The Galactic Neighborhood

Player's Guide

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Created in 2022 out of a passion for
science-fiction, magic, and tabletop roleplaying games

Dedicated to the loving memory of

Grandma Lynn

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Introduction

The Galaxy

Life is abundant in the galaxy. If you were to pick a random solar system, the odds of not finding life on one of its planets are astronomical. Magic is just as abundant, or at least, it used to be.

Long ago, during the First Galactic Era, the galaxy's civilizations were interconnected using powerful magical gateways, artificers crafted and traded diverse magically-enchanted items, and any rare sword-wielding activists had no choice but to yield to mages.

Then came the Blackout. There exists no explanation for the galaxy-wide rending of the very fabric of magic. Powerful mages were torn apart by their own greatest tool. Mages that survived found their ability missing, misshapen, or uncontrollable. All but a small fraction of enchanted items were dispelled, often in violent or mysterious fashions. The portals that connected societies were destroyed, sectioning off the now ravaged galaxy into lone planets, broken, isolated, and forever changed.

After many centuries, a time also referred to as the Blackout, societies reformed and rebuilt. Technology advanced without the support of magic. From swords to muskets to laser rifles, some civilizations have progressed their technology to almost rival the historical Pre-Blackout mage societies. Magic remains chaotic, violent, and near-impossible to fully control to this day, but it gave rise to the most crucial invention of the Post-Blackout era; magitek.

Magitek is the careful science of using technology to harness magical power. These devices all come with their side effects and defects, but it has allowed the galaxy's civilizations to reconnect. Interplanetary ships are now equipped with warp engines, magitek machines that teleport the ships between solar systems. These ships allow merchants, tourists, explorers, and mercenaries alike to travel between the stars. While they can't connect the galaxy like it was before the Blackout, warp drives have ended the isolation that was once imposed on intelligent life.

Now, in the Second Galactic Era, lifestyles of all varieties can be found in most places. Leaders and politicians deal and war across planetary and stellar boundaries. Pirates roam solar systems to take advantage of asteroid miners and travelers. Mercenaries hunt down monsters and people across the cosmos.

The galaxy still isn't completely connected. Communication is limited to what travels with teleporting ships. There are still solar systems out there that host life who haven't had external contact. Additionally, with the billions of stars in the galaxy, there is no conceivable way for any single person, or even any single society, to know about everyone else. The galaxy has formed into subsections of solar systems that are connected by trade, politics, or culture. These subsections are labeled, by some, Galactic Neighborhoods.

Few people ever venture out of their galactic neighborhood into the unknown, but those that do can find all manner of new life, sights, and dangers. For heroes, scoundrels, and all other galactic travelers, the stars are just the next step in the adventure of a lifetime.

Quick-Start Guide

This section offers guidance on getting started playing The Galactic Neighborhood, or TGN. It includes a surface-level description of the basic rules that you need to understand core concepts of the system. Then it offers a guide on creating a 1st level character, which is where most adventurers start.

How to Play

This section offers a brief overview of the most essential rules for playing TGN. It doesn't offer full detail; these rules are just enough to help you understand what is happening as you read. Refer to chapter 3 of this guide for the complete versions of rules summarized here.

Rules of the Rules _____

These rules are the only ones in this section that cannot be found elsewhere in this guide. These rules provide basic guidelines on how to read this guide and some of the terminology used in it.

1. **Dice.** In this game, you roll various types of dice. Dice are referred to using the number of faces they have. For example, a six-sided die is called a d6. For TGN, you will need a d4, d6, d8, d10, d12, and d20. You will also need a way to generate a number from 1 to 100, such as two d10s rolled for the tens and ones digits.

2. **Players and Characters.** Within this guide, sometimes a distinction needs to be made between the people in real life playing the game and the characters they are playing as within the game. When this guide refers to a player, that is the real-life player of TGN. When it refers to a character, that is the character being played within the narrative by the player.

   Similarly, the Game Master, or GM, may be addressed within this guide separately from the players. Note that the GM is still a player when it comes to table etiquette, having fun, and being cooperative. Characters that the GM controls, including people and monsters, are called Non Player Characters, or NPCs.

3. **Parenthesis.** When you see a sentence such as "you can do this thing (Y) times," the "Y" in parentheses is a value to be calculated. Calculate the value, and read the sentence again, replacing Y for its value. For example, if Y is "your level + 5," then at level 1, the sentence would read "you can do this thing 6 times."

4. **Specific Beats General.** If two rules conflict each other, the more specific rule supersedes the more general rule. For example, if a core rule says you can move 5 feet in some situation, but a class ability says you can move 10 feet in the same situation, you can move 10 feet.

5. **Round Up.** Whenever a calculation leaves you with a result that isn't a whole number, such as dividing an odd number by 2, round up. Unless specified otherwise, always round up to the nearest whole number Even if the value is closer to the whole number below it, such as a third, round up.

6. **Speed is Relative.** Because TGN stories can take place on planets, space stations, flying spaceships, and more locations, movement may seem tricky to handle. Always determine what reference frame you are moving in. On a planet, you are usually moving in regard to the "stationary" planet, but then if you board a bus, you can move around within the bus as if it were stationary. Determining what reference frame you are moving in, and when that changes, allows you to communicate clearly about how movement is resolved.

7. **The GM Decides.** In all cases where a situation presents some ambiguity or gray area that the rules don't account for, the GM decides what happens. The GM can also change the rules of the game as needed to fit their group and make the game more fun. If the GM thinks everyone would have more fun if a rule were changed or ignored, they are free to do so. It is encouraged that the GM informs the players of when they do this.

Dice Sizes _____

In TGN, your ability in basic skills, combat, magic, and all other functions, is measured by dice sizes. In almost all circumstances, smaller dice are better, and you want to roll lower numbers.

When you have a die size, you have it *for* something, such as a skill or type of weapon. A d4 is the best die size to have, while a d20 is the worst. However, having a d20 for some ability is better than having no die at all. If you do not have a die to use for an ability, you cannot use that ability, and automatically fail when you are required to roll a die to measure your performance with that ability.

By default, every player has a d20 for the following things.

- The 10 main skills
- All armor, shields, and weapons

Various rules in the game can change the size of dice that you have, or give you new dice.

Actions and Combat _____

Most of the story in a game of TGN takes place outside of combat. However, when combat occurs, time slows down, and more rules come into play.

In combat, characters, NPCs, and monsters involved in the battle, called combatants, take actions. A combatant may use an action to attack another creature, move, or cast a spell. Combatants can't take actions at any time they want. Actions can only be taken on a combatant's turn (the exception to this rule is reactions, which won't be discussed here).

The order of combatants' turns is determined by the combat count. The combat count is a measure of time that has passed since combat began. The combat count is divided into counts, which each represent about a second. Combatants have their turns on certain counts of the combat count.

When a combatant takes an action, that action costs them a certain amount of counts, such as 3 counts. After their turn finishes, their position is then moved up by the amount of counts they spent, which represents how long it will be until their next turn. This means combatants that take actions which cost less counts will act more frequently.

Character Creation

This section is a brief guide on how to create a 1st level character in TGN. You can go through each step, recording the statistics on your character sheet.

The "flavor" of your character is not accounted for in this guide. You are free to determine the appearance, mannerisms, personality, and other elements of your character.

Determine Dice Sizes _____

Use the following point-buy method to determine the initial size of your dice for each of the 10 main skills. By default, you have a d20 for each of these skills.

You have 17 points. You can spend these points to buy lower dice sizes, which you can attribute to any of your 10 skills as you wish.

The following table shows the cost of each die size. The prices are not cumulative; you spend the price only of the size you are buying.

Die Size	d8	d10	d12
Cost	5	3	2

The points used here do not translate to any other mechanic in the game, and have no other function than buying your main dice sizes.

The Starters _____

When beginning character creation, you gain the following statistics.

- Your base speed is 10 feet.
- You can speak, read, and write one language chosen by the GM.
- You have the Medium creature code.
- You have the Intelligent creature code.

Race _____

Design your own race by selecting 3 racial traits. Racial traits are shown in the Who Are You? section. They grant you various features or abilities.

Background _____

Choose a background to represent your character's history. The backgrounds are shown and described in the Where Have You Been? section. Your background will grant you dice sizes for various items, or perhaps additional languages.

Character Traits _____

Choose 2 bonds, 1 flaw, and 2 ideals for your character. These represent what your character cares and doesn't care about. Example character traits and advice on creating your own are in the Where Have You Been? section.

Class _____

Choose a class to give your abilities a baseline. The classes are shown in the What Do You Do? section. From your class, you will gain various die sizes, your breakpoint and surge point, and starting equipment. Your class also grants you an additional feature at 1st level.

Enhancement _____

You gain 2 enhancement points. You can spend these points on enhancements. Enhancements are features and abilities you permanently gain from purchasing them. Enhancements and their rules are in the *What Do You Do?* section.

Your Place in the Galaxy

While the galaxy is incomprehensibly large, and one can't ever hope to explore it all, everyone has a story. You could be the farmtown on your home planet. You could be from an apartment mansion overlooking a magnificent city. Your home could even be the spaceship that you grew up on. Whatever the case is, in many cases, your "home" says a lot about who you are.

This section is where you will create your character. In creating your character, focus on three questions.

Who Are You? Construct your race and who they are. Choose 3 defining traits for your race and define their appearance and culture.

Where Have You Been? Detail your history. Choose a background and select character traits that link you to the world. Lay out what makes you ready to become a wanderer among the stars.

What Do You Do? Select your abilities and features. Choose a class and spend your first enhancement points on unique features.

Once you have completed these steps and answered the three main questions, you should have a decent idea of who your character is, as well as their history and their abilities.

Note that it is completely okay to create your character "out-of-order." The suggested order of steps laid out here is just intended to aid new players by guiding them through a "from the ground up" path.

Level

Some characters are stronger than others, and characters can get stronger over the course of their adventures. To reflect this, each character has a level, which indicates their basic degree of capability. A character with a higher level has more experience, and likely more abilities and power.

Most characters begin at level 1. While this is the lowest level, it still represents someone with more capability than the average citizen of the galaxy. The amount of people in the entire galaxy with the power of a 1st-level character is incomprehensibly small, given the scale of the galaxy's population.

The highest level is level 10. This represents the peak of power that one person is capable of wielding. Some of the most legendary figures and rulers of the galaxy have the power of a level 10 character.

Gaining Levels

Your character can gain levels of power as their story unfolds. These level-ups can occur at any time, because the GM decides when it happens. It is the GM's choice of when you and your crew members gain a level.

For the GM, this may seem daunting, so here are a few suggestions of times when the characters could level up.

- Whenever they defeat a powerful monster, or bring a villainous foe to justice.
- When one or more of the characters overcomes a significant emotional or mental barrier, or surmounts a difficult problem from their past.
- Whenever they save the lives of a group of people, or are awarded for their assistance in a large issue.
- Whenever there is a large gap in the timeline of the story, when characters may train or discover new abilities.

These are merely suggestions; the GM can choose for the players to level up when some, all, or none of these events occur. Ultimately, the GM is encouraged to do so whenever it feels appropriate to the story.

It is highly encouraged that when one character levels up, their crewmates all do so as well. Each level has a somewhat significant difference in power, so an unevenly-leveled crew could make some characters feel unfairly weaker than others.

It is also encouraged that characters gain one level at a time, with ample time in between each one. This gives each player time to learn the new features and abilities that come with each level. Then, once they are familiar with their abilities, they are ready to level up again.

Leveling Up

Whenever you gain a level, you gain the following benefits. These benefits are also reflected elsewhere in the rules. Also be sure to check all of your current features, traits, and other abilities to make sure they are up to date.

Breakpoint & Surge Point

Every time you level up, both your breakpoint and your surge point increase by 1. This means you can withstand more damage and stress before rolling Health or Essence checks.

Class Features

You gain class features at 3rd, 5th, and 7th level. Additionally, check to see if you can change any choices you made for your class features, and do so if you wish to.

Enhancement

Whenever you level up, you can increase your stats as well as gain new ones, using enhancement points. When you level up, you gain enhancement points that you can spend to increase your skills and gain new abilities.

 The rules and options for enhancement are later in this chapter.

Who Are You?

You can start your character creation by defining what their race is. The Galaxy is full of life, and that life takes many forms. While many common races spring to mind, such as humans, elves, goblins, or dragonfolk, you are free to be whoever you want.

 In this section, you will describe and define your race. You can start with your race's special abilities. Then, you can move on to the appearance, culture, and other, more social, aspects of your race. If you have already considered your race's appearance or culture and made decisions about them, you can likely skip those parts.

Racial Traits

To create your race, you can begin by choosing racial traits that define your race. These are the most obvious features of your race that give you certain advantages or disadvantages in life. You get 3 racial traits.

Racial traits are presented here in a handful of categories, but this is just for ease of use. You can have any combination of traits from any of the categories. You may only take a racial trait once.

Anatomy

The default anatomy is bipedal with two arms, two eyes, a nose, a mouth, and two ears. The skin is soft while the rest of the body is firm. Deviations from the normal anatomy are listed below.

Amorphous. Your body isn't as solid as usual. You have resistance to damage from bludgeons and falling. Additionally, you can move through a space as narrow as 1 inch wide without squeezing. This trait doesn't apply to equipment you wear or carry.
 You gain the Ooze creature code.

Amphibious. Your anatomy allows you to survive both on land and in the sea. You can breathe air and water. You also gain a swimming speed equal to your walking speed. Additionally, you can survive underwater at depths up to 5,000 feet.
 You gain the Aquatic creature code.

Arms. You have one or two additional arms on your body. The arm(s) functions like your other arms. You have a d20 advantage on checks you make to grapple other creatures.

Chameleon Skin. Your skin can shift colors. You can use this to gain a d20 advantage on Stealth checks that rely on sight. You cannot change the shape of your body in any way
 You gain the Shifter creature code.

Cold-Blooded. Your body relies on external forces to regulate its heat. As a result, you need less energy to function. You gain a +5 bonus when you roll your Health die to resist exhaustion.
 However, due to your cold-blood, you must be near a source of heat to gain a long or extended rest.

Cold Resistance. You are acclimated to extremely cold conditions. You gain resistance to damage from frost effects, and you can survive for 3 hours in extreme cold before risking exhaustion.

Double-Jointed. You are remarkably flexible at all or some of your joints. You have a d20 advantage on Agility checks made to be acrobatic or flexible and to escape grapples.

Eyes (more). You have more than two eyes on your body. You have an advantage on Awareness checks that involve sight. The size of this advantage is your Awareness die.

Eyes (less). You have one or no eyes. If you have one eye, you have a d10 disadvantage on Awareness checks involving sight and ranged attack rolls. If you have no eyes, you are permanently blinded.

Your other senses are heightened in turn, giving you a d12 advantage on Awareness checks involving your other senses.

Heat Resistance. You are acclimated to extremely hot conditions. You have resistance to damage from fire and can be in extreme heat for 3 hours before risking exhaustion.

Large. You are larger than average; between 7 and 10 feet tall and up to 600 lb. Your base speed increases by 5 feet. In addition, you have a d20 advantage on checks made to intimidate Medium or smaller creatures.

You gain the Large creature code and lose the Medium creature code.

Legs. Your legs can carry you faster. Perhaps you have more than two legs, or they can just move with great speed. Your base speed increases by 5 feet.

Natural Weapon. You have a natural weapon, such as claws, horns, or a spiked tail. You gain a d20 Natural Weapon die, which you can use to make an Attack against a creature within 5 feet of you. Roll your Natural Weapon die on the damage table below for the attack.

Damage	4	2	1	—
Die Roll	1-3	4-7	8-11	12-20

You can use this trait (1 + half your level) times between gaining a long or extended rest.

Whenever you level up, you can spend an enhancement point to increase one damage result on the damage table by one. You can only do so once per level.

Reach. You have long limbs that allow you to reach farther than usual. Your reach for melee attack rolls is 5 feet greater than normal.

Rough Skin. Your skin is much tougher than normal. Perhaps hard scales cover your body or your skin is as tough as a rock. You have resistance to damage from blades and projectile weapons.

Slippery. It is difficult to pin you down. Perhaps you are unusually agile, or perhaps your skin is coated in a slippery substance. Whatever the case, you have a d12 advantage on checks made to escape from grapples.

Small. You are smaller than average; between 1 and 4 feet and as light as 5 pounds. Your base speed is reduced by 5 feet. However, you can move through the space of Medium or larger creatures. You cannot end your move in another creature's space.

In addition, you have a d20 advantage on Stealth checks made to hide from Medium or larger creatures.

You gain the Small creature code and lose the Medium creature code.

Tail. You have a tail that you can control with remarkable dexterity. You can, within reason, use your tail to grab, hold, open, close, or move things. Your tail lacks the opposable digits to exhibit complex control over an object and lacks the strength to strike with any damaging amount of force.

Underwater Adept. You are a natural swimmer, perhaps due to webbed extremities or superior athletic ability. You have a swimming speed of 15 feet. If you already have a swimming speed from another source, it instead increases by 15 feet.

You gain the Aquatic creature code.

Wings. You have wings that allow you to fly in short bursts. You have a fly speed of 15 feet. You must land for at least one count every (your level) minutes to rest. If you don't land by this time, your wings give out and you fall to the ground.

Note that wings require some sort of matter to flap against, meaning they don't function in a vacuum.

Senses

The default senses are sight, hearing, smell, taste, and touch. Additional and altered senses are listed below. Deviations may also reflect or suggest changes in the appearance.

Blindsight. You do not rely on your eyes to perceive your surroundings. You can effectively see your surroundings up to 30 feet away from you, regardless of the light level or if you are blinded. This sense is nullified if you are deafened.

Darkvision. You can see normally in low light and darkness. You treat the visibility level as high if the only factor decreasing it is a lack of light. When looking in complete darkness, you cannot see color, only shades of gray.

   The downside to darkvision is sunlight sensitivity. Whenever you are in direct sunlight, you have a d10 disadvantage on rolls that require sight, such as Awareness or attack rolls.

Keen Senses. Your senses, whether one specifically or in general, are very keen. Perhaps due to antennae or a sharp nose, you have a -3 bonus to your Awareness checks made to perceive things.

Infrared Vision. You can detect frequencies of infrared light. You know the approximate temperatures of things you can see. Additionally, you can see invisible objects and creatures if they emit a distinct level of heat.

Mind Sense. As 3 counts, you can open your own mind to sense those around you. You sense the presence of any Intelligent creature within (10 x your level) feet of you. This trait works through solid objects, but not liquids. You can use this trait (1 + half your level) times between long or extended rests.
   You gain the Aberrant creature code.

Sensory Projection. You can shift your senses to function as if you were at a different place. As 1 count, you can choose one unoccupied space that you can see within (10 x your level) feet of you. For one minute, all of your senses function as if you were in that space. While projecting your senses, you can use any feature that targets something you can perceive using your displaced point of view.

   You must still satisfy any other conditions of using a feature from your body's position. For example, if you make an attack with a gun while projecting your senses, the bullet must still be able to travel from the gun to the target in a straight line.
   You can use this trait (1 + half your level) times between long or extended rests.
   You gain the Aberrant creature code.

Tremorsense. You can sense movement through vibrations in the ground. While you are in contact with a surface, you can detect the location of any other creature within 30 feet of you that is also touching the same surface, unless it successfully hides from you.

Special Abilities

Special abilities are uncommon traits or capabilities. These abilities may also reflect or suggest changes in appearance.

Aggressive. You move with ferocity in the midst of a fight. When you take the Attack action, you can move up to your base speed immediately before the attack, without spending additional counts. You must end this movement closer to an enemy than you started it.

Brave. You can stand up in the face of overwhelming odds. You have a d20 advantage on checks made to avoid being frightened.

Breath Weapon. You can exhale a wave of fire, ice, poison, or some other harmful effect. You gain a d20 Natural Weapon die to use with this ability. As 3 counts, you breathe your breath weapon in a 15-foot cone or a 30-foot line, originating from you. Roll your Natural Weapon die on the damage table below. Any creature within the area must roll its defenses against the damage.

Damage	4	2	1	—
Die Roll	1-3	4-7	8-11	12-20

You can use this trait (1 + half your level) times between gaining a long or extended rest.
   Whenever you level up, you can spend an enhancement point to increase one damage

result on the damage table by one. You can only do so once per level.

Burrowing. You can dig through the ground. You have a burrow speed equal to your base speed. This burrow speed is only effective on nonmagical soil and stone. When you dig, you can choose to leave behind a tunnel that is wide enough for a creature of your size or smaller to squeeze through.

Electric Jolt. You can conjure a surge of energy. You gain a d20 Electricity die to use with this ability. As 2 counts, you can use this trait to make a magical melee Attack against a creature within 5 feet of you. Roll your Electricity die on the damage table at the end of this racial trait for the damage.

   Alternatively, when you make a Coding check using a computer, you can use this trait to send a jolt of electricity into it. Doing so gives you a d20 advantage on the check.

Damage	4	2	1	—
Die Roll	1-3	4-7	8-11	12-20

You can use this trait (1 + half your level) times between gaining a long or extended rest.
   Whenever you level up, you can spend an enhancement point to increase one damage result on the damage table by one. You can only do so once per level.
   You gain the Mystical creature code.

High-Gravity Accustomed. You can operate in high-gravity conditions without issue. When you experience a high-gravity modifier, you treat the modifier as if it were 2 lower than usual (to a minimum of no gravity modifier).

Illumination. You can glow! As 1 count, you can emanate dim light. The light can come from a specific part of your body, or your entire body, and is colored as you choose. The dim light extends up to (5 x your level) feet away from you. You can end this glow on your turn as 1 count.
   You gain the Mystical creature code.

Leap. You can propel yourself long distances. In normal gravity, you can jump up to 20 feet horizontally or up to 10 feet vertically, with or without a running start.

Levitation. You can magically float above the ground. Your maximum levitation height is (half your level) feet. You can hover up to your maximum levitation height above the ground. While levitating, you can float in any horizontal direction at your normal speed.
   You can cross a gap as wide as you can make a running jump across while floating. If you find yourself higher than your max levitation height above the ground, then you fall. The fall damage you take is reduced by your maximum levitation height.
   If you are experiencing zero-g, this trait doesn't work.
   You gain the Mystical creature code.

Low-Gravity Accustomed. You can operate in low-gravity conditions without issue. When you experience a low-gravity modifier, you do not have a penalty on your Agility and Piloting checks. Additionally, you automatically succeed on the Agility checks you make to increase your speed on your turn due to the low gravity.

Mental Shield. Your mind is shielded from psionic effects. You take half the damage from purely mental effects, and you can't be targeted with telepathy unless you allow it.
   You gain the Mystical creature code.

Mimicry. Imitation is a form of flattery. You can mimic sounds that you hear, including voices. You have a d20 advantage on checks made to pass off your imitations as real.

Natural Climber. You can climb surfaces with ease. You gain a climbing speed equal to your walking speed. You also have a d20 advantage on checks you make to perform special maneuvers while climbing, such as carrying something heavy or making a jump.

