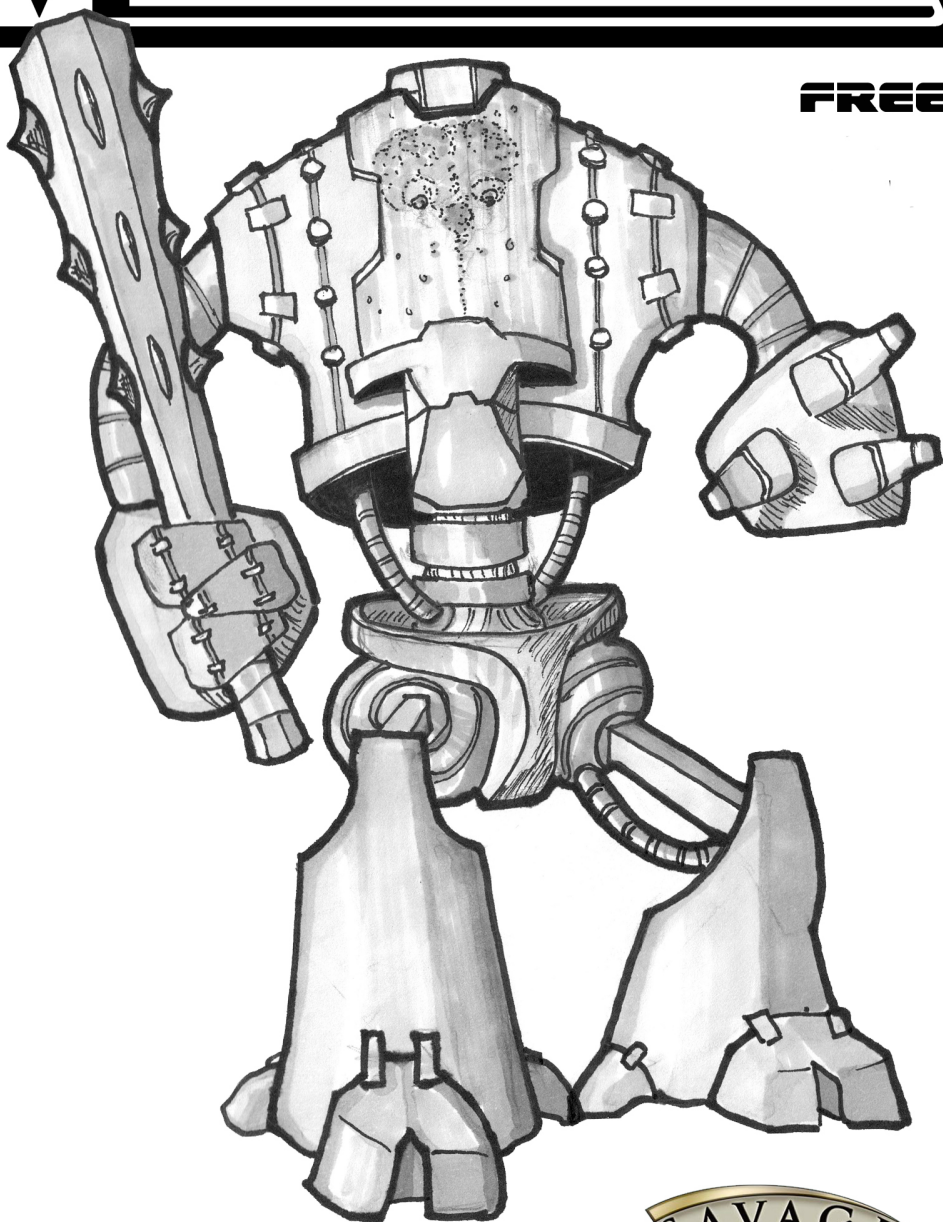


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Issue #2 - October 2017
Supplemental



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PDF Free Supplement

Technology Levels in Savage Worlds Games

By R.S. Tilton

This is something I thought of when writing for Interface Zero 2.0, but the idea was only half-realized at the time. We were past the deadline for submission, so I didn't finalize the idea.

There are two trains of thought in SW games, Each game should use similar numbers for armor and weapons. Thus you end up with a Modern Sniper rifle doing the same damage as a Sharp's .50. And one where the system escalates damage, Armor and AP. This is where things went sideways in Interface Zero 2.0. The first line developer wanted big numbers to represent cutting edge technologies, but then a new line developer came online and wanted to bring the numbers in line with standard Savage Worlds numbers. Some numbers got changed, some didn't.

