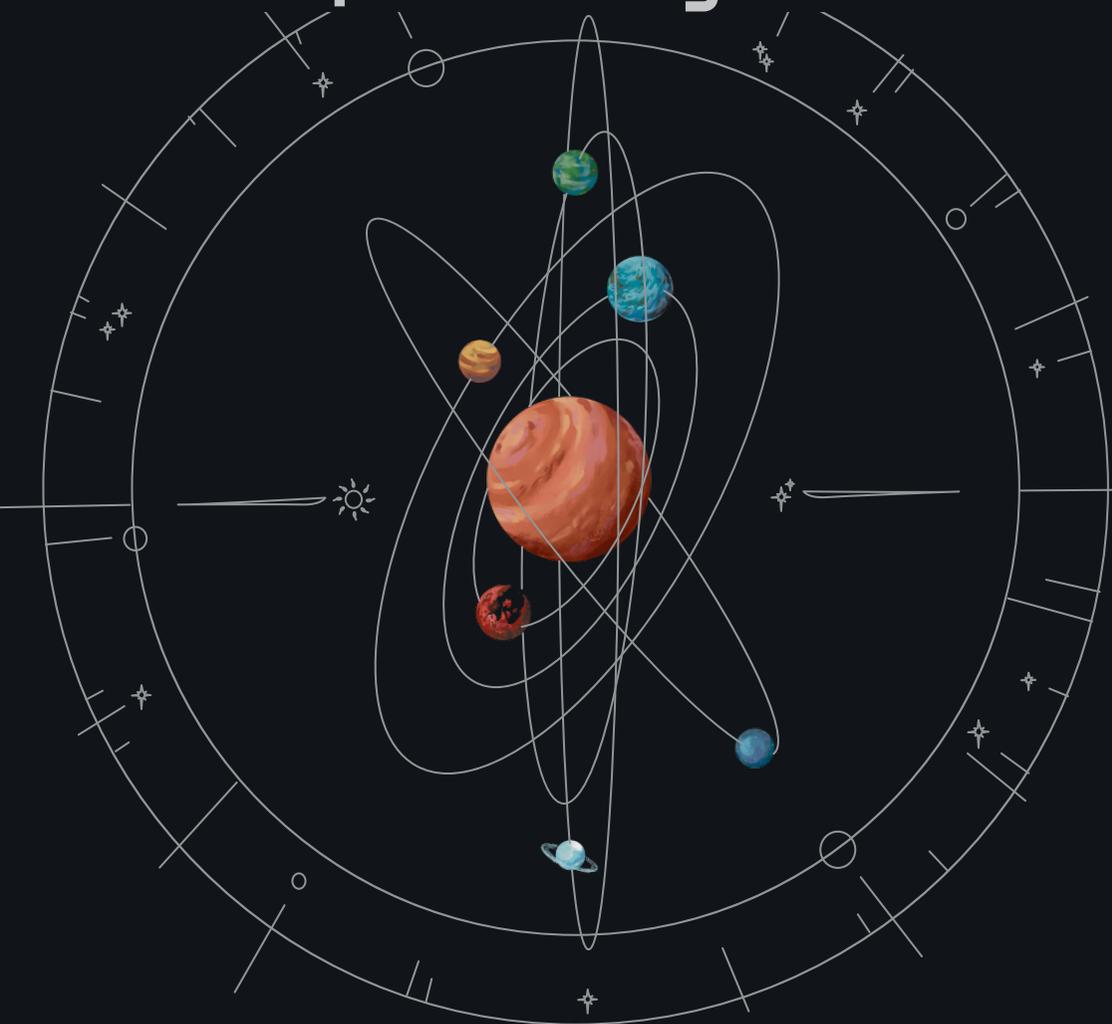


# HELBINE

## Sci-Fi Companion Compatibility Guide



By  
Goblin  
Society  
Games

With the release of *The Savage Worlds Sci-Fi Companion* we're taking this opportunity to share our opinion on how best to incorporate the new game elements with the Helbine setting. Of course, as a Game Master, you're free to pick and choose whichever pieces best fit your story. When it comes to official Helbine stories, however, this guide will explain what we have in mind when writing new Helbine content.

## GENERAL GUIDANCE

Generally, we recommend using the equipment, vehicles, cybernetics, walkers, and all the other stat blocks from *The Sci-Fi Companion* instead of those found in Helbine. You can combine the two, but they may not be particularly well-balanced especially when it comes to relative costs. If replacing the Helbine material there are two exceptions we recommend:

Coalition members still have access to the BWL cybernetic, which causes 1 Strain and has a black market cost of 5k.

The faction unit stat blocks (especially the Mold) should still be used in addition to those of the *Sci-Fi Companion*. Be sure to swap their equipped weapons if you're not using the Helbine equipment.

For other rules (such as Hacking) choose whichever version you and your group prefer. Generally, *The Sci-Fi Companion* rules are more in-depth than those in Helbine. If a character wants to specialize or focus on one of those rules we recommend the more in-depth version.

The *Sci-Fi Companion* helpfully breaks technology down into a few levels. We recommended having Dev 1 technology be commonplace, Dev 2 technology be rare (likely experimental technology of the Interstellar Coalition), and Dev 3 technology not be used (unless your story revolves around the existence of such an incredible item!).

The new Companion guide also helpfully includes sets of optional setting rules for the theme intended. If you'd like to use one of these, we recommend the Cyberpunk style and its rules. The one exception is the Transhumanism rules, which is isolated to the Interstellar Coalition.

## FACTION NOTES

Each faction has unique technologies, and as you expand the lists of what is available we recommend keeping the uniqueness of each faction. For example, cybernetics and robots should still be aspects the Interstellar Coalition, Power Armor for the Phantom Marauders, and Walkers for the Kortan Corporation. Exceptions for the players can (and should!) exist, but how the exception comes to be is what makes it interesting.

## SPECIFIC NOTES

**KMoF:** If you decide not to use the Helbine equipment, you can still give Kortan units (and players) the intended versatility of a KMoF. Choose any two firearms of Dev 1 as its two 'modes'. The weapon has the weight of the heavier of the two, but can swap between its modes as a single action (instead of the usual two to stow and draw).

**Atmosphere:** If using the Atmosphere setting rule, note that the moon Yorg has a “Hazardous” atmosphere while the other moons are “Breathable”.

**Gravity:** If using the Gravity setting rule, consider the moon Akra to be “Zero-G”, the other moons to be “Low” gravity, and planet Helbine to have normal gravity.

**Cybernetics:** Cybernetics in Helbine do not use Strain and are instead balanced by the risk of hacking and the rarity of cybernetics. The sci-fi companion balances them with Strain and high cost. We recommend using the cost in the sci-fi companion if your players are getting them through the black market or similarly avoiding the Coalition’s involvement. Additionally, cybernetics installed by the Coalition are typically done in an ideal environment and automatically succeed, while other means of installing are limited to the individual’s skill and equipment. Lastly, we also recommend using both Strain and hackable cybernetics (though the difficulty is typically high).