Nature Speak. You can communicate with plants and Small non-Intelligent beasts as if you shared a language. You also have a d20 advantage on checks you make when trying to persuade or command plants or Small non-Intelligent beasts that you speak with.

Photogenic Memory. You can recall images with great precision. You have a d20 advantage on Logic checks made to recall information about things you have seen.

Photosynthesis. Your body can convert electromagnetic radiation, aka sunlight, into energy. You don't need to consume food as long as you have ample access to sunlight.

You gain the Plant creature code.

Poison Resilience. Your body is equipped to neutralize harmful substances. You have resistance to damage from poisons and toxins, and you have a d20 advantage on checks you make to resist poisons and toxins.

Shapeshifting. You can shift your features. As 2 counts, you can change your voice and your physical features, such as your skin, hair, or eyes in a way of your choice. You can change your height and weight, but not to a degree that you become other than your normal size. You can also give yourself additional features, such as horns, but you must retain the same basic arrangement of limbs that you have. If you make yourself appear like a member of another race, none of your game statistics change. You can stay shifted until you use an action to revert to your true form, or until you die.

Note that this feature doesn't guarantee your ability to pass yourself off as an already existing person. You may still have to make a check to mimic another person's manner of speech or body language. Also, your clothing and equipment aren't changed by this ability.

You gain the Shifter creature code.

Spider Climb. You can climb along walls and ceilings with ease. You can climb surfaces at half your base speed without needing to make a check. You must have at least one point of bare-skin contact with the surface to hold onto it.

Telekinesis. You can move objects with your mind. As 2 counts, you can move a loose object that isn't being worn or carried. The object must weigh no more than 10 pounds, and it must always be within (10 x your level) feet of you while you move it.

On your turn, you can move the object in any direction, up to (5 x your level) feet, and you can rotate the object along any axis. You can't cause independent movement of a smaller section of the object, such as pulling the trigger of a gun.

You gain the Aberrant creature code.

Telepathy. You can speak in the minds of others. If you can see a creature within (10 x your level) feet of you, you can cause the target to hear you in its own head. You can't speak loud enough to cause any pain, but you can otherwise speak in any way. This trait does not give the target the ability to respond telepathically.

You gain the Aberrant creature code.

Transformation. You can cause your body to change in some way. Choose two racial traits that you don't have. As 2 counts, you can cause your body to transform. While you are transformed, you have access to those two racial traits. You can use those traits like normal, using their described rules and limitations. If one of the racial traits contradicts one you already have, the transformation's trait overrides your normal trait for the transformation's duration.

This transformation lasts for (your level) minutes. You revert back to your normal form after this amount of time or if you use 1 count to revert early. Once you transform, you cannot do so again until you gain a rest.

You gain the Shifter tag.

Zero-G Adaptation. You are used to maneuvering without gravity's influence. When moving in zero-gravity, you do not need to roll an Agility check to perform regular maneuvers. If you need to make a check to pull off an extraordinary maneuver in zero-g, you have a d12 advantage on that check.

You gain the Cosmic creature code.

Custom Racial Traits

You may have a racial trait in mind that is not listed here. You can create your own custom racial traits. You are encouraged to work with your GM to create a trait that works for both of you. Talk to your GM about what you have in mind, and work with them to create mechanics for it.

A custom racial trait can consist of any mechanic that you and the GM can agree upon. In general, racial traits grant benefits that allow your character to stand out. The benefits of your trait can be as specific as you want, but a good rule of thumb is "the wider the scope, the weaker the impact". A trait similar to *Legs* could grant a permanent stat increase to a very central ability, as long as the increase isn't very

large. On the other hand, a trait similar to *Breath Weapon* could give you a relatively powerful ability, but that ability might have limited uses.

Decide on what you want your custom trait to do. From there, draft a trait and present it to your GM, after which they might discuss revisions or alternatives with you. Remember that the GM has the final say over what they allow in their game.

Appearance

Next, define the appearance of your race. Note that this isn't necessarily about how your character exactly looks. Instead, it is a description of the average member of your race.

By default, these aesthetic choices don't influence your capabilities in-game. However, the appearance of your race could be what ties together your combination of racial traits.

This section has the least to do with the mechanics of your character. How your character appears is up to you, and if you already know then you might not need this section. The suggested sections cover common features, offering some thoughts on each. This is not a comprehensive collection of every single aesthetic option that is possible for a resident of the galaxy. Feel free to use your own ideas.

Some sections offer ideas for very unusual features. Perhaps such features should reflect a racial trait if you want them to offer mechanical impact. Some ideas might border on being too weird for your GM. Speak with them if you are interested in a particularly unusual feature.

Ears

What do you use to hear? Ears are common, though they can differ greatly.

How big are your ears? Do they have a smooth curve at the top, or do they come to a point? Do your ears point up, out, or maybe back? Are they a different color than the rest of your skin?

Other hearing features are less common. Antennae or organic sensors, usually set on the head, detect air vibrations in the air similarly to ears. Antennae can be skin-colored and stubby, or perhaps long and wire-like with bulbs on the ends. Organic sensors are organs located anywhere on or inside the body that use air pressure or vibrations to interpret sound.

Antennae and organic sensors are general scientific terms; your race's version could call them something else.

Eyes

How do you see things around you? Eyes are almost a universal feature, but the appearance of those eyes changes between races. Two eyes is usual, but you might have chosen a racial trait that means you have more or less eyes.

How big are your eyes? Are your pupils circles, or perhaps slits? What color are your eyes and pupils? What if your eyes appear as one solid color? Do your eyelids close vertically or horizontally? Maybe you have multiple sets of eyelids.

If you have something other than two eyes, where are they situated on your body? Are they symmetrically set on your face? Do you have eyes on different parts of your body?

Maybe you see with something other than eyes? Some creatures sense light through certain cells on parts of their bodies. Others interpret electromagnetic radiation frequencies in the visible light spectrum.

Hair

What does your hair look like? How long is it? Does it have a wavy texture or curly quality? What color is your hair? Does your race have hair at all?

Do you have hair on the rest of your body? Maybe you have a coat of fur that covers most or all of your body. Do you have facial hair?

Mouth

How do you speak and eat? A single mouth that accomplishes both of these tasks is the most common.

How big is your mouth? How many teeth do you have? Do you like or hate specific tastes? What does your voice sound like? Does it sound particularly warbly, coarse, or pitched? Do you speak in a monotone manner, or is your voice sing-songy?

Is your mouth a significantly different shape? Do you have a beak? Or perhaps a snout?

Maybe you speak and consume food from different points on your body. Maybe you have a vocal organ specifically meant for speaking.

Size

Small creatures are anywhere from 1 to 4 feet tall, and as light as 5 lb. *Medium* creatures can

be 4 to 7 feet tall. *Large* creatures range from 7 to 10 feet tall, and can weigh up to 600 lb.

Are you tall or short? Heavy or light? Does your height reflect your weight? Maybe you are very tall but also very thin, or very short but very heavy.

Is some part of your body unusually large or small? Do you have a large head, or a small torso? Are your arms or legs longer or shorter than usual? Consider the proportions of your body.

Skin

What color is your skin? Does it have an unusual texture? Perhaps your skin is slightly different over different parts of your body.

You might have something other than skin, like scales. If so, what do they look like? What is the color or texture of that skin-substitute? Does this outer layer cover your entire body, or do you also have skin in some places?

Other Features

What about any other aesthetic features? Anything that is distinctly inhuman? If you have a tail, how big is it, and what does it look like? Other features can help you distinguish your race from other humanoids.

Other features can also be unusual changes to your look. What if you have tentacles instead of arms? Do your knees bend the other way? Can your head turn completely around?

These additional features might also be seen in some racial traits. You can however, have such features without the traits to empower them. If you have horns, for example, but lack the *Natural Weapon* trait that mentions them, then you can't attack with your horns. Maybe they are too fragile to hit things with or don't pose any more danger than a headbutt.

Other Races

What if your character has adoptive parents of a different race? What if you grew up in a large city, where you were around many diverse races? What if you are an orphan who has never seen another of their kind?

Having multiple races in your character's history or lineage is completely okay. It would be silly to think you haven't interacted with other races in such an interconnected galaxy. You can involve as many other races into your history as you want. You can even use the pre-created example races.

Adding Races

You can add characters of races other than your own to your history as much as you wish to. When you do so, you can either use an example race, or make a brand new one.

At the end of this section are some example races. These races are some of the most common races in the galaxy. These races have a section of their 3 racial traits and a brief description, from which you can choose which one to use in your history.

Members of a race vary greatly in personality and personal appearance. So, don't feel nervous about creating characters with these races. They are pre-made specifically for this purpose.

If you want to create another race, it is no harder than it was to create your own. Simply choose 3 racial traits, and briefly describe how the average member of this race looks. You don't need to go into incredible detail; just enough for you to reference during the game.

You can go into further detail if you wish, describing their culture as well. This might be worth doing if you, for example, grew up around members of this race.

Ask your GM if they want the information about the race that you made. They might wish to use those characters you made, or they might want to make more members of that race. Whatever the case, it will allow them to incorporate your ideas into the story more.

Mixed Races

When making a character who descends from multiple races, it might get a little confusing. However, the rules for creating mixed races don't change, so creating them is the same as for any other. You still pick 3 racial traits and describe their general appearance.

In the case of mixed races, choosing racial traits can be easier than normal. You can simply choose 3 racial traits from among those of the races that are being mixed. Because of this, the mixed race can't have all the traits of its parent races. However, there can be explanations for this. Maybe a mixed-race only displays the most prominent traits of its parent races.

As for a mixed race's general appearance, the exact description is up to you. You could choose features that represent an "in-between" of the parent races. Or you could choose some features from each parent race. You could even

choose an appearance with features that don't reflect either parent race. Who's to say that the child of a dwarf and a gnome isn't 7 feet tall?

In the end, mixed races are created equally to any other race. It is the choices that you make when creating a race that can reflect a lineage or bloodline. Or you can make a 7-foot-tall dwarf-gnome.

Where Have You Been?

You may be a rebel, or a mercenary, or a hero, or an astronaut. Whatever the case may be, you aren't the average citizen who has never left their planet before. You have, or soon will have, gone to some dangerous places, met with interesting individuals, and seen some uncommon things. If you have already experienced some of those things, it's time to define them.

Backgrounds

Everybody has a story, however short or long. Upon character creation, choose one of the following backgrounds to describe your history.

Your background grants you some die sizes, often with tools and other combat-light items. It also gives you some starting equipment, in addition to the starting equipment provided by your class.

Anonymity _____
You have survived by keeping your name and face away from others. You find home with yourself, or just prefer to keep your affairs to yourself. The few friends you may have are trustworthy, but may not even know your identity either.

Die Sizes
From your background in anonymity, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.
- Disguise kit
- Forgery kit
- Lockpicking tools
- Land vehicles

Starting Equipment
You gain the following starting equipment from your background.
- A) Burglar's pack
  B) Vagrant's pack
- A) Disguise kit
  B) Forgery kit
  C) Lockpicking tools
  D) A vehicle for which you have a die size and that has a value of 10,000 or less.
- Everyday clothing
- A pouch or wallet and a value of 200 in a currency of your choice.

Business _____
You are familiar with the inner workings of offices, databases, and negotiation, among other aspects of business. You may have your own business, or you may have worked for another for a period of time. Whatever the case, you know what makes money.

Die Sizes
From your background in business, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.
- One type of artisanry tools except lockpicking tools
- One type of artisanry tools except lockpicking tools
- One gaming set
- Land vehicles

Starting Equipment
You gain the following starting equipment from your background.
- Citizen's pack
- A) One type of artisanry tools except lockpicking tools
  B) One gaming set
  C) A vehicle for which you have a die size and that has a value of 50,000 or less.
- A personal network computer
- Everyday clothing and a set of fancy clothing
- A pouch or wallet and a value of 500 in a currency of your choice.

Community

You come from a small town, village, or other community. Everyone in your community knows each other, and you stick together in tough times.

Die Sizes

From your background in community, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One type of artisanry tools except lockpicking tools
- One gaming set
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Priest's pack
- **A)** One type of artisanry tools except lockpicking tools
  B) One gaming set
  C) A vehicle for which you have a die size and that has a value of 10,000 or less.
- A personal network computer
- Everyday clothing
- A pouch or wallet and a value of 100 in a currency of your choice.

Crime

You are familiar with illegality and the criminal world. You may have a group of criminal contacts, or you may have simply grown up on the streets, never caring to follow the rules.

Die Sizes

From your background in crime, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One blade or bludgeon
- Lockpicking tools
- One kit
- One gaming set
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Burglar's pack
  B) Vagrant's pack
- **A)** One blade or bludgeon
  B) Brass knuckles
  C) Lockpicking tools
- **A)** One kit
  B) One gaming set
  C) A vehicle for which you have a die size and that has a value of 10,000 or less.
- A personal network computer
- Travel clothing
- A pouch or wallet and a value of 250 in a currency of your choice.

Enforcement

You have served as an agent against chaos. This could have been in service to a government, private interest, or other social standard that you follow. You seek to uphold the law, and possibly to protect others.

Die Sizes

From your background in enforcement, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One blade or bludgeon
- One gaming set
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Field pack
- **A)** One blade or bludgeon
  B) One gaming set
  C) A vehicle for which you have a die size and that has a value of 10,000 or less.
- A personal network computer
- Everyday clothing
- A pouch or wallet and a value of 150 in a currency of your choice.

Entertainment

You have found a purpose or career in performing. There are many types of performance, and you may specialize in one of them. You can recognize the process of art in some form and perhaps analyze such works.

Die Sizes

From your background in entertainment, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- Disguise kit
- One musical instrument
- One musical instrument

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Performer's pack
- **A)** Disguise kit
  B) One musical instrument
- A personal network computer
- Everyday clothing
- A pouch or wallet and a value of 250 in a currency of your choice.

Exploration

You have spent your days traveling to the parts of the galaxy that others stay away from. Danger may in fact be your middle name, as you have encountered distant lands, exotic creatures, and a variety of experiences that others consider a life-long amount.

Die Sizes

From your background in exploration, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- Cartography supplies
- Navigator's kit
- One musical instrument
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Explorer's pack
  B) Field's pack
- **A)** Cartography supplies
  B) Navigator's kit
  C) One musical instrument
  D) A vehicle for which you have a die size and that has a value of 50,000 or less.
- A personal network computer
- 2 sets of travel clothing
- A pouch or wallet and a value of 100 in a currency of your choice.

Faith

You find peace, protection, or community in the belief in something. Some believe in higher powers that remain unseen by mortals. Others place their faith in the powerful beings of the galaxy. You believe in something, and that gives you strength.

Die Sizes

From your background in faith, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- Cooking utensils
- Weaving tools
- One musical instrument
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Priest's pack
  C) Sage's pack
- **A)** One set or artisanry tools
  B) One musical instrument
  C) One musical instrument
- A symbol of your faith
- Everyday clothing
- A pouch or wallet and a value of 200 in a currency of your choice.

Mechanics _____

You work with cars, spaceships, robots, and other mechanical contraptions. These things just make sense to you, and you have a knack for looking at a machine and understanding it. When it comes to constructing, operating, and inevitably fixing mechanical devices, you have the skill and experience to step up.

Die Sizes

From your background in mechanics, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- Mechanical tools
- Smithing tools
- One gaming set
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Explorer's pack
- **A)** Mechanical tools
  B) Smithing tools
- **A)** One gaming set
  B) A vehicle for which you have a die size and that has a value of 50,000 or less.
- Everyday clothing
- A pouch or wallet and a value of 100 in a currency of your choice.

Medicine _____

You have found occupation or peace in helping others. You possess medical knowledge that you use to heal the wounds and ease the pain of others.

Die Sizes

From your background in medicine, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- Medkit
- One set of artisanry tools
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Field pack
- **A)** Medkit
  B) One set of artisanry tools
  C) A bicycle, skateboard, or scooter
- Everyday clothing
- A pouch or wallet and a value of 300 in a currency of your choice.

Nature _____

You have found your home in the wilds of the galaxy. Whether forests, mountains, deserts, or other environments, you have survived the dangers of the environment, as well as other creatures that live there.

Die Sizes

From your background in nature, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- Herbalism kit
- One set of artisanry tools
- One gaming set

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Explorer's pack
  B) Sage's pack
- **A)** Herbalism kit
  B) One set of artisanry tools
  C) One gaming set
- Travel clothing
- A pouch or wallet and a value of 50 in a currency of your choice.

Politics

You are experienced with the inner workings of governments and other organizations. You may have even held an important political position in the past.

Die Sizes

From your background in politics, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- One set of artisanry tools
- Forgery kit
- One gaming set
- Land vehicles

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Sage's pack

- **A)** One set of artisanry tools
  B) Forgery kit
  C) One gaming set
  D) A vehicle for which you have a die size and that has a value of 50,000 or less.

- Everyday clothing and a set of fancy clothing

- A pouch or wallet and a value of 500 in a currency of your choice.

Profession

You have worked for your meals. You have learned a trade, and have worked it in society to earn your keep. You know a hard-day's work, because you have worked many of them yourself.

Die Sizes

From your background in profession, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One set of artisanry tools
- One set of artisanry tools
- One gaming set
- One type of vehicle
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- Citizen's pack
- **A)** One set of artisanry tools
  B) One gaming set
  C) A vehicle for which you have a die size and that has a value of 50,000 or less.
- Personal network computer
- Everyday clothing
- A pouch or wallet and a value of 500 in a currency of your choice.

Science

You have studied and practiced science. You know how to form a hypothesis and run tests based on it. You may have worked on research teams, scientific boards, or specific studies.

Die Sizes

From your background in science, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One set of artisanry tools
- One set of artisanry tools
- One gaming set
- One musical instrument

Starting Equipment

You gain the following starting equipment from your background.

- **A)** Citizen's pack
  B) Sage's pack

- **A)** One set of artisanry tools
  B) One gaming set
  C) A musical instrument.

- Personal network computer

- Everyday clothing

- A pouch or wallet and a value of 250 in a currency of your choice.

Study

You have spent your time studying the many mysteries and secrets of the galaxy. You are familiar with libraries, archives, and databases, and know where and who to call to find out information.

Die Sizes

From your background in study, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- Calligraphy supplies
- One gaming set
- One musical instrument

Starting Equipment

You gain the following starting equipment from your background.

- A) Explorer's pack
  B) Sage's pack
- A) Calligraphy supplies
  B) One gaming set
  C) One musical instrument
- Everyday clothing
- A pouch or wallet and a value of 100 in a currency of your choice.

Travel

You have experienced the wonders of many places, because you haven't settled anywhere. Your life is a montage of locations, people, and events that give you many stories to share.

Die Sizes

From your background in travel, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- Navigation kit
- One gaming set
- One musical instrument
- One type of vehicle
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- A) Citizen's pack
  B) Explorer's pack
  C) Vagrant's pack

- A) Navigation kit
  B) One gaming set
  C) One musical instrument
  D) A vehicle for which you have a die size and that has a value of 50,000 or less.
- Personal network computer
- 2 sets of travel clothing
- A pouch or wallet and a value of 150 in a currency of your choice.

War

You have served in combat for a significant part of your life. You have experienced international wars, invaders, or monstrous threats, and have learned the grim, bloody reality of them all.

Die Sizes

From your background in war, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one option.

- One blade or bludgeon
- One set of artisanry tools
- Medkit
- One gaming set
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- A) Citizen's pack
  B) Field pack
  C) Vagrant's pack
- A blade or bludgeon with which you have a d12 or smaller die size
- A) One set of artisanry tools
  B) Medkit
  C) One gaming set
- Everyday clothing and a set of travel clothing
- A pouch or wallet and a value of 100 in a currency of your choice.

Wealth

You come from wealth. You grew up with access to funds, or came across them sometime in your life. You know the good life and its pleasures.

Die Sizes

From your background in wealth, you gain a d12 for one of the following, and a d20 for another. Alternatively, you can learn a language instead of one or both options.

- One set of artisanry tools
- One gaming set
- One musical instrument
- One type of vehicle

Starting Equipment

You gain the following starting equipment from your background.

- A) Citizen's pack
  B) Sage's pack

- A) One set of artisanry tools
  B) One gaming set
  C) One musical instrument

- A vehicle that has a value of 50,000 or less.

- Everyday clothing and a set of fancy clothing

- A pouch or wallet and a value of 500 in a currency of your choice.

Character Traits

Your character's personality is up to you to determine. However every creature in TGL has at least one Bond, Flaw, and Ideal. These character traits represent long term beliefs and mindsets. They can be used as a moral compass for roleplay and other decisions. Character traits also influence social contests and certain other features.

When you begin a game of TGN, you have 2 bonds, 1 flaw, and 2 ideals.

Throughout a story, you may gain new character traits, and your current ones may change. For example, if you fall in love with someone during your adventures, they may become a new bond for you.

You can gain or alter your character traits at any point in the game, as long as they genuinely represent a change in your character's mindset.

Bonds

You can have a bond with a person, location, or some other tangible thing that you have reason to care about. For example, a mother might have a bond with her children, and a bank owner might have a bond with his vault. A bond

does not have to be mutual; a bond just represents an individual's care for a particular thing.

You can use your bonds to inform your roleplay decisions, which can in turn change your bonds. You might gain a new bond with a new friend, or with your crew. You might also lose a bond if the thing dies or is destroyed, or if you have reason to stop caring for it.

Bonds can also factor into social contests. You are more likely to be persuaded, or perhaps deceived, by a close friend than someone you don't trust.

The GM might decide that a bond affects a different roll or value during the game. For example, a deception contest made to trick a bonded person into harm might begin with a higher DC.

The table below lists some common examples of bonds.

d8	Person Bond	Location Bond
1	Apprentice	City or Town
2	Crew or Team	Guildhall
3	Family	Home
4	Friend	Nature
5	Government	Place of Work
6	Guild	Planet
7	Loved One	Safe or Vault
8	Medical Expert	Spaceship

Flaws

A flaw can involve a mindset, a strong desire, or a lack of character. A flaw is not a simple fault that can be negated with practice, items, or "knowing better." Flaws are imperfections that cause a creature to act in harmful ways or otherwise against their own better interests. For example, a flaw labeled "Greed" would more likely indicate an unignorable desire for wealth than the sticky hands of a pickpocket.

Your flaws can inform your roleplay decisions. Your roleplay also has the potential to affect your flaws. You might gain a flaw when you gain trauma or when your life is negatively impacted in an immense way. You might lose a flaw if you are shown the error of your ways or deeply affected by a display of another.

Flaws can factor into social contests. You might be easier to appeal to if your flaws are specifically targeted.

The GM might decide that a flaw affects a different roll or value during the game. For example, a check made to play dead against a monster still might have a minor penalty if the creature has a phobia of that monster.