We all know that technology wins wars, the armor, the weapons. The higher the level of technology, the more devastating it is to the enemy. It was true with the conquistadors, it was true with the Native Americans, and again in Africa during British colonialism.

Savage Worlds and especially Savage Rifts encourages you to explore other worlds, and other cultures. These cultures can come into conflict. If you're a Quantum Provocateur with a *subvortex generator*, shooting at a medieval armored knight, that armor isn't going to do much. If that same knight attempts to get through your *picofiber hyperarmor*, his steel sword won't do much.

Herein I lay out 5 levels of technology: Primitive, Low Tech, Standard Tech, High Tech, and Ultra Tech. Each difference in Tech level adds 2 for each superior level. Higher tech armor (Armor) is increased or higher tech weapon (AP) is increased. Damage is never affected.

Example 1: firing a high tech laser shotgun (AP0) at a bronze lamellar clad legionnaire (+3 armor). High Tech weapon versus Low Tech armor/ This would be a 4 point advantage, which would ignore the legionnaire's armor.

Example 2: firing a standard tech M1911 .45 caliber pistol (AP0) at an alien wearing synthskin (Ultra-tech +4 armor) Standard Tech weapon versus Ultra Tech armor. This would again be a 4 point advantage, however this time the armor value would increase to +8.

Standard Technology

Primitive: This level of technology represents pre-manufacturing era (flint daggers, fire hardened wood, etc.) Armor at this level consists of bone, hide, and wood. Late primitive might include copper and bronze. Vehicles consist of herd animals.

Low Tech: This is the broadest of categories, and in certain games would have a bit leeway with standard tech. Early low tech would include bronze, and go up through the Industrial Age. Platemail armor, and spring steel weapons are at the pinnacle of this age. Early gunpowder weapons are also included.

Standard Tech: In this category you'll find Industrial Age through Atomic Age, and finally the modern era. Weapons advance from gunpowder to solid fuel atomic weapons and early laser weapons. Armor advances to kevlar, and ceramics, and capping out with advanced ballistic polymers.

Hi-Tech: This covers weapons and armor through the next 100-200 years. The techs in this age are portable railguns, high tech polymers, nanotech, power armor, miniature power cells. They're the future of warfare.

Ultra-tech: This is the area where technology is interchangeable with magic. This is the era of personal force field generators, synthskin suits, laser swords, plasma fields, anti-gravity, picotech, and anything that seems to shatter the laws of physics.

This system could easily be extrapolated beyond five tiers, for example, Stone Age, Copper Age, Bronze Age, Iron Age, and Steel Age, could become different tiers to represent culture clashes in a Hyperborean style game. This same system could be used for an alternate magic item system as well. An enchanted razor sharp obsidian sword could act as steel, easily cutting through the bronze breastplate of their opponent.

In Interface Zero 2.0 I did away with Kevlar, because they caused a weird situation which granted additional armor versus bullets and took away AP. There is ammunition that ignore more armor, adding monomolecular or ceramic edges made weapons have higher AP, etc. This system can facilitate a cleaner ballistics system.

From *Page 50*, of the **Savage Worlds Deluxe Rulebook**.

Kevlar

Kevlar offers 2 points of protection against most attacks. Kevlar weave "binds" spinning bullets and so negates up to 4 points of AP from bullets, and provides +4 protection from them as well.

Using this system, ceramic edges could be a high tech upgrade, while monomolecular edge would count as ultra-tech. This means also creates a situation which allows for higher tech ammunition to be fitted to lower tech weapons. That M1911 .45 caliber pistol could have a clip of Armor Piercing Discarding sabot rounds, turning it into an Ultra-Tech weapon.

Cyberpunk Setting Technology Tiers

Vintage Tech

Old technologies. Lead bullets, leather jackets, chainmail, etc.

Street Tech

This is the low tech trash put on the street, munitions are substandard, gangs and mercs often create their own weapons. Low-end 3D Printed weapons and ammo fall into this category. Simple plastic armors as well as alloyed metal armors.

CorpTech

Corporate issued technology, this is the default tech level. High tech plastics, ultra-light alloys, laser weapons, etc.

Cutting Edge

This is the good stuff, monofilaments, nanotech enhanced armors, high powered energy weapons.

Bleeding Edge

Found in high end weapon labs, and issued to military SpecOps units. This is where the buck stops with technology. Prototype weapons and armors. Picotech, energy fields, super high power lasers, masers, and particle beams.

I will produce an expanded setting-neutral cyberpunk weapon system specifically using these rules exclusively. Obviously, this system will NOT be associated with Interface Zero, thus there will be no manufacturers, look for that Meanderings supplement in the future.

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