The table below lists some common examples of flaws.

d8	Mental Flaw	Moral Flaw
1	Addiction	Ego
2	Anger Issues	Greed
3	Bad Liar	Jealousy
4	Fear of Failure	Obsessive
5	Inconsiderate	Self-Preservation
6	Intrusive Thoughts	Stubborn
7	Overthinking	Trust Issues
8	Phobia	Violent

Ideals

Ideals represent beliefs that your character has; things they will fight for. Ideals can be a strong and precise belief that a creature developed over time, a subconscious way of acting that arises naturally, or anything in-between. Whether a creature with an ideal is aware of it or not, there are some things that they will and won't stand for. An ideal might alternatively be something that a creature lacks and wants to gain or embody; an ideal can be a goal for a creature to work towards.

Flaws are a strong way to inform roleplay decisions, especially during morally gray activities. Roleplay can also change a creature's ideals. They might lose an ideal if they are convinced of the futility of such a belief. A creature might gain an ideal after experiencing a horrible injustice, crime, or other moving event.

Ideals can factor into social contests. An appeal to support peace protests would be more effective to a pacifist than the leader of a primal tribe.

The GM might decide that an ideal affects a different roll or value during the game. For example, a creature giving a passionate speech

about defending a woodland from foresters might have a bonus if they have the Natural World ideal.

The table below lists some examples of ideals, divided into personal ideals and worldly ideals.

d12	Personal Ideals	Worldly Ideals
1	Aspiration	Change
2	Creativity	Charity
3	Fairness	Community
4	Faith	Destiny
5	Generosity	Freedom
6	Glory	Live and Let Live
7	Honesty	Natural World
8	Honor	Pacifism
9	Independence	Redemption
10	Logic	Responsibility
11	Respect	Survival of the Fittest
12	Self-Improvement	Tradition

One of a Kind

You might have been born a commoner, but now you are finding adventure amongst the stars. Does something in particular distinguish you from any other member of your race?

If you have decided that your character does indeed appear the same as any other of their race, then you might not need this section. Your character's uniqueness could also come from their experiences and influences. Legendary rascals and heroes can come from the stories of everyday citizens who were thrust into adventure.

However, perhaps something is different about you. What if wherever you go, small birds follow you? What if you were born with eyes of different colors? What if a portion of your body has been replaced by prosthetics? These sorts of unique, mysterious qualities are very common in galactic explorers. Many stories about infamous thieves and prosperous adventurers center around people with such abnormalities.

The following unique traits are categorized into Effects, Deviations, and Oddities. Choosing one trait is recommended for galactic rebels. You can also choose not to have one. Or, if your GM allows it, you could choose more than one unique trait. Your choice(s) can come from any category.

Your unique trait could say something about how your character has lived, or what they have been through. It is a great opportunity to get to know your character, and to start constructing their identity.

Effects

Effects are harmless processes that occur upon, from, or around your character.

Breeze. When you want, you can make your hair and clothes be blown back dramatically, as if by a light wind.

Critters. Little animals tend to follow you wherever you go. They quickly scurry away if you try to approach them.

Eye for Code. Whenever you engage with advanced technology, reflections of complex code can be seen in your eyes.

Floral Bloom. Flowers grow out of your hair, or perhaps they sprout from your footsteps when you walk over soil.

Magical Mark. You have an oddly-shaped birthmark that glows when you use magic.

Sleep Levitation. When you sleep, you float a few inches above wherever you are lying.

Deviation

Deviations are physical differences from your race's usual appearance.

Extremities. Something about your limbs is off. Your legs could end in hooves instead of feet, or vice versa. You might have additional fingers on your hands. Maybe your knees bend the wrong way.

Facial Feature. Something about your face is unusual for your race. Maybe your eyes, or one of them, is an unusual color. Perhaps one of your ears is bigger than the other. Your nose might be more like that of another race.

Hair. Your hair differs from the norm. Perhaps it's a different color, or multiple colors. Maybe it grows at a prodigious rate. It could even be that your race doesn't have hair, but you do.

Shifting. Your appearance slowly and subtly changes. You might wake up with a slightly different eye color. Perhaps you grow or shrink an inch every time you gain an extended rest. This shifting can't make you look like a member of another race, can't change your size category, and you can't control it. Why is your form in a constant state of change?

Size. You are larger or smaller than usual. Your height and weight must remain within the bounds of your size category, but you could be much taller, shorter, heavier, or lighter than usual.

Skin. Your skin is odd. Perhaps it appears to be covered in thin scales in some places. It could have an unusual pattern. Maybe your skin stretches unusually far when pulled.

Oddities

Oddities are other uncommon things that you do or have.

Amnesia Minor. Someone better tell it to you twice, or you aren't remembering it. Do you remember how this started?

Bad Scar. You have a noticeably large or severe scar somewhere on your body. How did you get it?

Limp. You walk with a limp, whether slight or significant. What is the cause of this asymmetry?

Mind of Its Own. When you aren't using it, one of your limbs moves on its own. Has it always been apparently sentient?

Missing Limb. One of your appendages is gone, perhaps replaced by a prosthetic. How did you lose it?

Sick? You show outward symptoms of a disease, yet you suffer no ill effects from it. What is going on here?

What Do You Do?

Once you have an idea of who your character is, and where they came from, you can choose their abilities. To do so, first choose a class. This gives you some basic die sizes, as well as some starting equipment and features.

Then, specialize your character using Enhancement. These bundles of abilities can be purchased and added to at later levels.

Classes

Choose a class, which defines your baseline abilities. From your class, you gain your Health and Essence die sizes, die sizes for various equipment, starting equipment, and some features.

A character's class rarely defines who they are. Classes provide very simple, baseline abilities within board categories. Instead, it is a base from which to build off of using enhancement.

Class Name	Health Die Size	Essence Die Size
The Heavy	d12	d4
The Commando	d10	d6
The Scholar	d8	d8
The Shaman	d6	d10
The Mage	d4	d12

Often found on the front lines, drawing fire and returning it in two-fold, heavies use the largest of armors and weapons in offense and defense. They are usually the last ones standing in a fight.

Health and Essence

Health Die Size: d12
Breakpoint: 4 + your level

Essence Die Size: d4
Surge Point: Your level

Die Sizes

You gain a d12 die in the following categories.

- All armor
- All shields
- 2 categories of weapons

You gain a d10 die in the following categories.

- 1 category of armor or shields
- 1 category of weapons

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- **A)** security armor
  B) a basic combat uniform
  C) half-plate armor
- **A)** a basic electric shield and a type B energy cell
  B) a metal shield
- **A)** a blade or bludgeon of your choice
  B) a firearm of your choice and 30 bullets
  C) a projectile weapon and 20 pieces of ammunition
- A blade or bludgeon of your choice

Class Features

You gain the following class features based on your level.

Battle Stance
At 1st level, you gain the ability to adopt different stances in combat. You gain benefits based on your current stance. Once per turn, you can use 1 count to change your current stance to any other stance. This action can be

taken in addition to another action on your turn.

Starting at 5th level, you can adopt two stances simultaneously. When you use a count to change your stance, you can change one or both of them.

- **Barricading Stance.** Creatures provoke an opportunity attack from you when it enters your melee range. Additionally, if you hit a creature with an opportunity attack, its speed is reduced to 0 until the end of the current count.
- **Defensive Stance.** You gain a -2 bonus to your armor's defense rolls.
- **Offensive Stance.** You gain a -2 bonus to your weapon attack rolls.
- **Provoking Stance.** Whenever you hit a creature with an attack, that creature has a d12 disadvantage on attacks against creatures other than you until the end of its next turn.
- **Reactionary Stance.** Creatures provoke an opportunity attack from you when they attack you. Additionally, you can take 2 reactions between each of your turns, instead of one. You cannot take both reactions on the same count.

Surefire Resilience

Starting at 3rd level, you can shrug off smaller blows. When you take damage that is equal to or less than your level, you can use a reaction to ignore the damage. The cost of this reaction is the amount of damage you ignored.

You can take this reaction (half your level) times. You regain one use when you gain a short rest, and you regain all uses when you gain a long or extended rest.

Last Stand

Starting at 7th level, you can find a second wind when you're on your last leg. When your current damage is equal to or above your breakpoint, you gain the following benefits.

- You gain a -5 bonus to your Agility and Force checks.
- You have a d10 advantage on your defense rolls and attack rolls.
- You can move up to twice your speed on each of your turns, without spending extra counts.

The Commando _____

Often leaders or planners, commandos are skilled with combat equipment, and use keen tactics and leadership to aid their allies. They are very versatile in combat.

Health and Essence

Health Die Size: d10
Breakpoint: 3 + your level

Essence Die Size: d6
Surge Point: 1 + your level

Die Sizes

You gain a d12 die in the following categories.

- All armor
- 2 categories of shields
- 3 categories of weapons

You gain a d10 die in the following categories.

- 1 category of armor or shields
- 1 category of weapons

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- **A)** security armor
  B) half-plate armor
- **A)** a basic flare shield
  B) a metal shield
- A blade or bludgeon of your choice
- **A)** a blade or bludgeon of your choice
  B) a revolver and 24 bullets
  C) a projectile weapon and 20 pieces of ammunition
- **A)** a shotgun and 20 shells
  B) a rifle and 30 bullets
  C) a laser rifle and a type B energy cell

Class Features

You gain the following class features based on your level.

Action Combos

Starting at 1st level, you have learned to utilize quick bursts of action during combat. You gain access to the action combos on the next page. An action combo lets you perform multiple common actions at a reduced count cost.

An action combo is considered a single action. You cannot Ready action combos and you cannot take them as reactions.

When you reach 5th level, the count cost of all your action combos is reduced by 1.

- **Charge.** As 4 counts, you can move up to twice your movement and then take the Attack action. If you move at least 10 feet directly towards the target of your attack, you gain a d20 advantage on your attack roll.
- **Flurry.** As 5 counts, you take the Attack action twice in a row. You can only use multi-weapon fighting with one of the Attack actions.
- **Magical Combo.** As 5 counts, you take the Attack action immediately before or after you cast a spell. The spell must be one you can normally cast using a magical die you have, and must cost 4 counts or less to cast.
- **Pummel.** As 4 counts, you take the Attack action twice in a row. Each attack must be either an unarmed strike, a shove attack, or an attempt to grapple the target.
- **Quick-Shot.** As 3 counts, you take the Attack action using a weapon with the reload or powered property. You have a d10 disadvantage on your attack roll. You can reload the weapon or exchange its cell immediately before or after the attack.
- **Sweep.** As 7 counts, you can take the Attack action up to 4 times in a row. Each attack must be against a different target, and each target you attack must be within 5 feet of at least one of the other targets. You cannot use multi-weapon fighting with these Attack actions.
- **Withdraw.** As 3 counts, you take the Disengage action, followed by either the Dodge, Hide, or Ready action (your choice). You can use movement between taking these actions by spending counts like usual.

Combat Expertise

At 3rd level, your combat skill increases. You gain one of the following features of your choice. You gain a second feature of your choice from the list when you reach 7th level. You can choose Combat Expertise or Speed Increase both times.

- *Critical Precision.* Your attacks are critical hits when you roll a 1 or 2 on the die.
- *Persistence.* Once per turn, when you miss a creature with an attack, you can add 1 count to your turn to immediately make another attack against the same creature.
- *Revenge.* Whenever a creature deals damage to you, you gain a d10 advantage on attacks you make against it until the end of your next turn. This advantage does not stack.
- *Training.* Choose a die that you have for a type of armor, shield, or weapon. That die is decreased by one size.
- *Speed Increase.* Your base speed increases by 5 feet.

The Scholar

As experts on various fields, scholars can serve as many roles in a party, including coders, medics, pilots, and socialites.

Health and Essence

Health Die Size: d8
Breakpoint: 2 + your level

Essence Die Size: d8
Surge Point: 2 + your level

Die Sizes

You gain a d12 die in the following categories.

- Common armor
- One category of shields
- Blades
- A) pistols and revolvers
  B) beam pistols and laser pistols
  C) projectile weapons
- A) one set of artisanry tools
  B) one kit

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- Street armor
- A) a basic electric shield and a type B energy cell
  B) a basic flare shield
  C) a metal shield
  D) a blade or bludgeon of your choice
- A) a blade of bludgeon of your choice
  B) a firearm of your choice and 30 bullets
  C) a projectile weapon and 20 pieces of ammunition
- A) a revolver and 12 bullets
  B) a laser pistol and a type A energy cell
  C) a projectile weapon and 20 pieces of ammunition

Class Features

You gain the following class features based on your level.

Cunning Stunts

At 1st level, you have a knack for certain activities. You gain two cunning stunts of your choice from the following list. You gain another one when you reach 5th level.

You can exchange any of your chosen cunning stunts for another one whenever you level up.

- *Action Pilot.* You can control a vehicle instead of using your movement on your turn, without expending counts. You must still take an action to perform special maneuvers.
- *Cipher Ace.* You can create written ciphers that only you and creatures you teach can decipher. Other creatures can decipher a message of yours by spending 1 hour studying it and succeeding a Logic check against a threshold of (half your Logic die's maximum result).
- *Creature Sneak.* You can attempt to hide when you are only obscured by a creature that is your size or larger.
- *Dextrous Leap.* Your jump distance is doubled. Additionally, the damage you take from falling is halved if the fall is from a controlled jump.
- *First Aid.* If you roll your medicine die to tend to a creature within 5 counts of when it took damage, you gain a -2 bonus to the roll.
- *Impersonation.* When you are impersonating a person that you have observed or studied, you gain a -2 bonus to Speech checks you make to convince others of your impersonation.
- *Medic's Evac.* Your movement isn't reduced by carrying or dragging a non-hostile creature that is your size or smaller.
- *Persuasive Charm.* When you roll your Speech die to convince a creature that isn't antagonistic or hostile to you, you gain a -2 bonus to the roll.
- *Second-Story Work.* Climbing up manufactured buildings doesn't cost you extra movement, provided they don't have smooth vertical walls.
- *Slippery Pass.* You can move through the space of any creature that is a larger size than you.
- *Tech Wiz.* You have a -2 bonus to Coding checks you make over networks.

Feat of Prowess

At 3rd level, your skillful nature increases. You gain one of the following feats of your choice.

You gain a second feat from the list when you reach 7th level.

- *Additional Stunt.* You gain an additional cunning stunt of your choice from this class' list above. You cannot choose a cunning stunt that you already have.
- *Expertise.* Choose a die that you have for a set of artisanry tools, kit, or type of vehicle. Decrease that die by one size.
- *Evasion.* When you are targeted in an area of effect that forces you to roll your Agility die, you gain a d10 advantage on the roll.
- *Nimble Assist.* The cost of taking the Help action is reduced by one for you, to a minimum of 1.
- *Quick Sneak.* The cost of taking the Hide action is reduced by one for you, to a minimum of 1.
- *Surefire Alertness.* You cannot be surprised while you are conscious. Additionally, you have a d6 advantage on your Agility checks at the start of combat, instead of a d10.

The Shaman _____

Utilizing magical buffs and hexes, shamans support their allies and weaken their enemies. They are well-suited to being strategists and leaders.

Health and Essence

Health Die Size: d6
Breakpoint: 1 + your level

Essence Die Size: d10
Surge Point: 3 + your level

Die Sizes

You gain a d12 die in the following categories.

- One category of shields or common armor
- 5 blades, bludgeons, or projectile weapons of your choice

Starting Equipment

You start with the following equipment, in addition to the equipment granted by your background.

- Hide armor
- **A)** a basic electric shield and a type B energy cell
  B) a basic flare shield
  C) a wooden shield
  D) a weapon with which you have a d12 or smaller die
- A weapon with which you have a d12 or smaller die

Class Features

You gain the following class features based on your level.

Blessing and Bane

At 1st level, you gain the mystical ability to both boost your allies and impede your enemies. You gain a d20 Hex die. This die is considered magical and the following ability is considered a spell for your Hex die.

Additionally, you learn 2 blessings and 2 banes, which are listed at the end of this class description. Whenever you level up, you can exchange one each of your blessings and banes for another effect of the same kind. You learn a new blessing or bane (your choice) when you reach 3rd, 5th, and 7th level.

As 2 counts, you can target one creature within 30 feet of you, besides yourself, that you can see and cause one of the blessings or banes that you know.

The effect lasts for one minute. Some blessings and banes end early under certain conditions. If the effect ends early, you cannot cast that blessing or bane again until you gain a rest. You can also end the effect on your turn (no action required), which does not prevent its future use.

You can have up to (1 + half your level) different effects active at once, and you cannot have the same effect active multiple times.

Majesty and Mastery

At 3rd level, your ability to help and hurt others increases. You gain one of the following upgrades to your Blessing and Bane feature.

You gain another upgrade of your choice when you reach 7th level. You can choose the same upgrade both times.

- **Amplification.** Your Hex die is decreased by one size.
- **Diversity.** You learn 2 blessings or banes, or one of each. Additionally, the amount of effects you can have active at the same time increases by one.
- **Grit.** When one of your blessings or banes ends early, you can cast it again without gaining a rest. To do so, you must take 2 stress when you cast the effect.
- **Range.** The range at which you can place a blessing or bane is doubled.
- **Speed.** The amount of counts that it costs for you to place a blessing or bane is reduced by 1, to a minimum of 1 count.

Weal and Woe

When you reach 5th level, you gain one of the following additional abilities for your Blessing and Bane feature.

- **Duplicity.** You can place a single blessing or bane on multiple targets at once. Each instance of the effect counts as a single effect, in terms of how many effects you can have active at once. You must use separate actions to place each instance.
- **Protection.** When a creature that is affected by one of your banes attacks you or a creature within 30 feet of you that you can see, you can interpose your magic. You can use 1 count as a reaction to let the target of the attack roll your Hex die as an advantage on its defense.

- **Reciprocity.** If you have two or more blessings active at once, you can choose one of those blessings and gain its benefits yourself. You can choose to do so when you place one of the blessings, and the effect on you ends early when there are no longer two or more blessings active.
- **Vigor.** When you place a blessing or bane, you can grant (1d4 + your level) shield points to yourself or the target of the effect. You can do so (half your level) times between rests.

Blessings

- *Aegis.* The target can roll your Hex die as an advantage on its next defense roll. If the target doesn't take damage from that attack, the advantage extends to its next defense. If the attack hits the target, the blessing ends early.
- *Blink.* The target becomes invisible. At the end of each of the target's turns until the mark ends, it alternates between being visible and invisible. If the target gets hit while it is invisible, the blessing ends early.
- *Ferocity.* The target can roll your Hex die as an advantage on its next attack roll. If that attack hits, the advantage extends to its next attack. If the attack misses, the blessing ends early.
- *Haste.* On each of its turns, the target can move up to its speed without spending an extra count.
- *Proficiency.* Choose a main skill. The target can roll your Hex die as an advantage on that type of check until the blessing ends. You can use 1 count to change the affected skill while the blessing lasts.

Banes

- *Jinx.* Whenever the target uses a magical ability or rolls a magical die, it takes 1d4 stress. If the d4 rolls a 4, the bane ends early.
- *Lethargy.* Whenever the target attempts to use its movement, it must roll its Force die against your Hex die. If it fails, it gains a level of exhaustion. If it succeeds, the bane ends early. Any exhaustion gained from this bane is removed when the bane ends.
- *Puppet.* Whenever you move on your turn, the target must roll its Force die against your Hex die. If it fails, the target is pushed

the same direction and distance that you move. If it succeeds, the bane ends early. The bane also ends early if the target would be pushed into an occupied space. If you move using a special speed that the target does not have, the target is not pushed.
- *Shock.* Whenever the target makes an attack, it immediately loses 1d4 counts. If the d4 rolls a 4, the bane ends early.
- *Venom.* The target becomes physically ill and nauseated. It is poisoned until the bane ends.

The Mage
From a place of study, mages slowly learn and practice the specific motions and incantations to call forth powerful magic. They are the best suited to magic out of the classes.

Health and Essence

Health Die Size: d4
Breakpoint: Your level

Essence Die Size: d12
Surge Point: 4 + your level

Die Sizes
You gain a d12 die in the following categories.

- 4 blades, bludgeons, or projectile weapons that don't have the two-handed property

Starting Equipment
You start with the following equipment, in addition to the equipment granted by your background.
- **A)** hide armor
  B) a wooden shield
- A weapon with which you have a d12 or smaller die
- A ritual focus, 2 portions of a ritual dust, and 2 portions of a ritual fuel

Class Features

You gain the following class features based on your level.

Starting Magic

You have already gained access to magic that takes others time to cultivate. You learn two 1st level enchantments of your choice. Enchantments and their effects are listed in the Enchantment section of chapter 4.

Arcanums

You are trained in some basic magical abilities. At 1st level, you gain a d12 Arcana die. You also gain two of the following arcanums of your choice, which count as spells for your Arcana die. An arcanum may require you to roll your Arcana die on the table below.

Result	5	3	2	1
Die Roll	1	2-5	6-9	10-20

You learn one additional arcanum when you reach 5th level. You can exchange your chosen arcanums for any other combination whenever you level up.

- *Alarm.* With one minute of work, you place an invisible, magical alarm on an area up to a 10-foot cube. Roll your Arcana die. The first time within the next hour that a creature other than yourself enters the area without sneaking past your Arcana roll, the trap triggers. A single tone that is audible up to 50 feet away rings out. The effect ends when it is tripped, when you set another alarm, or when you use 1 count to end it.
- *Brisk Pace.* As 2 counts, you can roll your Arcana die on the table. The result is how many times you can move up to your speed for free on your turn, without spending counts. These extra instances of movement can only be used within the next minute, but you can distribute them amongst your turns within that minute as you wish. Once you use this arcanum, you cannot use it again for a minute.
- *Light.* As 3 counts, you can summon a magical light in your free hand, which lasts until your hand is no longer free. The magic sheds bright light in a 10 foot radius, and dim light for 10 feet beyond that.
- *Magic Missile.* As 4 counts, you can make a ranged magical attack against a creature within 60 feet of you. Roll your Arcana die on the table for the attack's damage.
- *Minor Illusion.* As 3 counts, you can create a small illusory image that fits in your free hand. The image has no other sensory effects, cannot deal damage, and disappears when your hand is no longer free.
- *Shield.* When you are attacked, you can use 1 count as a reaction to roll your Arcana die on the table as a defense, in addition to your regular defenses.

Greater Arcanums

At 3rd level, your skill with magic increases. You gain one of the following greater arcanums of your choice. Some options make use of your Arcana die.

You gain a second greater arcanum from the list when you reach 7th level.

- *Additional Arcanum.* You gain an additional arcanum of your choice from this class' list above.
- *Arcane Knowledge.* You can roll your Arcana die as an advantage on checks you make to analyze or recall information about magic.
- *Familiar.* You gain the service of a familiar spirit, which takes the form of a Tiny, non-Intelligent creature of your choice. The familiar obeys your verbal commands to the best of its abilities but it cannot attack, and it disappears if it takes any damage. If your familiar disappears, it reappears next to you when you gain an extended rest.
- *Magical Defense.* You gain a -2 bonus to your defense rolls against magical attacks.
- *Mystic Link.* Choose one of your magical dice. That die becomes linked to your Arcana die. Whichever die has the larger size reduces to match the size of the other die. Whenever you decrease the size of your Arcana die or the linked die, the other die also decreases in size.
- *Unending Concentration.* While you are concentrating on a magical ability, you can roll your Arcana die as an advantage on your concentration checks.

Enhancement

As you go on adventures and accomplish goals, your skills become more honed and you gain new abilities. In TGN, your character does so through enhancement.

When you create a character at 1st level, gain 2 enhancement points, which you can spend when you create your character. Then, when you level up, you gain enhancement points equal to the level you are gaining, and you can immediately spend them.

You do not have to spend all of your enhancement points when you gain them. Instead, you can spend any amount that you have, and keep the rest for the future.

Die Size Reduction

During enhancement, you can spend points to reduce the size of your dice. You can do so for any of your sized-dice except your Health die and your Essence die.

The amount of points you must spend is based on the size of the die you are gaining, according to the following table.

Die Size Gained	Point Cost
d12	1
d10	2
d8	3
d6	4
d4	5

You can reduce the size of multiple dice when you level up. However, you cannot reduce the size of a single die twice during one level-up.

If you gain a special die during a level-up, you can immediately decrease its size if you have the required enhancement points to do so.

Enhancements

You can spend your enhancement points on new features and abilities. Some enhancements grant you a single ability, while others grant you multiple abilities.

Each enhancement has a cost, which is the number of enhancement points it costs. Unless otherwise specified, you cannot purchase an enhancement more than once. You cannot purchase the same enhancement more than once per level up.

Enhancements by Cost

All the enhancements are listed here, grouped by how many points they cost.

1-Point

Blade Specialist
Bludgeon Specialist
Bow Specialist
Brawling
Darkness Adept
Detection Magic
Enchantment
Extended Telepathy
Gale Force
Herbalism Savvy
Increased Detection Magic
Locate Object
Medkit Savvy
Poison Savvy
Psionic Telepathy
Ranger's Mark
Shotgun Specialist
Spatial Shove
Tactical Analysis
Telepathic Communion
Twilight Step

2-Points

Air Magic
Arcane Performance
Assassin's Mark
Assassin's Strike
Astute Investigation
Blazing Shield
Combat Maneuvers
Earth Magic
Fire Magic
Form of Shadow
Frost Magic
Greater Hunter's Mark
Hunter's Mark
Illusion Magic
Increased Air Magic
Increased Fire Magic
Increased Frost Magic
Increased Illusion Magic
Increased Light Magic
Increased Shadow Magic
Increased Storm Magic
Invisibility
Light Magic
Nature Magic
Psychic Beacon
Rage
Resolve

Restoration Magic
Rock Glide
Scrap Tinkering
Shadow Magic
Sleuth's Mark
Spatial Charge
Storm Magic
Toughness
Transference
Unarmored Defense
Vigilant Bond
Volley of Thorns

3-Points
Brawl Master
Burning Paragon
Constant Rock Glide
Deathly Twilight
Distant Restoration
Earth Shaker
Enchantment Security
Improved Assassin's Strike
Invisibility Connoisseur
Lavish Performance
Locate Creature
Nature's Heart
Prismatic Array
Radiant Splendor
Rageful Soul
Reckless Aggression
Restorative Boon
Shield Allocation
Storm Surge
Unarmored Protection
Vampiric Touch

4-Points
Blade Expert
Bludgeon Expert
Bow Expert
Cause Hallucination
Enchantment Stacking
Exalted Performance
Fireball
Flight of the Tempest
Greater Restoration
Landslide
Lightning Bolt
Living Illusion
Shotgun Expert
Soul of the Air
Thunderstrike
Unarmored Deflection

5-Points
Detection Alarm
Enchantment Master
Greater Location
Invisibility Master
Multi-Transference
Ritual Totem Master
Snow Storm
Spatial Blink
Strengthened Bond
Sunrise
Telepathic Hub

6-Points
Allied Transference
Greater Duplicate
Guided Blessing
Lightning Storm
Magnificent Performance
Mirage
Perpetual Rage
Pillars from the Earth

7-Points
Dual Bond
Duplicate Transference
Earthquake
Frenzied Resistance
Meditative Restoration
Undying Rage

Enhancement Descriptions

Each enhancement is described below in alphabetical order.

If an enhancement has a prerequisite, you must meet it to purchase the enhancement. You can purchase such an enhancement during the same level up that you meet its prerequisite.

1-Point Enhancements

Blade Specialist

Cost: 1

Prerequisite: a d12 or smaller die for blades
You have great skill with bladed weapons. You gain the following benefits.

- You gain a -1 bonus to your defense rolls while you wield one or more blades.
- When you take the Attack action and make an attack using a blade, you can move up to your speed as a part of the action, without spending extra counts.
- When you hit a creature with a blade, you can force it to roll a Force check against your attack roll. If it fails, the creature drops one object of your choice that it is holding. You can use this action (your level) times between rests.

Bludgeon Specialist

Cost: 1

Prerequisite: a d12 or smaller die for bludgeons
You have great skill with blunt weapons. You gain the following benefits.

- You have a d20 advantage on bludgeon attacks against creatures of a smaller size than you.
- When you score a critical hit with a bludgeon against a target wearing armor, the armor takes 2 damage instead of 1. If the target rolls a critical defense, its armor still takes 1 damage.
- When you hit a creature with a bludgeon, you can force it to roll a Force check against your attack roll. If it fails, the creature is knocked up to 10 feet away from you, or prone. You can use this action (your level) times between rests.

Bow Specialist

Cost: 1

Prerequisite: a d12 or smaller die for a bow
You have great skill with bows. You gain the following benefits.

- If you don't move on your turn, you can attack up to your bow's long range without a disadvantage on its attack rolls.
- You can choose to roll a d12 advantage on your bow attack roll. You can do so (half your level) times per rest.
- You ignore light and heavy cover when you make a bow attack.

Brawling

Cost: 1

You are skilled in the techniques of brawling. You gain a d12 Brawling die and the following abilities for it.

Bar Fighting. You use the following table for your improvised weapon and unarmed strike attacks, instead of their normal ones.

Damage	4	2	1	—
Die Roll	1	2-7	8-11	12-20

Additionally, when you make an improvised weapon attack or an unarmed strike, you can roll your Brawling die as an advantage on the attack. You can only do so (1 + half your level) times between rests.

Grappling. When you roll a check to grapple a creature, you can roll your Brawling die instead of your normal die for that check.

Additionally, if you are grappled by another creature, you can use 2 counts to attempt to reverse the hold. When you do so, roll your Brawling die, opposed by the creature's Force die. If you win, you are no longer grappled by the creature, and you grapple the creature in the same way it had grappled you.

Darkness Adept

Cost: 1

You are attuned to functioning in darkness. You can see normally, regardless of light level, for up to 100 feet.

Additionally, you have a d20 advantage on your Stealth rolls you make when you are in reduced visibility due to a lack of light.

Detection Magic

Cost: 1

You can magically detect the presence of . You gain a d20 Detection die and the following dice spells for it.

Arcane Perception. When you roll an Awareness or Logic check, you can roll your Detection die as an advantage on the check. You must choose to do so before you roll the check.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Whenever you reduce the size of your Detection die, you gain one additional free casting of this spell between rests.

Detect Magic. As 5 counts, you can open your mind to the presence of magic. For the next minute, you are aware of whether there are any Mystical creatures, lasting magical effects, or magical items within 30 feet of you. If you detect such things, you can use 2 counts to see a magical outline around them until the end of your next turn.

You can cast this spell three times as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Identify Magical Item. You can spend 30 minutes studying a magical item to gain information about it. You can do so while resting. After this time, roll your Detection die on the following table.

Result	3	2	1
Die Roll	1-3	4-11	12-20

The result determines how much you learn about the item. You learn up to (the result) pieces of information about the item, chosen from the following list.

- What type of magical item it is and its rarity, if it has one.
- One of the item's properties and that property's command word, if it has one. This option can be chosen multiple times if the item has multiple properties.
- If the item is an enchanted item or a ritual totem, who enchanted or imbued the item.

Enchantment

Cost: 1

You gain skill with enchantment magic. You gain a d10 Enchantment die, which can only be used for casting enchantments.

Additionally, you learn 2 enchantments of your choice, without having to spend time learning them. One of these enchantments must be of 1st level; the other can be of any level that you can cast. See the list of enchantments and the rules for enchantment in chapter 4.

You can purchase this enhancement multiple times, learning two enchantments of any level each time you purchase it.

Extended Telepathy

Cost: 1

Prerequisite: Psionic Telepathy

Your telepathic ability grows stronger. Your telepathy's range is doubled.

You can purchase this enhancement multiple times, which doubles the range each time.

Gale Force

Cost: 1

You gain the ability to shove creatures and objects using the wind. You gain a d20 Air die and the following spells for it.

Lift Object. As 2 actions, you can target one object that you can see within 60 feet of you. The object cannot be worn or carried, and cannot be larger than 3 feet in any direction. You cause the object to move up to 30 feet to another point within range. You can also rotate the object in any way you wish.

This ability creates a noticeable commotion, as the wind rushes quickly to carry the object through the air.

Wind Shove. As 3 counts, you target one creature you can see within 60 feet of you. The creature must roll its Force die against your Air die. If it fails, the target is pushed up to 15 feet in a direction of your choice. A willing creature can choose to fail this check.

Herbalism Savvy

Cost: 1

Prerequisite: any die for herbalism kits

You can utilize herbalism kits to their fullest potential. You gain the following benefits.

- When you use an herbalism kit to create healing salves, you can roll a check with your die for the herbalism kit against a

threshold of 5. On a success, you create one extra healing salve.

- Healing salves you create with an herbalism kit remain potent for 20 hours, instead of 10.
- Healing salves you create with an herbalism kit last for an additional 2 minutes when applied.

Increased Detection Magic
Cost: 1
Prerequisite: Detection Magic
Your magical detection abilities grow in power. You gain the following spells for your Detection die, and upgrade to your current ones.

Contingent Alarm. With 1 minute of work, you can set an invisible alarm that triggers on a specified condition. You can place this alarm within an area that is no more than 20 feet on a side, such as a small room, a doorframe, or an object.

Describe the circumstance that will trigger the alarm. The trigger can be as general or detailed as you like, but can only involve events that occur entirely within the alarm's area. For example, the trap could trigger when a creature enters a room, when an object is picked up, or when an Intelligent creature speaks out loud in the area.

When the trigger occurs, you are mentally notified that it has been triggered, and then the alarm disappears. This wakes you up if you are asleep. Optionally, you can choose to have the alarm emit a tone audible up to 500 feet away when it is triggered.

The alarm remains until you gain an extended rest, until it is triggered, or until you dismiss it as 5 counts while you are within 10 feet of the alarm. You can have up to 3 alarms set at the same time, and cannot set another while 3 are active.

Detect Creatures. As 5 counts, you can magically sense the presence of creatures around you. When you do so, for the next minute, you are aware of how many creatures are within 30 feet of you. You do not learn anything about the creatures you detect.

While this spell is active, you can take 1 stress to learn the exact location, relative to you, of each creature you detect. This effect lasts until the spell ends once you activate it.

You can cast this spell twice as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Locate Object
Cost: 1
Prerequisite: a Detection die
You gain the ability to learn about objects in your vicinity. You gain the following spell for your Detection die.

As 5 counts, you can describe an object. The object can be a specific object that is familiar to you, or a generic type of object, such as a ring or a car. You become magically aware of whether the described object is within 500 feet of you. If you describe a generic type of object, you become aware of the nearest instance of that type of object. Roll your Detection die on the following table.

Result	3	2	1
Die Roll	1-3	4-11	12-20

The result determines how much you learn about the object's location and status. You can learn up to (the result) pieces of information about the object, chosen from the following list. The information you learn is based on the object's status when you use this spell.

- How close the object is to you.
- What direction, relative to you, the object is located.
- Whether the object is moving, and if so, the speed and direction of its travel.
- How much damage the object has.

You can choose to maintain concentration on this spell. While you maintain your concentration, you continuously remain aware of the chosen type or types of information about the object. If you describe a generic type of object, and another instance of the described type of object becomes the closest instance to you, you become aware of this. You can then choose to switch the target of your detection to that object, or to remain detecting information about the initial target.

You can maintain your concentration on this spell for up to 10 minutes. If your concentration is broken, you take 2 stress.

You can use this spell three times as normal between gaining rests. Any additional time you cast it, you take 1 stress.

If your Detection die becomes a d6, you can use this spell five times between rests without taking stress.

Medkit Savvy
Cost: 1
Prerequisite: any die for medkits
You can utilize medkits better than most. You gain the following benefits.

Medkit Boost. When you use a medkit to reduce a creature's current damage, it is reduced by an additional 1 point of damage.

Rapid Response. You can use the First Aid use of a medkit as 3 counts, rather than 5.

Emergency Trauma Care. You gain a new way to use medkits, which expends 5 uses. As 5 counts, you can attempt to bring a creature back from the brink of serious injury. To do so, choose a creature within 5 feet of you whose current damage is over its Breakpoint.

Roll a medicine check using the medkit. The creature's current damage is reduced by (5 minus your check's result). A negative reduction means no healing is accomplished. The creature's current damage cannot be reduced to lower than its Breakpoint.

A creature can only benefit from this use of the medkit once per rest.

Poison Savvy
Cost: 1
Prerequisite: any die for poisoning kits
You have deadly expertise with poisoning kits. You gain the following benefits.

- You can apply poison to a weapon or ammunition as 2 counts, rather than 4.
- When you create poisons with a poisoning kit, you can create a vial of black tar poison, instead of the normal options.
- When you create poisons with a poisoning kit, you can roll a check using your die for the poisoning kit. If you beat a threshold of 5, the creation costs 1 less use of the kit.

Psionic Telepathy
Cost: 1
You gain the ability to speak within the minds of others. You can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature, but it must have the Intelligent creature code.

Ranger's Mark
Cost: 1
Prerequisite: Hunter's Mark
You gain the following hunter's mark, and always have it prepared. It does not count against the amount of marks you can normally prepare.

Mark of Communication. You can communicate non-complex ideas and concepts with the marked creature, no matter what languages it knows. You can roll your Hunter die as an advantage on checks you make to influence the marked creature.

Shotgun Specialist
Cost: 1
Prerequisite: a d12 or smaller die for a weapon with the arc property
You have great skill with shotguns and similar weapons. You gain the following benefits.

- You can reload an arc weapon as 1 count, instead of 2.
- When you damage one or more creatures with an arc weapon, you can add 1 count to the cost of your action and force each damaged creature to roll a threshold 5 Force check. On a failure, you can either push the creature up to 10 feet away from you or knock it prone.
- If a creature provokes an opportunity attack from you by moving out of your melee reach, you can make the opportunity attack using an arc weapon you are holding instead of making a melee attack. This special attack only targets the creature that provoked the opportunity attack.

Spatial Shove
Cost: 1
Prerequisite: Spatial Displacement
Whenever you hit a creature with a physical attack, you can spend up to 5 spatial charges and force it to roll its Force die against your Spatial die. On a failure, the target is pushed (5 x expended charge) feet in a horizontal direction of your choice.

Tactical Analysis

Cost: 1

You can use analysis and your tactical knowledge to formulate plans for different situations. You gain a d20 Tactics die. You can form plans with your free time, including while you are resting, according to the rules described below.

When you form a tactical plan, you and your allies gain a bonus to certain checks relating to that plan. You cannot stack this feature by spending more time forming a plan.

Combat Plan. If you spend 1 minute looking over an area, you can formulate a plan of attack. The first time combat occurs in that area before you gain an extended rest, you and any creatures you share the plan with can roll your Tactics die as an advantage on its Agility check at the start of the combat, as well as the first roll it makes on its first turn.

Infiltration Strategy. If you have 10 or more minutes to analyze a location, such as with blueprints or an inside tour, you can construct a plan of attack. Until you gain an extended rest, you and any allies you share the plan with can roll your Tactics die as an advantage on checks made to sneak or break into the location.

Alternatively, you can analyze the types of people that frequent the location, such as guards, customers, or residents. When you do so, you and your allies can roll your Tactics die as an advantage on checks made to pass yourselves off as those people within the location.

Weakness Examination. If you spend one minute observing a creature, you can assess its defensive capabilities. You learn what armor the creature is wearing and what shield it's using, if any. You also learn whether the creature has any damage resistances, immunities, vulnerabilities, or thresholds. With this information, you can roll your Tactics die as an advantage on the first attack you make against the creature within the next hour.

Telepathic Communion

Cost: 1

Prerequisite: Psionic Telepathy

You can now share your telepathy with other creatures. You can use 1 count to grant one creature within your telepathic range the ability to respond to you telepathically. It can only do so while it is within your telepathic range of you This ability lasts for (your level) minutes, until

you end it early as 1 count, or until you grant it to another creature.

Twilight Step

Cost: 1

Prerequisite: Shadow Magic

As 2 counts, you can teleport up to 100 feet into an unoccupied space within the darkness created by your Call of Twilight feature.

Alternatively, you can teleport up to 100 feet into an unoccupied space you can see immediately before you use Call of Twilight, provided you are included in the darkness' area when you create it.

2-Point Enhancements

Air Magic

Cost: 2

You can harness the air around you to create powerful effects. You gain a d20 Air die and the following spells for it.

Control Air. As 1 count, you can manipulate the air around you. When you do so, you can cause one of the following effects.

- Your clothes billow dramatically.
- A loose door, window, or container within 15 feet of you flies open or shut.
- A nonmagical flame within 15 feet of you is snuffed out.

Step on Air. As 1 count, you can grant yourself a fly speed equal to your walking speed until the end of your turn. If you do not end this movement on the ground, you fall, unless you have another way of staying aloft.

Warding Wind. When a ranged attack is made against you, you can use 1 count as a reaction to cause the wind to swirl around you. When you do so, you can roll your Air die as an advantage on your defense roll.

If your attacker rolls a critical hit, and you don't respond with a critical defense, you take one point of stress.

Arcane Performance

Cost: 2

Prerequisite: a die for a musical instrument

You can enter an arcane performance that aids you and your companions. As 1 count, you can begin an arcane performance using a musical instrument you are holding. When you do so,

you choose one of the following performances. You gain the benefits of the chosen performance for 5 minutes.

You can end the performance early on your turn (no action required). The performance also ends early if you stop playing your instrument, if you fail a Health or Essense check, if you gain a major condition, or if you die.

You can use your arcane performance once as normal between gaining rests. Any additional time you use it, you take 1 stress.

Performance of Battle

- You can roll your instrument's die as an advantage on an attack roll. You can't do so on two consecutive turns.
- Roll your instrument's die on the following table. Your speed is increased by the amount shown for the duration of the performance.

Speed	+15	+10	+5
Die Roll	1-2	3-9	10-20

Performance of Distraction

- You can roll your instrument's die as an advantage on your Speech checks made to influence creatures that can hear your performance.
- Roll your instrument's die. Creatures of your choice that can hear you must roll their Awareness dice against your result. On a failure, a target's speed is reduced to 0, and other creatures gain your musical instrument's die as an advantage on checks they make to go unnoticed by the target. This effect lasts until the target can no longer hear you, or until it is attacked or gains a condition.

Performance of Focus

- You can roll your instrument's die as an advantage on checks you make to maintain concentration.
- You and creatures of your choice within 60 feet of you that can hear you can roll your instrument's die as an advantage on checks made to resist the Frightened or Stunned conditions and checks made to resist the mental influence of magical effects, such as illusions.

Assassin's Mark
Cost: 2
Prerequisite: Assassin's Strike, Hunter's Mark
You gain the following hunter's mark, and always have it prepared. It does not count against the amount of marks you can normally prepare.

Mark of Ambush. Once per turn, you can roll your Assassin die to deal extra damage to the marked creature.

Assassin's Strike
Cost: 2
You can exploit your targets' weaknesses and limited perceptions to inflict extra damage. You gain a d20 Assassin die. Once on each of your turns, when you attack a creature, you can roll your Assassin die on the table below, provided one or more of the following conditions are met.

- You are hidden from the target.
- A creature that is hostile to the target is within 5 feet of it.
- The target has any minor or major condition.

Damage	3	2	1
Die Roll	1	2-9	10-20

Add the damage output to the total damage of the attack. Rolling your Assassin die is not considered an attack, and is not affected by advantages, disadvantages, or modifiers that affect the regular attack roll.

Astute Investigation
Cost: 2
You have an eye for fine details and a mind for drawing connections. You gain a d20 Investigation die. Some of the following features use this die.

Character Analysis. If you spend one minute observing or interacting with a creature outside of combat, you can discern certain qualities about them. Roll your Investigation die against the creature's passive Speech value. If you succeed, you identify one of the creature's bonds, flaws, or ideals of the GM's choice. Once you use this ability on a creature, you cannot use it again on the same creature until you gain a rest.

Crime Scene Scrutiny. With 10 minutes of uninterrupted work, you can investigate a crime

scene to form a mental picture of events that have occurred there. The area must be confined to no larger than 100 feet in any dimension, and the investigation only yields information about the past 48 hours.

Roll your Investigation die and use the table below to determine how many pieces of information you learn.

# of Info	5	3	2	1
Die Roll	1	2-7	8-11	12-20

You select which pieces of information you learn from the following. The GM may require an additional roll for an option due to special circumstances, such as if a creature specifically attempted to obscure the type of information you want.

- *Arcane Influence.* Whether spells or rituals have occurred in the area. Also how many magical effects, if any, are currently active in the area and where they are located. This gives you no knowledge about the nature of such magical effects, unless it would be obvious upon inspection.
- *Body Count.* How many creatures have been in the area. A creature that exited and reentered the area after more than 10 minutes counts multiple times.
- *Exit Strategy.* Any entrances or exits that have been traveled through, including those you may not have been aware of.
- *Set and Props.* Any objects in the area, large or small, that have been moved within the time frame, and whether any objects have been added to or removed from the area. This does not include objects that were moved through the area but never put down within it.
- *Signs of Struggle.* How many times combat or general violence has occurred in the area. If so, how many combatants were involved in each instance.

Investigation Assist. When you roll your Awareness or Logic die relating to problem-solving or analysis, you can roll your Investigation die as an advantage on the roll. If the Investigation die rolls any number besides 1, you cannot use this ability again until you gain a rest.

Blazing Shield
Cost: 2
Prerequisite: Fire Magic
When you use your Searing Shield spell, you gain the following benefits.

- The amount of shield points granted by any die roll is increased by 2.
- You can use the shield twice between rests without taking stress.
- You can target a willing creature you can see within 30 feet of you. The target gains the shield and its effects instead of you. You still take the stress in any event that causes stress.

Combat Maneuvers
Cost: 2
You gain specialized combat moves that aid your efforts. You gain a d20 Tactics die. Additionally, you learn 3 combat maneuvers of your choice from the list below. These grant you options for certain actions. They don't replace normal actions options available to you; they are alternatives.

Whenever you level up, you can replace any of your learned combat maneuvers for any others of your choice.

You can purchase this enhancement multiple times, learning 2 additional maneuvers each time.

Camouflage. You can use your environment to remain hidden. You can take the Hide action as 2 counts. When you do so, roll your Tactics die as an advantage to your Stealth check. Your stealth ends when you move into another space.

Disarming Attack. You can attempt to force a creature to drop whatever it is holding when you make an attack against it. When you do so, you gain a +5 penalty to the attack. If the target takes damage, it must roll its Force die against your Tactics die or drop whatever it is holding in one of its hands (your choice of which).

Distant Attack. When you make an attack with a weapon that has a long range, you can attack up to your weapon's long range without suffering a penalty to the attack.

Efficient Movement. When you take the Sprint action, you can move an additional amount equal to your speed. Additionally, climbing and crawling doesn't cost you extra movement.

Evasive Withdrawal. You take the Dodge action as 2 counts. When you do so, you gain

1d6 shield points until the start of your next turn.

Ground Familiarity. You can stand up from being prone using only 5 feet of movement. Additionally, when you are prone, you do not have a disadvantage on weapon attacks.

Pushing Strike. You can attempt to push a creature away from you when you make an attack against it. When you do so, you gain a +5 penalty to the attack. If the target takes damage, it must roll its Force die against your Tactics die or be pushed up to 15 feet away from you.

Suppressive Fire. You can use shooting to cover an ally's movement. As 2 counts, you can make a special attack against a creature, which must use a ranged weapon. If the attack hits, instead of dealing damage to the target, one ally of your choice that can see or hear you can use 1 count as a reaction to move up to its speed. This movement does not provoke opportunity attacks or readied attacks from the target.

Tactical Shift. You can use 3 counts to move yourself and allies into a better position. Roll 2d6 and multiply the result by 5. This total is equal to the amount of movement you can divide as you wish between you and any willing creatures you can see. Each creature you grant movement to can immediately use 1 count as a reaction to move up to the amount they were given. You can move the amount you give to yourself as a part of this action, without spending extra counts.

Trip Attack. You can attempt to trip a creature when you make an attack against it. When you do so, you gain a +5 penalty to the attack. If the target takes damage, it must roll its Force die against your Tactics die or be knocked prone.

Earth Magic
Cost: 2

You can magically control stone, dirt, and other natural ground. You gain a d20 Earth die. And the following spells for it.

Catapult Stone. As 3 counts, you can magically sling a stone no larger than your fist that you can see within 30 feet of you. You can use this ability to make a magical ranged attack against a target you can see within 60 feet of the stone. Roll your Earth die on the following table for the attack's damage.

Damage	6	4	2	—
Die Roll	1	2-5	6-11	12-20

If your attacker rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress.

Cause Tremors. As 4 counts, you cause the ground to shake in a 15-foot square you can see within 50 feet of you. Each creature in the area must roll its Agility die against your Earth die. On a failure, a target falls prone.

Move Earth. As 3 counts, you can shift the ground within a 5-foot cube that you can see within 20 feet of you. The area must be composed of dirt, gravel, stone, or a similar material. Choose one of the following effects.

- Shapes and patterns of your choosing appear on the stone. They last for 1 hour.
- The ground becomes tricky terrain, or normal terrain if it is already tricky terrain.
- The material moves up to 10 feet into an unoccupied space you can see within 20 feet of you. This effect isn't strong or fast enough to cause damage.
- You form the ground into a barrier that takes up its space. The barrier can be up to 5 feet tall and can't extend beyond its space. The barrier provides physical and visual cover, though it can be easily disturbed if it is made of loose material.

Fire Magic
Cost: 2

You gain magical ability to conjure and control fire. You gain a d20 Flame die and the following spells for it.

Fire Manipulation. As 3 counts, you can select a 5-foot radius area of flames that you can see within 15 feet of you. You can briefly manipulate those flames. You could cause the flames to flicker brighter or dimmer, change colors momentarily, or create very rough shapes. You can also cause the flames to spread up to 5 feet in any direction.

Hurl Flame. As 3 counts, you can make a magical attack against a creature you can see within 50 feet of you. Use your Flame die on the following table for the attack's damage.

Damage	6	4	2	—
Die Roll	1	2-5	6-11	12-20

If this attack hits a flammable object that isn't being worn or carried, it ignites.

If your target rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress. If your target defends using a Frost die, and avoids taking damage, you also take one point of stress.

Searing Shield. As 2 counts, you can cause flames to swirl around you and block incoming attacks. Roll your Flame die on the following table to determine how many shield points you gain.

Points	5	3	2	1
Die Roll	1	2-5	6-10	11-20

These shield points last for one minute and have a special effect. If a creature within 5 feet of you hits you with an attack, and you still have any of these shield points remaining after the damage, you can use 1 count as a reaction to rebound the shield. The remaining shield points you have are lost, and the attacker takes damage of an equal amount, unless they defend it with a Frost die.

While you have these shield points, if you are hit by an attack using a Frost die and the shield points don't reduce the damage to 0, you take 1 stress.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Form of Shadow
Cost: 2
You gain the ability to disappear into your shadow for a time. You gain a d20 Shadow die and the following spell for it.

As 1 count, your form, along with any objects you are wearing or carrying becomes dark and shadowy. You gain the following benefits while you are in your form of shadow.

- You are incorporeal. You are also invisible while you are in darkness.
- You gain a d10 advantage on your Stealth rolls.
- You can move along vertical and upside down surfaces as if they were normal ground, and you can move through a gap as thin as 1 inch wide.
- Whenever you take physical damage (such as from fire or a gunshot), you do not apply it to your damage. Instead, roll your Shadow die against a threshold of (10 - the damage taken). If you fail, you return to your normal form and take 2 stress.

Your form of shadow lasts for 3d6 counts, after which you return to your normal form. You can return to your normal form early as 1 count. You also return early if you gain a major condition or if you fail a Health or Essence check.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Frost Magic
Cost: 2
You gain the ability to magically create and control ice. You gain a d20 Frost die and the following spells for it.

Cause Frost. As 3 counts, you can freeze an area of water that you can see and that fits within a 5-foot cube. The water cannot have a creature in it, and melts over time unless the surrounding temperature is below freezing temperature.

Ice Shield. When you are attacked, you can use 1 count as a reaction to roll your Frost die instead of your regular defense die or dice. Use the following table for the damage reduction.

Reduction	8	5	3	2
Die Roll	1	2-5	6-11	12-20

If you are attacked by a creature using a Flame die, You can cast this spell as a defense, with no reaction required.

If your attacker is using a magical die and rolls a critical hit, and you don't respond with a critical defense, you take one point of stress.

Wall of Ice. As 5 counts, you summon a wall of ice in an area you can see within 30 feet of you. The wall can be up to 15 feet long, up to 15 feet tall, and up to a foot thick. The wall grants cover and vision through it is low visibility.

The wall has a damage threshold of 3. Once the wall has taken 10 damage, it breaks and disappears. The wall takes double damage from fire-based effects.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Greater Hunter's Mark
Cost: 2
Prerequisite: Hunter's Mark
You gain the following hunter's mark options. You can select any of them, in addition to the normal mark options, when selecting marks.

Mark of Blindness. The marked creature is Blinded. It can use 3 counts to roll its Force die

against your Hunter die, ending the condition on a success.

Mark of Dispelling. Any spell that is affecting the marked creature or that it is concentrating on are immediately dispelled, including spells it is casting. The effect repeats at the start of each of your turns. The marked creature can use 3 counts to roll its Force die against your Hunter die, ending the mark on a success.

Mark of Frugality. The marked creature's turns cannot cost more than 3 counts in total. The marked creature can use 3 counts to roll its Force die against your Hunter die, ending the mark on a success.

Mark of Grounding. The marked creature is held. If it is airborne, the marked creature also descends 20 feet per count until it reaches the ground (this doesn't cause fall damage). The marked creature can use 3 counts to roll its Force die against your Hunter die, ending the mark on a success.

Mark of Pursuit. When you place the mark, you can teleport to an unoccupied space within 10 feet of the marked creature. To do so, the marked creature must be within 120 feet of you. Once on each of your turns, you can teleport again as 1 count. You can take this action in addition to another action on your turn.

Mark of Silence. The marked creature can't create any noise, including the use of any items they are touching. The marked creature is also deafened.

Mark of Weakness. The marked creature has a d12 disadvantage on its Agility and Force checks.

Hunter's Mark

Cost: 2

You have the ability to place marks on creatures. These mystical bindings restrict their target's efforts or boost your own. You gain a d20 Hunter die.

Whenever you gain a rest, you can prepare a list of marks that you can then use. The number of marks you can prepare is (2 + half your level).

As 2 counts, you can target one creature you can see within 60 feet of you. When you do so, choose one of your prepared marks to apply to the creature. Unless specified otherwise, the mark lasts for 20 counts.

You cannot have multiple marks active at one time. If you try to place a second mark on a creature, the already-placed mark immediately ends. When one of your marks ends, you cannot use that mark again until you prepare it again.

You can end a mark early using 1 count. A mark also ends early if you fail a Health or Essence check, or if you or the marked creature die.

If a mark does not directly affect the target's abilities, then it does not know that it is marked. For example, a target would know about a Mark of Aggravation, but not a Mark of Deduction.

Mark of Aggravation. Whenever the marked creature rolls an attack against anyone besides you, roll your Hunter die. If the marked creature's attack roll is higher than your result, its attack misses.

Mark of Deduction. This mark lasts for 1 hour. If you spend at least 1 minute conversing with the marked creature or watching it in conversation, you learn the size of one of its skill dice (you choose which one). Once you do so three times, the mark ends.

Mark of Fatigue. The marked creature gains a level of exhaustion. This level is added to any other levels of exhaustion it has.

Mark of Lethargy. The marked creature's speed is halved. If it has any additional speeds, such as a fly or burrow speed, those are halved as well.

Mark of Precision. You can roll your Hunter die as an advantage on your attack rolls against the marked creature.

Mark of Rapport. This mark lasts for 10 minutes. You can roll your Hunter die as an advantage on your Speech checks targeted at the marked creature.

Mark of Targeting. You gain a -3 bonus to your attack rolls targeting the marked creature, and you ignore light and heavy cover when attacking it.

Mark of Tracking. This mark lasts for 1 hour. Whenever you roll a check to determine the location or travel path of the marked creature, you can roll your Hunter die as an advantage on the check.

Mark of Vulnerability. The next time that the marked creature takes damage, the damage it takes is doubled. Then the mark ends.

Mark of Warding. You can roll your Hunter die as an advantage on checks you make to resist or avoid the marked creature's magical effects.

Illusion Magic

Cost: 2

You can use magic to create visual illusions. You gain a d20 Illusion die and the following spells for it.

Defensive Flash. You can use your Illusion die as a defense, using the following table. However, when you do so, the defense is all-or-nothing, because the effect is an illusion. If your defense doesn't reduce the damage you take to 0, the attack hits you and you take the full damage.

Reduction	6	4	3	2
Die Roll	1	2-7	8-12	13-20

Illusory Disguise. As 5 counts, you can take on an illusory disguise. You can change any aspect of your appearance, including your hair, skin, eyes, clothing, and equipment. You can change your height by up to 3 feet, but cannot appear as a creature of a different size than yourself. You also cannot change the number and arrangement of your limbs.

Your disguise does not change your statistics in any way, but you can roll your Illusion die as an advantage on Speech checks you make to convince others of your persona. Your disguise fails to hold up to physical inspection, because it is an illusion. Solid objects may move through you, or strike you in what appears to be open air.

You can maintain your disguise for up to an hour. It ends early if you use 1 count to do so, or if you gain a major condition or die.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Silent Image. As 3 counts, you can summon an illusory image in an unoccupied space that you can see within 30 feet of you. The illusion can be any three-dimensional object of your choosing, but it cannot move and cannot be bigger than 5 feet in any dimension. The illusion lasts for a minute, or until you dismiss it as 1 count.

A creature inspecting the illusion can roll an Awareness or Logic die against your Illusion die. If it wins, it discerns that the illusion is fake, and can see through it with low visibility. Physically inspecting the illusion automatically reveals it as fake, because matter passes through it.

Increased Air Magic

Cost: 2

Prerequisite: Air Magic

You gain the following spells for your Air die, and upgrades to your current ones.

Forceful Gust. As 4 actions, you can cause strong winds to blow in one direction. In a 20-foot cube that originates from a point you can see within 50 feet of you, you can cause the wind to blow in one of 6 directions, corresponding to the cube's faces.

The wind lasts for 1 minute, or until you gain a major condition or fail a Health or Essence check. You can also end the wind early as 1 count. Also as 1 count, you can switch the direction of the wind to any other direction.

- *Downward.* The area is considered rough terrain, including off the ground. Additionally, firearm and projectile weapon attacks made through the area have a d12 disadvantage.
- *Sideways.* Creatures must spend twice as much movement to move against the wind, and can move twice as far with it. Additionally, firearm and projectile weapon attacks deal 2 less damage when made against the wind, and 2 more damage when made with the wind.
- *Upward.* Creatures jump distances are tripled in the area. Additionally, firearm and projectile weapon attacks made through the area have a d12 disadvantage.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Step on Air. You can use this ability's flying speed whenever you use movement on your turn, without spending additional counts on it. You must still land at the end of your turn or fall.

Warding Wind. If the attack against you uses a physical projectile, and you reduce the damage to 0, your air magic catches the projectile. You can then cause the projectile to be thrown towards a creature of your choice within 50 feet of you, as a part of your reaction. This attack counts as a nonmagical ranged attack, unless the projectile itself is magical.

Roll your Air die on the following table for the attack's damage.

Damage	5	3	2	1
Die Roll	1	2-4	5-11	12-20

Increased Fire Magic

Cost: 2
Prerequisite: Fire Magic
You gain the following spells for your Fire die, and upgrades to your current ones.

   Fire Manipulation. When you use this ability, you can instantly quench the flames. Alternatively, you can use this ability to magically light a torch, lantern, campfire.

   Hurl Flame. This attack now can target a creature within 100 feet of you.

   Inferno. As 5 counts, you can cause fire to shoot out from you in a 15-foot cone. Roll your Flame die on the following table. Every creature within the area must roll its defenses against the damage.

Damage	7	5	3	2
Die Roll	1	2-5	6-11	12-20

Any flammable objects in the area that aren't being worn or carried ignite.

   If a target of this spell rolls a critical defense using a magical die, and you don't respond with a critical attack, you cannot use this ability again until you gain a rest. If a target defends using a Frost die, and avoids taking damage, you take one point of stress and cannot use this ability again until you gain a rest.

Increased Frost Magic

Cost: 2
Prerequisite: Frost Magic
You gain the following spells for your Frost die, and upgrades to your current ones.

   Frost Shard. You can use 3 counts to make a magical attack against a target you can see within 40 feet of you. Roll your Frost die on the following table for the attack's damage.

Damage	6	4	2	—
Die Roll	1	2-5	6-13	14-20

   If your target rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress. If your target defends using a Flame die, and avoids taking damage, you also take one point of stress.

   Ice Shield. You can use your ice shield as a defense at will, without using a reaction.

   Wall of Ice. The maximum dimensions of your wall of ice are all doubled. The amount of damage required to destroy the wall is also doubled.

Increased Illusion Magic

Cost: 2
Prerequisite: Illusion Magic
Your ability to create and manipulate illusions grows. You gain the following spells for your Illusion die, and upgrades to your current ones.

   Cause Sound. As 2 counts, you can cause a sound to emit from a point you can see within 60 feet of you. The sound can be any sound of your choosing that lasts up to 2 seconds, and can be as quiet as a whisper or as loud as a scream. The sound cannot get loud enough to deal damage, and can be heard up to 1,000 feet away at its loudest.

   Manifest Duplicate. As 3 counts, you can conjure an illusory duplicate of yourself. The duplicate looks like you in every way, including clothing, equipment, and injuries. It includes visual and audible elements, but fails to hold up to physical inspection.

   The duplicate lasts for 1 minute. It has no defenses besides your Defensive Flash spell, and it disappears if it takes any damage. It also disappears if you gain a major condition or die.

   Choose whether the duplicate mimics your exact movements or acts independently of you.

- If the duplicate mimics your movement, it stays within 5 feet of you and copies all of your movement and actions. If another creature attempts to target you with an attack, roll your Illusion die. If you roll a 4 or smaller, the attack hits your duplicate instead of you.
- If the duplicate acts independently of you, you must concentrate on this spell. The duplicate appears in an unoccupied space within 10 feet of you, and can speak, react, and take actions as you wish, though it always acts on your turn. Whenever you use movement on your turn, you can cause the duplicate to move up to the same amount into an unoccupied space you can see. As 1 count, you can shift your senses so you can see and hear as if you were in the duplicate's space. This lasts until the start of your next turn, or until the duplicate disappears.

   You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

   Silent Image. The range of your silent image, as well as its maximum dimensions, are doubled. Additionally, you can use 1 count to

move the illusion up to 10 feet while you can see it. When you do so, you can alter the appearance of the illusion to mimic natural movement, such as a wheel rolling.

Increased Light Magic
Cost: 2
Prerequisite: Light Magic
You gain the following spells for your Light die and upgrades to your current ones.

Call of Light. The radius of the area is doubled. Additionally, you can cause the area to be lit by bright light, no matter your roll.

Protective Flare. You can use this ability as a defense at will, without using a reaction.

Radiant Bolt. As 3 counts you can make a magical attack using your Light die against a creature you can see within 60 feet of you. Use the following table for the attack's damage.

Damage	5	3	2	—
Die Roll	1	2-4	5-11	12-20

If your target rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress. If your target defends using a Shadow die, and avoids taking damage, you also take one point of stress.

Increased Shadow Magic
Cost: 2
Prerequisite: Shadow Magic
You gain the following spells for your Shadow die, and upgrades to your current ones.

Call of Twilight. When you use your Call of Twilight feature, you can reduce the visibility of the area by 2 levels, instead of one. Additionally, the range at which you can place the darkness is 120 ft sight, instead of 60 feet sight.

Encroaching Shadows. As 4 actions, you can cause the shadows around a creature to attack it. You can make this magical attack against a creature within 60 feet of you that is within an area of low or no visibility due to a lack of light. Use your Shadow die on the following table for the attack. The target can use a Light die, or a regular defense die with a d12 disadvantage, to defend against the attack.

Reduction	7	5	3	2
Die Roll	1	2-5	6-11	12-20

If your target rolls a critical defense, and you don't respond with a critical attack, you take one point of stress.

Shadow Manipulation. Both distances for your Shadow Manipulation feature are doubled.

Increased Storm Magic
Cost: 2
Prerequisite: Storm Magic
You gain the following spells for your Storm die, and upgrades to your current ones.

Shock Flare. You can use your shock flare as a defense at will, without using a reaction.

Thunderwave. As 5 counts, you can send out a wave of thunderous energy. Roll your Storm die on the following damage table.

Damage	6	4	2	1
Die Roll	1	2-7	8-11	12-20

Each creature within a 15-foot cube originating from you must roll a magical defense against the rolled damage. If a targeted creature rolls a critical defense and you didn't roll a 1 on your Storm die, you take one point of stress.

Invisibility
Cost: 2
You gain the ability to magically turn things invisible. You gain a d20 Illusion die and the following spell for it.

As 3 counts, you can cause yourself or one object or creature within reach to turn invisible. If the target is a creature, any object it is wearing or carrying also turns invisible. The invisibility lasts for 1 hour. It ends early if the target deals or takes damage. It also ends early if you gain a major condition or die.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Light Magic
Cost: 2
You can use magic to create and manipulate light. You gain a d20 Light die and the following spells for it.

Call the Light. As 3 counts, you summon a mote of light, targeting a point you can see within 60 feet of you. Roll your Light die and consult the following table to see the maximum radius you can choose for the light.

Radius	60 ft	30 ft	10 ft	5 ft
Threshold	1	9	16	20

For 1 minute, dim light is shed on the area. If you roll a critical success on your Light die, you

can choose to have the effect cause bright light instead. The light can be any color of your choice.

A creature can use a Shadow die against your passive Light die threshold, dispelling the effect on a success. You can also dispel the light as 1 count.

You can cast this spell (your level) times as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Eyes of the Dawn. As 3 counts, you can grant a willing creature that you touch the ability to see through darkness. Roll your Shadow die and consult the table below for the duration of the effect.

Duration	*	1 hour	10 min	1 min
Threshold	1	5	11	20

*On a critical success, the effect lasts until you use it again.

For the duration, the target ignores visibility reduction based on light level. The effect ends early if you use it again, or when the target of the effect gains a rest.

You can cast this spell (your level) times as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Protective Flare. When you are attacked, you can use 1 count as a reaction to roll your Light die instead of your regular defense die or dice. Use the following table for the damage reduction.

Reduction	5	3	2	1
Die Roll	1	2-5	6-11	12-20

If you are attacked by a creature using a Shadow die, You can cast this spell as a defense, with no reaction required.

If your attacker is using a magical die and rolls a critical hit, and you don't respond with a critical defense, you take one point of stress.

Nature Magic
Cost: 2
You learn to magically create and manipulate plants. You gain a d20 Nature die and the following spells for it.

Control Plants. As 3 counts, you cause natural plants within a 5-foot cube within 30 feet of you to move according to your direction. You cause one of the following effects of your choice.

- The plants grow up to 5 feet in a direction of your choice.

- The plant, if it can support weight, grows handholds that allow creatures to climb it without making a check.
- The plants grow twisted and tangled, making their area tricky terrain for 1 minute.

Entangle. As 4 counts, you can target a 15-foot cube within 50 feet of you and cause vines, roots, and thorns to grow rampantly in the area. The area becomes rough terrain. Each creature of your choice within the area must roll its Agility or Force die (its choice), against your Nature die.

If a creature fails, it is held. It can use 2 counts to repeat the check, ending the effect on itself if it wins. Another creature within 5 feet of a held creature can use 3 counts to roll its Force die against your Nature die, freeing the held creature if it wins.

This effect lasts for 1 minute, or until there are no more creatures held by it. It ends early if you fail a Health or Essence check.

You can cast this spell (1 + half your level) times between rests as normal. Any additional time you cast it, you take 1 stress.

Thorn Strike. As 3 counts, you can sling a sharp thorn at a creature. To make this ranged magical attack, you must be able to see the creature, and it must be within 50 feet of you. Roll your Nature die on the following table for the attack's damage.

Damage	4	2	1	—
Die Roll	1	2-7	8-14	15-20

If your attacker rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress. If your target defends using a Necromancy die, and avoids taking damage, you also take one point of stress.

Psychic Beacon
Cost: 2
You can use your mental powers to create psychic wells in space. You gain a d20 Psychic die and the following spell for it.

You can use 3 counts to place one of the following types of beacons. What you can target is described for each beacon, but it must be within 60 feet of you when you place the beacon.

The beacon lasts for a certain amount of time, based on the type of beacon. You can use 1 count to end it early. The beacon also ends

early if you fail a Health or Essence check, if you gain a major condition, or if you or the target die.

Once a beacon ends, you cannot use that beacon option again until you gain a rest.

Distracting Beacon. You place the beacon on an object. For 5 minutes, the beacon distracts nearby minds. Creatures can roll your Psychic die as an advantage on their Stealth checks made to go unnoticed by creatures within 30 feet of the beacon.

If the object is being worn or carried, the creature wearing or carrying it can roll a die relating to unnatural mental power against your Psychic die. If they succeed, the beacon fails and is wasted. If they win by 5 or more, they are aware that you tried to affect them.

Spotlight Beacon. You place the beacon on a creature. For 20 counts, the beacon draws the ire of others. Creatures within 30 feet of the target can roll your Psychic die as an advantage on their attack rolls against the creature. A creature can only roll this advantage once per turn.

Tracking Beacon. You place the beacon on an object or creature. For 1 hour, the beacon allows you to track the target. You always know the direction and distance to the creature from you. If the target is an object, you can use 1 count to cause the object to emit a brief, single-tone noise that is audible up to 100 feet away.

If the target is an object that is being worn or carried, the creature wearing or carrying it can roll a die relating to unnatural mental power against your Psychic die. An unwilling target can also roll to resist the effect. If they succeed, the beacon fails and is wasted. If they win by 5 or more, they are aware that you tried to affect them.

Rage
Cost: 2
You can enter a state of fury and ferocity. You gain a d20 Rage die. As 1 count, you can enter a rage. While raging, you gain the following benefits.

- You can roll your Rage die as an advantage on all Agility and Force checks you make.
- When you hit a creature with a melee attack, you can increase the damage of the attack by (half your level).
- The damage you take from being hit by weapon attacks is halved.

You cannot concentrate while you are raging.

Your rage lasts for 1 minute, or until you are knocked unconscious, fail a Health check, or die. You can also end your rage early as 1 count.

Raging frequently can take a toll on your body. You can rage once between long or extended rests without issue. However, if you rage again, you gain one level of exhaustion when your rage ends.

Resolve
Cost: 2
You are more magically stable than others; you can endure more stress and keep control. Your Surge Point increases by 1.

You can purchase this enhancement multiple times. However, each time you purchase Resolve, its cost increases by 1.

Restoration Magic
Cost: 2
You gain the ability to heal others' cuts and bruises and brave their minds for hardship. You gain a d20 Restoration die and the following spells for it.

Medicine Assist. Whenever you make a Medicine check, you can roll your current Restoration die as an advantage on the check, provided magical healing could be useful.

Restore Wounds. As 3 counts, you can touch one creature and roll your Restoration die. Use the roll on the restoration table below to determine how much the target is healed.

You can cast this spell 3 times between extended rests.

Healing	5	3	2	1
Die Roll	1	2-7	8-12	13-20

If you later reduce the size of your Restoration die, you gain more uses of this spell. You have 3 uses of Restore Wounds with each die size down to your Restoration die's size. These uses are all independent of each other and recharge when you gain an extended rest. You can choose which die size to use when you cast Restore Wounds.

For example, if your Restoration die is a d12, you can cast Restore Wounds 3 times with a d12 and 3 times with a d20. When you cast the spell, you can choose whether to use a d12 or d20 to roll. If you then decreased your Restoration die to a d10, you would gain 3 uses of Restore Wounds with a d10, in addition to the uses you had previously.

Rock Glide

Cost: 2

You gain the ability to move through earth. You gain a d20 Earth die and the following spell for it.

As 2 counts, you can grant yourself a burrow speed equal to twice your base speed. You can use this speed to move through soil, stone, sand, or similar materials. When you do so, you leave the material undisturbed behind you.

Roll your Earth die on the following table. The result is the duration of the burrow speed. If you are in the ground when the effect ends, you safely ascend at 10-feet per count until you exit the ground.

Duration	1 hour	30 min	10 min	5 min
Threshold	1	5	11	20

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Scrap Tinkering

Cost: 2

You acquire a scrap kit, which is a collection of materials that you use to make things. You gain a d20 Scrap die. With your scrap kit, you can create gadgets that perform various functions.

Parts. Your scrap kit always has a value of parts in it, which represents the amount of materials you have at your disposal. When you purchase this enhancement, your scrap kit has 3 parts in it. The maximum amount of parts that your scrap kit can hold is shown below.

Maximum Parts = 5 + twice your level

The main way to gain parts is to scavenge for them in a pile of junk, deactivated robot, run-down vehicle, or other collection of mechanical parts over the course of 5 minutes. When you do so, roll a check with your Scrap die. You gain parts according to the following table.

Parts	7	5	3	2
Die Roll	1	2-5	6-11	12-20

A few of the features below provide additional options for gaining parts.

Create Trinket. You can use your parts to craft a simple, nonmagical object that can fit in your hand. To do so, you must spend 2 parts and 1 minute of work. You can later use 3 counts to dismantle one of your created trinkets. When you do so, you regain 1 part from it.

Objects you create with your parts can be enchanted. If you enchant one of your own created objects, the enchantment takes half as long to cast. You cannot dismantle the enchanted object until the enchantment is dispelled from it.

Fix-it Assist. When you roll a Fixing check, you can spend one part from your scrap kit and roll your scrap die as an advantage on the check.

Scrap Gadgets. You can use parts from your scrap kit to create gadgets on the fly. You learn 4 gadgets from the list below this feature.

You can exchange one of your known gadgets for another one of your choice whenever you gain an extended rest, and you can exchange any or all of your known gadgets when you level up.

You can use 3 counts to create one of your known gadgets. Each gadget has a part cost, shown in parentheses, which you spend from your scrap kit when you create that gadget. The gadget lasts until it is destroyed. A gadget has no defense, and is destroyed if it takes any damage.

You can gain parts by dismantling your gadgets. As 2 counts, you can dismantle a gadget you have created, provided it hasn't been activated (if applicable) or destroyed. When you do so, you gain parts equal to half the gadget's part cost, rounded up.

Gadgets

Alarm (2 parts). A fist-sized gadget that sounds a loud noise when it is activated. You or another creature can activate the alarm as 1 count, or you can connect the alarm to a time-keeping device and make it activate at a certain time.

When it is activated, the alarm makes a ringing or clicking noise (your choice), audible up to 100 feet away from it. The alarm continues for 1 minute, or until you or another creature deactivate it as 3 counts. Once it deactivates, the alarm gadget becomes useless.

Fragmentation Grenade (3 parts). A single-use gadget rigged to explode a few seconds after activation. When you create the grenade, you can activate and throw it. Otherwise, the grenade can be activated and thrown by you or another creature as 2 counts. You and other creatures can throw the grenade up to 60 feet.

When activated, the grenade does nothing for 3 counts, and then explodes. Roll your Scrap die on the following table to determine the damage. Each creature within 30 feet of the grenade must roll defenses against the damage, unless they are behind total cover. The damage result is doubled for creatures within 10 feet of the grenade.

Damage	6	4	3
Die Roll	1	6-11	10-20

Light Emitter (1 part). A handheld gadget that can emit dim light in a 20-foot cone originating from itself. The emitter can be turned on or off by its holder as 1 count.

Makeshift Toolkit (3 parts). A collection of gadgets that can be used as a temporary substitute for artisanry tools. You must choose a specific type of artisanry tools when you create this gadget. The tools are only durable enough to be used for one action using the tools, such as one instance of repairing an object with smith's tools. After this use, the tools degrade and become useless.

Shocker (3 parts). A handheld gadget that can produce a powerful jolt of electricity. You or another creature can make a melee attack with the shocker against a creature 5 feet away. The target must roll its Agility die against the attacker's. If the attacker wins, the target loses 1d4 counts, and the shocker gadget becomes useless.

Stun Device (2 parts). A single-use gadget rigged to emit a blinding flash of light and a piercing sound a few seconds after activation. When you create the grenade, you can activate and throw it. Otherwise, the grenade can be activated and thrown by you or another creature as 2 counts. You and other creatures can throw the grenade up to 60 feet.

When activated, the grenade does nothing for 3 action counts, and then emits a flash of light and sound. Roll your Scrap die. Each creature within 30 feet of the grenade must roll its Awareness die against your roll. On a failure, a creature is blinded and deafened for 1 minute. It can repeat the check at the end of each of its turns, ending the conditions on itself on a success.

Timepiece (1 parts). A palm-sized gadget that can count passing time. The gadget tells you how many minutes have passed since you created the gadget. The gadget stops working after 600 minutes pass.

Walker (2 parts). A gadget that can briefly walk in a straight line. You or another creature can activate the gadget as 1 count, setting it on a surface in reach. The gadget then walks straight across the surface in a direction of the activator's choosing. The walker gadget moves 5 feet every 3 counts. It does so for 30 counts, or until it is blocked by any obstacle taller than an inch.

Once it has been activated, you can use 3 counts to reset the walker gadget, after which it can be activated again.

Shadow Magic
Cost: 2
You can use magic to create and manipulate shadows. You gain a d20 Shadow die and the following spells for it.

Call of Twilight. You can use 3 counts to create a sphere of reduced visibility, centered on a point you can see within 60 feet of you. Roll your Shadow die and consult the following table to see the maximum radius you can choose for the darkness.

Radius	60 ft	30 ft	10 ft	5 ft
Threshold	1	9	16	20

For 1 minute, the visibility in the area is reduced by one level due to the reduced light. A creature can use a Light die against your passive shadow check, dispelling the effect on a success. You can also dispel the darkness as 1 count.

Gloom Strike. You can use 3 actions to make a magical attack with your shadow magic. The attack must target a creature within 90 feet of you that you can see, and that is not within complete darkness. Roll your Shadow die on the following table for the attack's damage.

Damage	5	3	1	—
Die Roll	1	2-7	8-11	12-20

If your attacker rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress. If your target defends using a Light die, and avoids taking damage, you also take one point of stress.

Shadow Manipulation. As 2 counts, you can manipulate the appearance of shadows you can see within 10 feet of you. You can increase or decrease the size of the shadows or move the shadows by up to 5 feet. You can also change the shape of the shadows as you wish.

These changes cannot extend the shadow out of this ability's range.

Sleuth's Mark
Cost: 2
Prerequisite: Hunter's Mark, an Investigation die
You gain the following hunter's mark, and always have it prepared. It does not count against the amount of marks you can normally prepare.

Mark of Influence. This mark lasts for 10 minutes. You can roll your Hunter's die as an advantage on your check when you use Character Analysis on the marked creature. If you succeed, you can also roll your Hunter's die as an advantage on Speech checks you make to influence the marked creature.

Spatial Charge
Cost: 2
You can teleport using the collected energy of your attacks. You gain a d20 Spatial die and the following abilities for it.

Spatial Charges. The amount of collected energy you have is tracked by a value called your spatial charges. You gain spatial charges according to the rules below, and some features require you to spend your spatial charges. Your amount of spatial charges is set to 0 whenever you finish a long or extended rest.

Whenever you deal damage to a creature with a weapon attack or unarmed strike, you gain a spatial charge. If the attack is a critical hit, you gain 2 spatial charges instead.

Similarly, you gain a spatial charge if you reduce an incoming attack's damage to 0 with your defense. If the defense is a critical defense, then you gain 2 spatial charges instead.

There is no maximum for how much spatial charge you can have at a given time. However, some of the features below have a possibility of causing "spatial collapse." When this occurs, you take damage equal to your current amount of spatial charges, and your amount of spatial charges is set to 0.

Kinetic Discharge. When you make an attack with a weapon, you can spend 3 spatial charges to roll your Spatial die as an advantage on the attack. When you use this ability, you do not gain spatial charges from the attack.

If the target of the attack rolls a critical defense, and you don't respond with a critical hit, spatial collapse occurs.

Reflexive Warp. When you are targeted with an attack that requires you to roll your defense die or dice, you can use 1 count as a reaction to spend 2 spatial charges. When you do so, roll your Spatial die as an advantage on your defense roll.

If you avoid taking damage from the attack, you can teleport up to 10 feet into an unoccupied space of your choice as a part of your reaction.

If your attacker rolls a critical hit, and you don't respond with a critical defense, spatial collapse occurs.

Spatial Leap. As 2 counts, you can spend any amount of spatial charges that you have. You then teleport up to (5 x spent charge) feet into an unoccupied space that you can see. You can take this action in addition to another action on your turn.

There is a 5 percent chance of spatial collapse occurring for every charge you spend on this ability. If spatial collapse occurs, it occurs immediately after you teleport.

Storm Magic
Cost: 2
The power of thunderstorms surrounds you. You gain a d20 Storm die and the following spells for it.

Alter Weather. You can slightly control the weather within a 20-foot radius around you. You can cause light rain to stop falling, the wind to change direction, or the wind to change velocity up to 20 mph. This ability cannot prevent harmful weather such as hail.

Lightning Touch. As 3 counts, you can make a magical melee attack against a creature within 5 feet of you. Roll your Storm die on the following table for the attack's damage.

Damage	5	3	1	—
Die Roll	1	2-7	8-11	12-20

If your target rolls a critical defense using a magical die, and you don't respond with a critical attack, you take one point of stress.

Shock Flare. When you are attacked, you can use 1 count as a reaction to emit an electric shock, possibly causing the attack to miss. Roll your Storm die. If you roll below the attack roll of your attacker, the attack misses.

Toughness

Cost: 2

You are more resilient than others; you can take more hits and keep going. Your breakpoint increases by 1.

You can purchase this enhancement multiple times. However, each time you purchase Toughness, its cost increases by 1.

Transference

Cost: 2

You can temporarily grant your own abilities to creatures you summon. As 2 counts, you can target a creature you summoned that you can see within (10 x your level) feet of you. The target gains an enhancement of yours that you choose, and you lose it. The chosen enhancement cannot have a prerequisite, and cannot be Transference.

The transferred enhancement functions as if the creature purchased the enhancement itself. If you normally have additional benefits or boosts for the enhancement, such as from other enhancements, the target does not gain those additions.

If the enhancement references a statistic of yours, such as a skill tier or your level, these statistics remain as they are for the target. If the transferred enhancement has uses, charges, or some other expendable mechanic, it is sustained over the transference. This means if you transfer an enhancement that has one use expended, it is still expended for the target, and any further uses it expends remain spent once you regain the enhancement.

While the enhancement is transferred, you cannot use any features that you normally get from it. If you have other enhancements that have the transferred enhancement as a prerequisite, you can still use them. If an enhancement grants some benefit or ability upon the use of the transferred enhancement, you are unable to use it.

The transference lasts for 1 hour, or until you or the target dies. You can also end it early as 4 counts. You cannot use transference to transfer an enhancement while you already have one transferred.

Unarmored Defense

Cost: 2

Prerequisite: x

While others need armor, you have found a way to protect yourself without it. Your evasive capabilities, magical protections, tech devices, or other methods keep you safe despite your lack of armor.

Choose a die of yours to use with this defense. You can choose any die that you can reduce through enhancement, such as your Agility die or a magical die. Within this enhancement and rules that reference it, this chosen die is called your Unarmored die. You can change your Unarmored die to a different die whenever you level up.

While you wear no armor, you can roll your Unarmored die on the following table as a defense, instead of regular unarmored defense.

Reduction	4	2	1	—
Die Roll	1	2-7	8-11	12-20

Vigilant Bond

Cost: 2

You can form bonds with your allies that help you assist them. You gain a d20 Vigilance die. As 2 counts, you can form a vigilant bond with a willing creature you can see within 5 feet of you. The bond lasts until you or the creature dies, or until you end it early as 1 count.

Roll your Vigilance die on the following table. The result is how many of the following benefits you can choose for the bond.

Amount	3	2	1
Die Roll	1-3	4-11	12-20

You and the bonded creature gain the chosen benefits while the bonded creature is within (20 x your level) feet of you.

- Both of you can roll your Vigilance die as an advantage on your Awareness checks.
- Both of you can roll your Vigilance die as an advantage on your Agility checks at the beginning of combat.
- Both you and the bonded creature can use 2 counts to grant the other (your level) shield points. Once either of you use this ability, neither of you can do so again.
- The bonded creature can roll your Vigilance die as an advantage on a defense roll it makes. Once it uses this ability, it cannot do so again until you take damage.

You can use your vigilant bond once as normal between gaining rests. Any additional time you use it, you take 2 stress.

Volley of Thorns

Cost: 2

Prerequisite: a d12 or smaller Nature die

You gain the following spell, linked to your Nature die.

As 5 counts, you send up a spray of thorns into the air that rain down upon a 20-foot cube centered on a point within 50 feet of you. When you cast this spell, and at the start of each of the next 4 counts, each creature within the area must roll its Agility die against a contested roll of your Nature die.

On a failure, a target takes 1 damage, and it takes a +1 penalty to its attack rolls. This penalty is cumulative if the target is hit by the thorns on multiple counts. It lasts until the target or another creature within reach uses 3 counts to remove the thorns, or until the target's current damage is reduced.

You can cast this spell twice between rests as normal. Any additional time you cast it, you take 1 stress.

3-Point Enhancements

Brawl Master

Cost: 3

Prerequisite: Brawling

You are a menace to face in a brawl. You gain the following abilities and upgrades to ones you already have.

Bar Fighting. You gain a +1 damage bonus on your improvised weapon attacks and unarmed strikes.

Additionally, if you choose to roll your Brawling die as an advantage on one such attack, and you deal damage to the target, you can immediately grapple the target in a way of your choice. When you do so in this way, you automatically succeed on the first check required to initiate the grapple.

Pin. When you have grappled a creature's movement, you can use 3 counts to attempt to pin it. Roll another check to grapple the creature. If you win, both you and the creature are restrained. The pin lasts until you let the creature go at any time (no action required), until you gain a major condition, or until you are no longer in an adjacent space to the creature.

Scrappy Movement. When you take the Attack action to make an improvised weapon attack, unarmed strike, or shove attack, you can move up to your speed before or after the attack without spending extra counts.

Additionally, if you attack a creature with an improvised weapon, unarmed strike, or shove attack, you don't provoke opportunity attacks from that creature for the rest of your turn, whether you hit or miss.

Burning Paragon

Cost: 3

Prerequisite: Vigilant Bond

While your vigilant bond is active, you can use 3 counts to activate the additional effect shown below. To do so, your bonded creature must be within (10 x your level) feet of you. The effect lasts for 20 counts.

Choose yourself or your bonded creature to be the source creature. Lashes of fire reach out at a creature that you can see within 20 feet of the source creature. The target must roll a Frost die or its Force die against your Vigilance die. If it fails, the target is tethered to the source creature until the effect ends.

While tethered, the target cannot move further away from the source creature than it started. If the source creature moves away from the target, the target is dragged by the vines to remain at the same distance from the source creature.

At the end of each of its turns, the target must repeat the roll. If it fails, the target takes 1d4 damage, and you or the source creature can reduce its current damage by the same amount. If it succeeds, the effect ends early.

You can activate this effect once as normal between placing new vigilant bonds. Any additional time you activate it, you take 1 stress. If the target successfully defends using a Frost die, you take 2 stress and cannot activate the effect again until you gain a long or extended rest.

Constant Rock Glide

Cost: 3

Prerequisite: Rock Glide

You have learned to use your rock glide enhancement with ease. Your burrow speed has no duration; you simply have a burrow speed equal to twice your base movement.

Additionally, you can use your magic to temporarily grant others your rock sliding capabilities. As 2 counts, you can touch a willing creature and give it a burrow speed equal to your base speed. Otherwise, the effect is identical to your own rock gliding. Roll your

Earth die on the table you normally use for the effect's duration. This is the duration for the target's speed.

Deathly Twilight
Cost: 3
Prerequisite: Call of Twilight feature
Dangers lurk in the shadows you create. While the darkness you created with Call of Twilight is active, you can use 5 actions to activate one of the following effects of your choice.

- Every creature within the darkness has its speed reduced by 10 feet until the end of its next turn.
- Every creature within the darkness must roll a light die or its Force die against your Shadow die. A creature that fails is poisoned until it leaves the darkness. If at least one creature succeeds its check using a light die, you take 1 stress.
- If there are multiple creatures within your darkness (including yourself), you can choose two of them and cause them to teleport into the other's space. A target can roll a Light die against your Shadow die to resist the effect.

Distant Restoration
Cost: 3
Prerequisite: Restoration
You can now heal others from afar. When you use Restore Wounds, you can target any creature that you can see within 30 feet of you.

Earth Shaker
Cost: 3
Prerequisite: Vigilant Bond
While your vigilant bond is active, you can use 3 counts to activate the additional effect shown below. To do so, the bonded creature must be within (10 x your level) feet of you. The effect lasts for 20 counts.

Choose yourself or your bonded creature to be the source creature. The ground rumbles and shakes violently in the space of a creature that you can see within 20 feet of the source creature. The target must roll an Air die or its Agility die against your Vigilance die. If it fails, the target is knocked prone and cannot stand up until the effect ends.

At the end of each of its turns, the target must repeat the roll. If it fails, the target takes 1d4 damage, and you or the source creature

can roll your Vigilance die as an advantage on its next attack or defense (does not stack). If it succeeds, the effect ends early.

You can activate this effect once as normal between placing new vigilant bonds. Any additional time you activate it, you take 1 stress. If the target successfully defends using an Air die, you take 2 stress and cannot activate the effect again until you gain a long or extended rest.

Enchantment Security
Cost: 3
You can restrict the use of your enchantments to creatures of your choice. When you cast an enchantment, you can designate specific creatures that you know. When you do so, only you and the designated creatures can use the enchanted item's properties. For other creatures, the enchanted item is treated as nonmagical.

Additionally, when you cast an enchantment, you can designate a command word. A creature that speaks the command word can use the enchanted item's properties until they are no longer wielding it. They can use it whether you have designated them as a creature that can use the item or not.

Improved Assassin's Strike
Cost: 3
Your Assassin's Strike becomes more deadly. For each advantage you have on an attack, you gain a +1 damage bonus to your Assassin die roll if you use it on that attack.

Invisibility Connoisseur
Cost: 3
Prerequisite: Invisibility, a d12 or smaller Illusion die
You can use your Invisibility spell 5 times between rests without taking stress.

When you level up, you can spend 1 enhancement point to gain an additional use of Invisibility. You can only do so once per level.

Lavish Performance
Cost: 3
Prerequisite: Arcane Performance
Your arcane performance enhances your basic performing abilities. While your arcane performance is active, the die of the instrument you are using is reduced by one size.

Locate Creature

Cost: 3

Prerequisite: a d12 or lower Detection die

You gain the ability to learn about creatures in your vicinity. You gain the following spell for your Detection die.

As 5 counts, you can describe a creature. The creature can be a specific creature that is familiar to you, or a generic type of creature, such as Intelligent creatures. You become magically aware of whether the described creature is within 500 feet of you. If you describe a generic type of creature, you become aware of the nearest instance of that type of creature (besides yourself, if you qualify). Roll your Detection die on the following table.

Result	3	2	1
Die Roll	1-3	4-11	12-20

The result determines how much you learn about the creature's location and status. You can learn up to (the result) pieces of information about the creature, chosen from the following list.

- How close the creature is to you.
- What direction, relative to you, the creature is located.
- Whether the creature is moving, and if so, the speed and direction of its travel.
- How much damage the creature has.

You can choose to maintain concentration on this spell. While you maintain your concentration, you continuously remain aware of the chosen type or types of information about the creature. If you describe a generic type of creature, and another instance of the described type of creature becomes the closest instance to you, you become aware of this. You can then choose to switch the target of your detection to that creature, or to remain detecting information about the initial target.

You can maintain your concentration on this spell for up to 10 minutes. If your concentration is broken, you take 2 stress.

You can use this spell two times as normal between gaining rests. Any additional time you use, you take 1 stress.

If your Detection die becomes a d6, you can use this spell four times between rests without taking stress.

Nature's Heart

Cost: 3

Prerequisite: Vigilant Bond

While your vigilant bond is active, you can use 3 counts to activate the additional effect shown below. To do so, your bonded creature must be within (10 x your level) feet of you. The effect lasts for 20 counts.

Choose yourself or your bonded creature to be the source creature. Grasping vines shoot from the source creature towards a creature that you can see within 20 feet of the source creature. The target must roll a Necromancy die or its Force die against your Vigilance die. If it fails, the target is restrained until the effect ends.

At the end of each of its turns, the target must repeat the roll. If it fails, the target takes 1d4 damage and you can cause more vines to shoot out at another creature you can see within 20 feet of the source creature. Repeat the effect for the new target, in addition to the previous one(s). If a target succeeds, the effect ends early for that target only. If there are no longer any restrained targets, the effect ends early.

You can activate this effect once as normal between placing new vigilant bonds. Any additional time you activate it, you take 1 stress. If the target successfully defends using a Necromancy die, you take 2 stress and cannot activate the effect again until you gain a long or extended rest.

Prismatic Array

Cost: 3

Prerequisite: a d12 or smaller Light die

You gain the following spell for your Light die.

As 3 counts, you can summon a prismatic array, a rainbow-colored, flashing lights within a 20-foot cube area you can see within 50 feet of you. The lights provide bright light in their area and last for 10 minutes. They end early if you use 1 count to do so, or if you fail a Health or Essence check.

The prismatic array is confusing and disorienting within their area. Roll your Light die once when you summon the prismatic array. When a creature starts its turn in the lights, it must roll an Awareness check against your roll.

If it fails, the target has a d8 disadvantage on its Awareness checks and attack rolls until it leaves the area. It can repeat the roll (with the

disadvantage) as 1 count, ending the effect on itself if it wins.

A creature that wins its roll against this effect cannot be affected by this use of the prismatic array again.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 1 stress.

Radiant Splendor
Cost: 3
Prerequisite: Vigilant Bond
While your vigilant bond is active, you can use 3 counts to activate the additional effect shown below. To do so, your bonded creature must be within (10 x your level) feet of you. The effect lasts for 20 counts.

Choose yourself or your bonded creature to be the source creature. An intense flash of light emits from the source creature. Each creature within 20 feet of the source creature must roll a Shadow die or its Awareness die against your Vigilance die. On a failure, a target is blinded until the effect ends.

At the end of each of its turns, a target must reroll the check. If it fails, you or the source creature gains a shield point. If it succeeds, the effect ends early for that target only. Once there are no longer any blinded targets, the effect ends early.

You can activate this effect once as normal between placing new vigilant bonds. Any additional time you activate it, you take 1 stress. If the target successfully defends using a Shadow die, you take 2 stress and cannot activate the effect again until you gain a long or extended rest.

Restorative Boon
Cost: 3
Prerequisite: Restoration
You gain the following spells for your Restoration die, and upgrades to your current ones.

Guiding Light. As 2 counts, you touch a willing creature and grant it extra confidence. The target gains 1d4 shield points. Additionally, the target can roll your Restoration die as an advantage on the next roll it makes before the end of its next turn.

You cast this spell (half your level) times between rests. Any additional time you cast it, you take 1 stress.

Restore Wounds. If your healing reduces the target's current damage to 0, and there is excess healing that was unused, the target gains shield points equal to the excess.

Rageful Soul
Cost: 3
Prerequisite: Rage
You can rage twice between long or extended rests without gaining exhaustion.

Reckless Aggression
Cost: 3
Prerequisite: Rage
During your rage, you can deal out frenzied attacks at the cost of your own defense. Whenever you make a melee attack during your rage, you can make the attack reckless. When you do so, you can roll your Rage die as an advantage on the attack.

Whenever you make a reckless attack, you receive a +1 penalty to the damage reduction of your defense rolls. This reduction stacks with multiple reckless attacks. The reduction lasts until you do not attack on one of your turns.

Shield Allocation
Cost: 3
You gain the ability to send your defenses to others. When you have shield points, you can use 2 counts to send those shield points to a willing creature within 10 feet of you that you can see. You lose all your current shield points, and the target gains shield points of an equal amount.

If the shield points you sent were generated by a feature that can only be reactivated once the existing shield points are used, they must be used by the target to reactivate the effect.

Storm Surge
Cost: 3
Prerequisite: Vigilant Blessing
While your vigilant bond is active, you can use 3 counts to activate the additional effect shown below. To do so, your bonded creature must be within (10 x your level) feet of you. The effect lasts for 20 counts.

Choose yourself or your bonded creature to be the source creature. Crackling lighting arcs at a creature you can see within 20 feet of the source creature. The target must roll an Earth die or its Agility die against your

Vigilance die. If it fails, the target immediately loses 1d4 counts.

   At the end of each of its turns, the target must repeat the roll. If it fails, it loses 1d4 counts and you or the source creature can immediately fly up to (5 x damage dealt) feet, without provoking opportunity attacks. If it succeeds, the effect ends early.

You can activate this effect once as normal between placing new vigilant bonds. Any additional time you activate it, you take 1 stress. If the target successfully defends using an Earth die, you take 2 stress and cannot activate the effect again until you gain a long or extended rest.

Unarmored Protection
Cost: 3
Prerequisite: Unarmored Defense
You gain a +1 bonus to the damage reduction of your Unarmored Defense. You also gain the ability to extend your Unarmored Defense to others. When a creature that you can see within 5 feet of you is targeted by an attack, you can use 1 count as a reaction to roll your Unarmored Defense and reduce the incoming damage by the result.

   You must choose to use this reaction before knowing how much damage is dealt to the creature, and before the creature rolls its defenses.

Vampiric Touch
Cost: 3
You gain a d20 Vampire die. Some of the following features use your Vampire die.

   Supernatural Might. You can roll your Vampire die as an advantage on an Agility or Force check you make. You can do so (1 + half your level) times between rests.

   Vampiric Touch. You can use 3 counts to make a melee attack against a creature within 5 feet of you. Roll your Vampire die on the table below for the attack's damage.

Reduction	5	3	1	—
Die Roll	1	2-7	8-11	12-20

   Additionally, your current damage is reduced by the amount of damage that the target takes. If the attack hits, the target takes 2d6 damage and your stress is reduced by half that amount.

Blade Expert
Cost: 4
Prerequisite: Blade Specialist, a d8 or smaller die for blades
Your expertise with bladed weapons is unparalleled. You gain the following benefits.

- You gain a +1 damage bonus to all your blade attacks.
- You score a critical hit with blade attacks when you roll a 1 or 2 on the weapon die.
- If you miss a creature with a blade attack, you can spend one additional count to make another blade attack against the same creature. This additional count is added to the action or reaction you took to make the original attack.

Blazing Shield
Cost: 2
Prerequisite: Fire Magic
When you use your Searing Shield spell, you gain the following benefits.

- The amount of shield points granted by any die roll is increased by 2.
- You can use the shield twice between rests without taking stress.
- You can target a willing creature you can see within 30 feet of you. The target gains the shield instead of you. You still take the stress in any event that causes stress.

Bludgeon Expert
Cost: 4
Prerequisite: Bludgeon Specialist, a d8 or smaller die for bludgeons
Your expertise with blunt weapons is unparalleled. You gain the following benefits.

- You gain a +1 damage bonus to all your bludgeon attacks.
- You score a critical hit with bludgeon attacks when you roll a 1 or 2 on the weapon die.
- When you attack an unarmored creature or prone creature with a bludgeon, you gain a -2 bonus to the attack roll.

Bow Expert

Cost: 4
Prerequisite: Bow Specialist, a d8 or smaller die for a bow

Your expertise with bows is unparalleled. You gain the following benefits.

- You gain a +1 damage bonus to all your bow attacks.
- The advantage you can choose to gain on a bow attack roll from the Bow Specialist ability decreases to a d8.
- As 5 counts, you can send a volley of 10 arrows up into the air. Choose a 10-foot radius area that you can see within the normal range of your bow, and roll your weapon die for the bow. Each creature within the area must succeed on an Agility check against your die roll or take 1d4 damage from the raining arrows.

Cause Hallucination

Cost: 4
Prerequisite: a d10 or smaller Illusion die

You gain the ability to conjure illusory hallucinations in a creature's mind. You gain the following spell for your Illusion die.

As 5 counts, choose a creature within 60 feet of you that you can see. The target hallucinates a phenomenon that you describe, which can entail creatures, objects, hazards, or any other effect.

The target perceives visual, audible, and haptic elements of the hallucination, and can even be so mentally influenced as to take damage from it. On your turn while the hallucination is ongoing, you can use 3 counts to have the hallucination deal 1 damage to the target. The target perceives this damage as occurring in a way that aligns with the hallucination, such as burns from a fire.

The hallucination lasts for 1 minute. At the end of each of its turns, the target can roll its Awareness or Logic die against your Illusion die, ending the effect early on a success. The effect also ends early if you gain a major condition, or if you die.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 2 stress.

If your Illusion die becomes a d6, You can cast this spell twice between rests without taking stress.

Contingent Trap

Cost: 4
Prerequisite: Increased Detection Magic

You gain the ability to trigger effects when your contingent alarm is triggered. When you place a contingent alarm, you can imbue it with a magical effect. To do so, you must perform an action that causes the effect. Instead of immediately occurring, the effect of the action is held within the alarm.

When the alarm is triggered, the effect that you imbued the alarm with occurs. If the effect takes place within an area, it is centered on where the alarm was triggered. If the effect requires a target, it occurs only if the alarm is triggered by a creature's action, targeting that creature.

Enchantment Stacking

Cost: 4

You gain the ability to stack your enchantments. You can cast multiple enchantments on the same object. The object cannot be magical besides enchantments you have cast on it.

If an item that you have casted multiple enchantments on breaks, resolve the breakage disenchantment for both enchantments separately.

Exalted Performance

Cost: 4
Prerequisite: Arcane Performance

Your arcane performances grow in power. When you activate your performance, you gain the following additional benefits for each one.

Performance of Battle

- You can make two attacks when you take the Attack action.

Performance of Distraction

- Creatures can move away from creatures you are distracting without provoking opportunity attacks. This refers to creatures that fail the check of this performance's second main effect.

Performance of Focus

- You can use 3 counts to choose a creature you can see within 30 feet of you, including yourself. Any effect causing the target to be frightened or stunned ends for it.

Fireball

Cost: 4

Prerequisite: a d12 or smaller Flame die

You gain the following spell for your Flame die.

As 6 counts, you begin summoning a blazing ball of fire. The effect does not occur until immediately before your next turn, and you must maintain concentration on this spell until then.

When the effect occurs, you can throw the fireball up to 60 feet to a point you can see. Then, the fireball explodes in a 20-foot radius. Every creature in the area must roll a magical die against your Flame die. If it loses, a creature takes 3d4 damage, is thrown 15 feet away from the fireball's center and is knocked prone. If it wins, a creature takes half as much damage and is not thrown back or knocked prone. Win or lose, a target is set on fire, unless it defends using a Frost die.

Alternatively to rolling a magical die, a creature can roll its Agility die with a d10 disadvantage against your Flame die. If it wins, the creature can use 1 count as a reaction to move up to half its speed. If this movement places the creature outside the fireball's area, it takes half damage and is not set on fire, but is still knocked prone and thrown.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 2 stress.

Flight of the Tempest

Cost: 4

Prerequisite: a d10 or smaller Air die

You gain the following spell for your Air die.

As 3 counts, you can choose up to (your level) creatures you can see within 15 feet of you, including yourself. Roll your Air die on the following table. Each creature gains a flying speed equal to the result. If a creature already has a flying speed, it is increased by the result.

Speed	50	30	20
Die Roll	1-3	4-7	8-10

The flying speed lasts for 10 minutes, or until you fall unconscious or fail a Health or Essence check. You can also end the effect early as 1 count.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 2 stress.

Greater Restoration

Cost: 4

Prerequisite: a d12 Restoration die

You gain the following spells for your Restoration die, and upgrades to your current ones.

Cleanse. As 5 counts, you can touch a creature and end one minor condition affecting it.

Restore Wounds. When you use Restore Wounds, you can target two creatures within range. Both creatures receive the effect of your Restore Wounds.

Landslide

Cost: 4

Prerequisite: a d10 or smaller Earth die

You gain the following spell for your Earth die.

As 5 counts, you can summon large boulders to hurtle in a direction of your choice. You must maintain concentration on this action. The boulders appear in a 5-foot wide, 40-feet long line originating from you. Then, the boulders begin rolling in a direction of your choice. Roll your Earth die.

The boulders move at a speed of 20-feet per count, and they move immediately before any turns occur on a count. If the boulders cross into the space of another creature, that creature must roll its Agility die against your roll. If it fails, the creature takes 2d4 damage and is knocked prone. If it succeeds, the creature takes half the damage and is not knocked prone.

The boulders continue rolling for 5 counts, at which point they disappear. They disappear early if your concentration is broken or if you fail a Health or Essence check.

You can cast this spell once as normal between gaining a long or extended rest. Any additional time you cast it, you take 2 stress.

Lightning Bolt

Cost: 4

Prerequisite: a d12 or smaller Storm die

You gain the following spell for your Storm die.

As 5 counts, you begin summoning a bolt of lighting. The effect does not occur until the start of your next turn, and you must maintain concentration on this spell until then.

When it fires, the lightning bolt shoots out in a 80-foot long, 10-foot wide line originating from you. Each object and creature within the line must roll a magical die or its Agility die against your Storm die.

On a failure, a target takes 2d6 damage and is lit on fire. On a success, a creature takes half as much damage and is not lit on fire.

You can cast this spell once as normal between gaining rests. Any additional time you cast it, you take 2 stress.

Living Illusion

Cost: 4
Prerequisite: a d12 or smaller Illusion die
You have gained the ability to constantly manipulate your illusions to mimic living creatures. You gain the following spell for your Illusion die.

You can use 4 counts to create an illusion of a creature in an unoccupied space within 100 feet of you. The illusion can be of any Large or smaller creature that you have seen, or one that you can describe. The illusion can include sounds and can move dynamically to mimic a living creature. The illusion behaves in any way you wish.

Additionally, as 1 count, you can cause any illusion you have created to move up to 15 feet. You can cause the illusion to change in such a way as to make this movement seem realistic for it, such as a creature running or flying.

You can cast this spell twice as normal between gaining rests. Any additional time you cast it, you take 2 stress.

Shotgun Expert

Cost: 4
Prerequisite: Shotgun Specialist, a d8 or smaller die for a weapon with the arc property
Your expertise with shotguns and similar weapons is unparalleled. You gain the following benefits.

- You gain a +1 damage bonus to all your arc weapon attacks.
- When you make an attack using an arc weapon, you can increase the range of its cone by 5 feet.
- When you attack using an arc weapon, you can choose one target of your attack. That target has a d12 disadvantage on its defense roll against your attack.

Soul of the Air

Cost: 4
Prerequisite: a d8 or smaller Air die
You gain a flying speed of 20 feet and can hover. This flight only functions when you are mostly surrounded by air.

Thunderstrike

Cost: 4
Prerequisite: a d12 or smaller Storm die
You gain the following spell for your Storm die.

As 4 counts, you can target a point that you can see within 120 feet of you and cause lightning to strike there. Each creature within 10 feet of that point must roll a magical die or its Agility die against your Storm die. On a failure, a creature takes 2d4 damage and is set on fire. On a success it takes half as much damage and is not set on fire.

You can cast this spell twice as normal between gaining rests. Any additional time you cast it, you take 2 stress.

Unarmored Deflection

Cost: 4
Prerequisite: Unarmored Defense
You gain a +1 bonus to the damage reduction of your Unarmored Defense. You also gain the ability to turn attacks back on your attackers using your Unarmored Defense. When you use your Unarmored die as a defense against an attack targeting only you and reduce the damage to 0, you can deflect the attack.

When you deflect an attack, you cause the attack to target another creature you can see that is within range of the attack. The new target must roll its defenses against the damage that was originally rolled against you.

You can use this ability (your level) times between rests.

5-Point Enhancements

Enchantment Master

Cost: 5
You can extend your enchantments to more items than usual. When you cast an enchantment, you can choose to not increase the size of your linked die. The item is then considered an extra enchantment for you.

You can have up to three extra enchantments active at once. If you disenchant an extra enchantment, the size of your linked die does not change.

Greater Location

Cost: 5
Prerequisite: Locate Creature or Locate Object, a d10 or lower Detection die
Your ability to magically locate and gain information about creatures and objects

increases. You gain the following upgrades to your Locate Creature or Locate Object spell, or both spells if you have them both.

- The range of your detection spell increases to 5,000 feet.
- When you detect the described target, you learn one additional piece of information.
- If you describe a generic type of target, and there are multiple of them within your detection's range, you can learn information about up to (your level) of the nearest instances of those targets.

Invisibility Master
Cost: 5
Prerequisite: Invisibility Connoisseur, a d8 or smaller Illusion die
You can use your Invisibility spell an additional 5 times between rests without taking stress.

Additionally, when you use Invisibility on yourself, the time limit is removed. The effect can still end early in other ways, as normal.

Finally, when you turn a single creature invisible, including yourself, you can enhance the invisibility for that creature. When you do so, it remains invisible even if it takes or deals damage, but you must concentrate on the spell. You cannot cast Invisibility again until this concentration ends.

Multi-Transference
Cost: 5
Prerequisite: Transference
You can transfer multiple enhancements at once. You can have up to 3 enhancements transferred at once. Each transference must still individually follow the rules of transference, and you cannot transfer an enhancement to multiple creatures.

Additionally, when you use 4 counts to end a transference, you can end any or all of them.

Ritual Totem Master
Cost: 5
When you imbue a ritual totem with the effect of a ritual you cast, you can select up to 10 other creatures. Any of the selected creatures can break the totem and activate the ritual's effect. The creature that breaks the ritual totem can choose the target.

Snow Storm
Cost: 5
Prerequisite: a d10 or smaller Frost die
You gain the following spell for your Frost die.

As 7 counts, you can cause a snow storm to swirl around you. You must maintain concentration on this effect. The storm lasts until your concentration is broken, or for 20 counts.

The storm's area is a 30-foot radius from where you are when you summon it. The storm doesn't move with you afterwards. You ignore the effects of the storm, except for the last effect that targets a smaller area within the storm.

- The storm's area is tricky terrain and has low visibility.
- Creatures within the storm are deafened.
- Whenever a creature starts its turn in the area, it must roll its Force die against a threshold of 10. If it fails, the creature takes 1 damage.
- On your turn, you can use 3 counts to select a point within the storm. Sharp pieces of ice shoot towards creatures within 10 feet of that point. Make a magical attack by rolling your Frost die on the following table. Each target must defend against your attack.

Damage	4	2	1
Die Roll	1	2-5	6-10

If a creature takes damage from this effect, it gains a level of exhaustion until it leaves the storm's area.

Once you cast this spell, you cannot cast it again until you gain a long or extended rest.

Spatial Blink
Cost: 5
Prerequisite: Spatial Charge
You gain the following ability for your Spatial die.

You can expend 3 counts and 5 spatial charge to momentarily disappear. You become invisible and incorporeal until the start of your next turn. Additionally, when you activate this ability, you can move up to twice your speed, without expending counts.

Strengthened Bond
Cost: 5
Prerequisite: Vigilant Bond
Your bond's reach grows. You can form a vigilant bond with a creature if it is within 30 feet of you. Additionally, the bonded creature must only be within 500 feet of you for you both to gain and use the bond's effects.

Sunrise
Cost: 5
Prerequisite: a d10 or smaller Light die
You gain the following spell for your Light die.

As 5 counts, choose a point you can see within 100 feet of you. Daylight emits from that point in a 60-foot radius, dispelling any non-magical darkness. Magical darkness is dispelled if you win a roll of your Light die against the darkness' caster's Shadow die.

The light lasts for 1 minute, or until you fail an Health or Essence check. You can also dismiss the light early as 2 actions.

While the light persists, you can activate one of the following effects as 3 actions on any of your turns. However, you cannot use the same effect of two subsequent turns.

- Choose a creature you can see within the daylight. That creature must roll a Shadow die or its Force die against your Light die. If it fails, the creature is blinded for 10 counts. It can repeat the roll at the end of each of its turns, ending the condition on itself if it wins.
- Choose a 10-foot cube completely within the daylight. Each creature within that cube takes 2 damage. A target can use a magical defense against this damage.
- One willing creature that you can see within the daylight can immediately use 1 count as a reaction to move up to half its base speed.

Once you cast this spell, you cannot cast it again until you gain a long or extended rest.

Telepathic Hub
Cost: 5
Prerequisite: Telepathic Communion
You can open your telepathy to more minds at once. When you use your Telepathic Communion, you can target any amount of creatures within your telepathic range. You can speak telepathically in both directions with every target as per the normal Telepathic Communion rules.

Additionally, you can allow any target to speak telepathically with any other while they are within your telepathic range of each other. You can choose whether this functions individually, meaning each conversation is private, or openly, as if all available creatures were in the same space.

You do not need to maintain concentration on this ability. However, if you use it to commune with more than (your level) creatures at once, you must roll a concentration check every minute. You can roll a Psychic die as an advantage on this concentration check if you have one. If you fail the check, the communion ends, and you take 1 stress.

6-Point Enhancements _____

Allied Transference
Cost: 6
Prerequisite: Transference
You can transfer your enhancements to non-summoned creatures. You can target a willing creature when you use transference. The targeted creature can end the transference early by using 4 counts. Otherwise, the transference functions as normal.

Greater Duplicate
Cost: 6
Prerequisite: Increased Illusion Magic, a d12 or smaller Illusion die
Your ability to create and manipulate illusory duplicates of yourself increases. You gain the following upgrades to your Manifest Duplicate spell.

Additional Uses. You can use Manifest Duplicate twice between rests without taking stress. If your Illusion die becomes a d8, this increases to three times.

Mislead. When you conjure your duplicate, you can turn invisible until the end of your next turn. This invisibility ends early if you take or deal damage.

Multiple Duplicates. You can summon up to 3 duplicates of yourself, instead of one. You can individually assign them to mimic your movements, to mimic each other's movements, or to act independently.

If two duplicates mimic your movement, you must only roll a 6 or smaller to divert an attack to a duplicate. If you have all three mimicking you, you must roll an 8 or smaller.

Guided Blessing

Cost: 6

Prerequisite: Restorative Boon

Whenever you use guiding light on a target, you can select one of the additional following boons.

Boost. The target can use 1 count as a reaction to move up to its speed without provoking opportunity attacks.

Cleanse. When you cast Cleanse, you can end a major or minor condition affecting the target.

Lightning Storm

Cost: 6

Prerequisite: a d10 or smaller Storm die

You gain the following spell for your Storm die.

As 3 counts, you can summon a violent storm in a 100-foot radius around you. You must maintain concentration on the storm, which lasts for 1 minute, until your concentration ends, or until you die. The storm doesn't move with you once you summon it.

While the storm lasts, the following effects occur within it. You ignore the effects of the storm, except for the last effect that targets a smaller area in the storm.

- The storm's area has low visibility and any exposed flames within it are quenched.
- Creatures within the storm are deafened.
- Whenever a creature starts its turn in the area, it must roll its Force die against a threshold of 10. If it fails, the creature takes 1 damage.
- On your turn, you can use 3 counts to select a point within the storm. Lightning strikes at that point. Make a magical attack by rolling your Storm die on the following table. Each target within 10 feet of the lightning strike must defend against your attack.

Damage	4	2	1
Die Roll	1	2-5	6-10

If a creature takes damage from this effect, it loses 2 counts.

Once you cast this spell, you cannot cast it again until you gain a long or extended rest.

Magnificent Performance

Cost: 6

Prerequisite: Arcane Performance

Your arcane performances grant you a harmonic aura. When you activate an arcane performance, you gain 2d6 shield points, which last until the performance ends.

Additionally, you can activate an arcane performance twice between rests without taking stress.

Mirage

Cost: 6

Prerequisite: a d8 or smaller Illusion die

Your illusion capabilities grow to encompass large areas. You gain the following spell for your Illusion die.

As 5 counts, you alter the appearance of the area within 1,000 feet of you. You can alter the terrain or vegetation. You cannot alter the location or shape of structures, but you can alter furniture within them.

Creatures perceive visual, audio, and haptic elements of the illusions. You can also include harmful elements in the mirage, such as pits or pools of lava, which deal damage like their normal versions. However, you cannot create the mirage in such a way that a creature's space is no longer safe, such as creating a pool of lava underneath them.

A creature that is suspicious, such as one who has been in the area before, can roll an Awareness or Logic check against a threshold of (half the maximum result of your Illusion die). On a success, the creature can see through the illusion, and can choose to physically interact with the elements of both the illusion and reality, and cannot take damage from the illusion.

The mirage lasts for 10 minutes. During this time, you can use 5 counts to alter the appearance of the mirage. The mirage ends early if you use 3 counts to do so, or if you gain a major condition or die.

Once you cast this spell, you cannot cast it again until you gain a long or extended rest.

Perpetual Rage

Cost: 6

Prerequisite: Rageful Soul

Your rage is unparalleled. You can rage an unlimited number of times without gaining exhaustion from it.

Pillars from the Earth

Cost: 6

Prerequisite: a d10 or smaller Earth die

You gain the following spell for your Earth die. As 6 counts, you cause pillars of stone to rise out of the ground. Choose up to 5 points that you can see within 50 feet of you. A 5-foot radius pillar of stone rises from each point. You can cause each pillar to rise up to 50 feet.

Each creature in the area of a pillar must roll its Agility die against your Earth die. If it succeeds, the creature can move to the nearest unoccupied space that isn't on a pillar. If it fails, a creature is pushed up on the pillar.

If a pillar intersects a ceiling, the ceiling, and any creature on top of the pillar, takes 3d4 damage.

Once you cast this spell, you cannot cast it again until you gain a long or extended rest.

7-Point Enhancements

Dual Bond

Cost: 7

Prerequisite: Strengthened Bond

You can extend your protection to multiple creatures. You can form a vigilant bond with two creatures at a time. You cannot form a vigilant bond with a third creature while you have two bonds active.

Both of the bonded creatures can grant shield points to each other as well as you, as per the vigilant bond's rules. If you have a feature that affects your bonded creature, you can choose which bonded creature it affects.

Duplicate Transference

Cost: 7

Prerequisite: Transference

You can now retain your own capabilities when you transfer them to others. When you use Transference, you do not lose the enhancement that you transfer. Instead, both you and the target can use the enhancement while it is transferred.

Earthquake

Cost: 7

Prerequisite: a d8 or smaller Earth die

You gain the following spell for your Earth die.

As 6 counts, you can cause an earthquake to occur within a 1-mile radius of a point you can see. You do not need to maintain concentration on this action, but you must use 3 counts on each of your turns to continue its effects. If you don't, the earthquake ends. The earthquake can last for up to 1 minute. It ends early if you fail a Health or Essence check.

The earthquake has the following effects within its area while it lasts.

- The ground is tricky terrain.
- When you conjure the earthquake, and at the start of each of your subsequent turns, every creature must roll its Agility die against a threshold of 5 or be knocked prone.
- A creature that is concentrating must make a concentration check against a threshold of 5 at the start of each of its turns. If it fails, its concentration is broken.
- Structures built atop the ground take 20 damage at the start of each of your turns.

Additionally, when you use 3 counts, to continue the earthquake on your turn, you can cause a fissure to open within the earthquake's area. To do so, the ground in the area must be dirt, stone, or other similar material. You can open a fissure 3 times during the earthquake.

A fissure is 500 feet long, 20 feet wide, and 100 feet deep, and it is positioned to your choosing. Each creature standing above the fissure when it opens must roll its Agility die against your Earth die. If it fails, a creature falls into the fissure. If it succeeds, it moves with the fissure's edge.

If you open a fissure under a building, that building collapses automatically. The GM may determine that a building is large enough to only partially collapse from this effect.

Once you cast this spell, you cannot cast it again until you gain an extended rest.

Frenzied Resistance

Cost: 7

Prerequisite: Rage

Your ability to confront danger while raging increases. Instead of taking half damage from weapon attacks while you are raging, you take half damage from all sources.

Meditative Restoration

Cost: 7

Prerequisite: Restoration

You can accumulate some of your lost restorative energy after a brief respite. You can regain up to (half your level) uses of your Restore Wounds spell whenever you gain a short rest. If your Restoration die is lower than a d20, you can choose the die size of the uses you regain.

Undying Rage

Cost: 7

Prerequisite: Frenzied Resistance

You can shrug off serious physical harm through your rage. While you're raging, you do not need to roll a Health check if your damage is increased past your breakpoint. However, you must roll a Health check with a -5 penalty when your rage ends. You must still roll a Health check if your damage is increased past your breakpoint due to a critical hit.

Equipment and Technology

Every character needs equipment, to some degree. Soldiers wield weapons and wear armor, hackers use computers and other devices, and all characters need food, clothing, and other equipment.

This chapter provides examples of combat equipment, technology, vehicles, and various other items that may be used in a TGN game.

Currency

Across the galaxy, almost any form of currency can be found. Many less developed planets don't use representative money, trading goods and services for one another. The majority of the galaxy, however, uses representative or figurative currency in the form of pieces of cheap materials like paper or plastic. Some very advanced cultures use exclusively digital currencies, recorded on secure servers.

Because of the diversity of currency used throughout the galaxy, this chapter will present values for items with no specific currency. This means that all items are valued relative to each other, regardless of currency or economy.

You can use as many currencies or any kind as you wish in your game. You could decide to use Galactic Credits, which are 1:1 representation of the values in this chapter. Or you might also decide to create multiple currencies with varying conversion rates.

For example, one world could use printed dollars, where 10 dollars equals 1 value. Another world could use pieces of gold as their currency, where one piece of gold equals 30 value.

Variable Prices and Availability

The values listed in this chapter are estimated averages for markets that have ample, but not endless, access to goods and materials. They don't account for local shortages, demand spikes, overselling vendors, or other economic conditions that cause constant fluctuations in real economies.

At the GM's discretion, prices and expenses in this chapter can be changed to fit the current situation surrounding a purchase. The GM also has the freedom to decide that some items aren't available in certain markets.

Object Damage

Just like creatures, objects can take damage, and they can eventually break.

An object's damage begins at 0 when it is created. When damage is dealt to the object, its damage is increased by that amount. Objects usually only take damage when an effect says it deals damage to objects, or when an attack or effect is made to specifically target an object.

Damage Modifiers

Most objects have a damage threshold. These thresholds prevent objects from taking small amounts of damage, and largely depend on the material that makes up an item. The table below offers examples of object damage thresholds based on material.

Example Materials	Threshold
Glass bottle, radio earpiece	—
Chest, window	3
Heavy furniture, metal lock	5
Motorcycle, safe	8

Additionally, many objects have damage immunities. The most common immunities that all objects are assumed to have is immunity to poison and immunity to psychic effects.

Other items may have additional damage immunities or vulnerabilities. Many metal objects are also immune to damage from fire. Some fabrics and other materials are vulnerable to fire. Soft objects like clothing may be immune to damage from bludgeons.

Rules about damage modifiers can be found in the Health and Damage section of chapter 3

Object Breakpoints

Once an object takes enough damage, it breaks and doesn't function as intended anymore.

Every object has a breakpoint, which is a number. If the object's current damage is increased to equal or exceed its breakpoint, the object breaks. The following table offers examples of object breakpoints.

Example Objects	Breakpoint
Glass bottle, radio earpiece	1
Chest, window	5
Heavy furniture, metal lock	15
Motorcycle, safe	25

Exceptions

There are some objects within this chapter and elsewhere that have exceptions or special cases to the normal rules of object damage. Some objects may take more or less damage than usual. An object with an exception to the normal rules will specify so in its description.

A primary example of this is armor and weapons. They can only take damage through special means, and don't immediately break when their damages reach their breakpoints.

Expenses

Just living in the galaxy costs money. This section has options for basic goods and services that a citizen might use every day.

Lifestyle Expenses

Many people's lifestyles can be categorized based on average daily expenses. These categories can be used to reference the cost of living under certain conditions.

The following table shows the average daily cost of living in certain levels of luxury, described afterwards.

Lifestyle	Daily Expenses
Squalid	10
Poor	25
Modest	100
Comfortable	500
Wealthy	2,000
Aristocratic	10,000

Squalid. You live wherever you can get into for free; shelters, roofed alleys, abandoned buildings, etc. Your expenses afford you enough old food to live and little else. Conditions are very bad, and your living is often riddled with crime, filth, and disease. Any sort of wealth is a target in the areas you reside, and a target is a swift and deadly sentence. People tend to ignore people of your lifestyle.

Poor. You scrape by with rough conditions. You might live in a boarding house, the common room of an inn, or a motel. Food likely consists of cheap, repetitive options. These conditions keep you off the streets and away from disease and filth, though crime may still be a worry. Many laborers, mercenaries, and criminals live in poor conditions.

Modest. You live in sufficient, though uncomfortable conditions. You might rent a small apartment or a low-class house. These conditions keep your life clean, hunger-free, and relatively safe. Many specialized laborers, students, families, and soldiers maintain this lifestyle.

Comfortable. You have some disposable income. This allows you extra pleasantries, such as nicer clothing or public dining. You might live in a middle-class neighborhood or rent a respectable apartment. You associate your lifestyle with money-lenders, military officers, and office workers.

Wealthy. You live in luxury. You have a large, expensive apartment or a nice house in a wealthy neighborhood. You might have a personal assistant or two. You live in the same conditions as many successful merchants, multi-business owners, or famous contractors.

Aristocratic. You live in the utmost luxury possible. You are fed at the finest restaurants, tailored to by a staff of servants, and transported in a private aircraft. You live in a monstrous apartment or an extravagant mansion. You associate with politicians, guild leaders, and nobility. At this level of wealth, you must also contend with the highest levels of treachery and deceit. Living at an aristocratic level is likely to draw you into political intrigue and drama, either as a pawn or a participant.

Common Expenses

Everyday expenses for most galactic citizens include food, drinks, and lodging. Not every citizen needs these every day. A homeless man won't be buying fine wine by the bottle, and an aristocratic banker won't be purchasing junk food every day.

Food	Value
Bread, loaf	2
Fruit, bundle	10
Junk food	5
Meat, chunk	15
Meals	—
Squalid	3
Poor	8
Modest	30
Comfortable	100
Wealthy	700
Aristocratic	2,000

Drink	Value
Ale, mug	4
Beer, bottle	5
Cocktails	—
Basic	10
High quality	50
Energy drink	8
Water, bottle	3
Wine	—
Common (glass)	10
Common (bottle)	50
Fine (glass)	80
Fine (bottle)	250

Lodging *(per day)*	Value
Squalid	7
Poor	15
Modest	50
Comfortable	200
Wealthy	1,000
Aristocratic	4,000

Combat Equipment

In combat physical and magical skills are important. However, the outcome of most fights is determined by armor, shields, and weapons. These items are what allows magically uninclined combatants to stand up to the powerful druids and wizards of the galaxy. Even if you can scorch an entire field, a bullet ripping through your flesh will always hurt.

Most people know how the more simple armor, shields, and weapons work, or at least how they are used in theory. However, a lack of skill with this equipment is easily noticeable. A loose strap here or there, or lazy trigger discipline are the difference between average citizens and elite soldiers. Proficient use of armor, shields, and weapons are where they become a powerful force on the battlefield.

Armor

Armor is used by many civilizations to protect individuals against physical harm. It is also worn by almost every mercenary, soldier, and wanderer. Armor varies in protection, cost, material, and technology greatly. Some cultures have better defensive technology than others.

Additionally, most armor is built with certain creatures in mind. For example, a blacksmith may forge openings in the armor they make to accommodate horns. Another factor in armor variety is size, because creatures that range from 1 to 10 feet tall make use of them. You may come across a type of armor you want, but find it is too large or small.

Armor Category	Don	Doff
Common Armor	1 minute*	1 minute*
Heavy Armor	5 minutes	1 minute
Powered Armor	10 minutes	5 minutes

* Special case for protective vests

Armors are organized by categories. Each category includes a group of armors that function similarly to each other. Most armor that adventurers will come across can fall into one of these categories, including armors perhaps not mentioned in this section.

Defense Dice. By default, creatures roll a d20 when using armor to defend themselves. Your class, as well as some other features, can

reduce the size of your defense dice for certain categories of armor.

Wearing Armor. You wear armor on your body, leaving your hands free. Worn armors are generally worn over underclothing using straps, clips, or elastics. You must spend time putting armor on, donning it, to gain its benefits. Armor also takes time to doff, or take off.

Each category of armor takes a certain amount of time to don and doff. These times are shown in the Armor Categories table.

Defense Rolls. Your armor determines your base protection against attacks. Each armor has its table for its damage reduction in its description. The combat section of chapter 3 has the rules on defense rolls.

Armor Properties. Certain weapons have special properties related to how they function. These properties are described below the table.

Armor Damage Armor doesn't last forever. Whenever another creature rolls a critical hit against you while you wear it, and you do not respond with a critical defense (meaning rolling a 1 on your defense die), your armor takes one point of damage.

Once the armor's damage reaches its breakpoint, the armor breaks beyond repair and is unusable.

Armor

Armor Type	Breakpoint	Properties	Value
Common Armor			
Armored clothing	2	—	800
Armored undersuit	1	—	1,000
Hide armor	3	—	100
Protective vest	0	—	400
Security armor	5	—	500
Street armor	5	—	250
Heavy Armor			
Basic combat uniform	10	Stiff	500
Half-plate armor	6	Noisy, Stiff	800
Heavy military armor	15	Noisy, Restrictive	1,000
Layered mail armor	10	Noisy, Restrictive	500
Woven body armor	10	Noisy, Stiff	700
Powered Armor			
Armored vacc suit	5	Noisy, Powered*	2,500
Assault suit	15	Noisy, Powered (type C energy), Restrictive	5,000
P-DAS	25	Powered (16 type A energy)	10,000,000
Storm armor	20	Noisy, Powered (type C energy), Restrictive	200,000
Vanta suit	10	Powered (type C energy)	1,000,000
*See armor description			

Armor Repair. Armor damage can be repaired. Machines are often used to repair armor, though many people have the skills and tools to repair armor themselves. The easiest way to repair your armor is to pay for it. Average repair prices are given in the Animals and Workers section of this chapter.

There are other methods of repairing armor. The specific rules for how armor is repaired varies by the method used. Generally, whenever an armor is repaired, the armor's damage is reduced by some amount.

Armor Descriptions. Following the Armor table below is a section of descriptions for each listed type of armor. Each description begins with that armor's damage reduction table.

Armor Properties

Noisy. The armor makes a lot of noise, making it difficult to go unnoticed while wearing it. You have a d10 disadvantage on your Stealth checks while you wear the armor.

Powered. The armor requires an energy cell or fuel cell to be used. In parentheses is the type of cell required; ie. (type A energy). The armor's description will describe how quickly that cell is depleted.

You can't roll the armor's defense die if it does not have a cell, or if the cell in it has no charge. A cell can be loaded into, removed from, or exchanged within the armor as 3 counts. You must have another cell of the appropriate type to exchange it for the one inside the armor.

See the Tools and Materials section later in this chapter for more information about power and fuel cells.

Restrictive. The armor limits your ability to move quickly. While wearing the armor, when you add movement to another action you must spend one additional count to use that movement. This additional count doesn't change how far you can move.

Stiff. The armor reduces mobility, which limits your maneuverability. While wearing the armor, you have a d10 disadvantage on Agility checks.

Armor Descriptions

Each armor type is described below. Each description includes the armor's damage reduction table.

The exact appearance of a set of armor varies based on where it was made and by who.

Common Armors

Common armor is worn by many security guards, politicians, and other citizens who need protection that also allows them to function unencumbered. Common armor is composed of light, tear-resistant materials that allow for free movement while they are worn. Most common armors stand out among some populations, though some may be normal in others.

Armored Clothing *(Common Armor)*		
Reduction	2	1	—
Die Roll	1-4	5-11	12-20

Armored clothing is manufactured in an immense variety of styles across the galaxy. It incorporates strong fibers and tough materials into layers of cloth to produce clothing that looks like normal clothing.

Creatures don't automatically notice that the clothing is armored. A creature with suspicion can roll a threshold 3 Awareness check, noticing the armor on a success.

Armored Undersuit *(Common Armor)*		
Reduction	2	1	—
Die Roll	1-4	5-12	13-20

Armored undersuits are thin clothing that covers the wearer's body underneath their clothing. The suit is woven with strong and flexible materials that also resist impacts, making them a great defensive option for civilians that have deeper pockets, as well as spies.

Creatures don't automatically notice armored undersuits if they are covered with other clothing. A creature with suspicion can roll a threshold 3 Awareness check, noticing the armor on a success.

Hide Armor *(Common Armor)*		
Reduction	2	1	—
Die Roll	1-2	3-13	14-20

Hide armor is made from animal hides and pelts. They are sometimes treated in basic processes to increase the stiffness of the material. These materials allow for basic protection against weapons and other dangers

while leaving its wearer unencumbered. Hide armor often stands out among more developed populations.

Protective Vest *(Common Armor)*			
Reduction	3	1	—
Die Roll	1-3	4-11	12-20

A protective vest is made of strong, impact-absorbing materials. It rests over the chest using straps.

Protective vests are worn by many security guards, politicians, and other citizens who need protection that also allows them to function unencumbered. Protective vests are favored for their ability to be quickly donned or doffed. It only takes 3 counts for either, which makes them ideal for quickly-arriving, high-value individuals.

Security Armor *(Common Armor)*			
Reduction	3	2	—
Die Roll	1-2	3-11	12-20

Security armor is often used by security guards and law enforcement officers. It includes a basic vest, arm pads, leg pads, and a light helmet. These separate parts provide basic protection while leaving the wearer relatively unencumbered.

Street Armor *(Common Armor)*			
Reduction	3	1	—
Die Roll	1-2	3-10	11-20

Street armor encompasses the many armors made out of scavenged scraps by individual people. Criminals, cultists, and other ruffians accumulate scavenged metals, fabrics, and pieces of other armor for their personal protection. Most street armor is pieced together over years or stolen from the dead. Actually purchasing a full set costs the listed price, on average, assuming you can find someone willing to sell it to you.

Heavy Armors

Heavy armor is used by military soldiers of many levels of technology. They trade some mobility for higher baseline protection. This tradeoff is due to the stronger yet more stiff materials that make up heavy armors.

Heavy armors almost always stand out among citizen populations. Plate and layered mail armors stick out especially in technologically developed locations.

Basic Combat Uniform *(Heavy Armor)*				
Reduction	4	2	1	—
Die Roll	1-2	3-6	7-11	12-20

A basic combat uniform is the basic military armor that soldiers wear. It involves heavy vests and fibers that cover most of the body. It also has a helmet and gloves.

Half-Plate Armor *(Heavy Armor)*				
Reduction	3	2	1	—
Die Roll	1	2-7	8-12	13-20

Half-plate armor is made of fitted metal pieces that are strapped to the torso. Some also include protection for the forearms, legs, or head.

Heavy Military Armor *(Heavy Armor)*				
Reduction	5	3	2	—
Die Roll	1-2	3-7	8-11	12-20

Heavy military armor is the superior form of non-powered armor, because it uses much thicker materials and covers every part of the body. The entire suit is composed of separate pieces, but it includes armored flaps that cover the gaps between them. This combined with a heavy-duty helmet provides a high level of protection. A set of typical heavy military armor includes military-grade gloves as well.

Layered Mail Armor *(Heavy Armor)*				
Reduction	4	2	1	—
Die Roll	1	2-7	8-13	14-20

Layered mail armor is made of worked metals. The armor fully covers the body, and often includes a helmet. Mails are often worn over a layer of flexible leathers or padding.

Woven Body Armor *(Heavy Armor)*				
Reduction	4	3	1	—
Die Roll	1-2	3-9	10-14	15-20

Woven body armor involves a more complex design than other heavy armors. It uses straps of strong materials layered in a lattice weave to create a sturdy armor that remains relatively thin.

Powered Armors

Powered armor runs on energy cells to power an interface of capabilities for its user. Powered armors are separate from mech suits because they cannot move while the user is stationary. Powered armor is much heavier than other armors, and is usually formed of metals. However, the mechanics of these suits are only meant to assist the movements of the user, and not to independently move.

When powered armors have helmets that cover the entire head, these helmets often don't have a transparent visor. Instead, the user wears a headset that broadcasts a sophisticated live feed of the cameras built into the suit. This allows normal vision for the user.

See the Tools and Materials section later in this chapter for more information about energy and fuel cells.

Armored Vacc Suit *(Powered Armor)*				
Reduction	3	2	1	—
Die Roll	1-2	3-6	7-10	11-20

An armored vacc suit is designed for work on asteroids and other hostile environments. The suit has added protection of thicker materials that add resistance to tears and holes. This comes at the cost of some mobility and subtlety.

An armored vacc suit functions as a vacc suit (see Tools and Materials later in this chapter). However, the suit is only punctured when its damage reaches its breakpoint.

Assault Suit *(Powered Armor)*				
Reduction	4	3	2	1
Die Roll	1-2	3-7	8-11	12-20

An assault suit is the most common form of powered armor. An assault suit consists of a thick yet flexible material that covers the entire body. Within the material is a metal exoskeleton that is connected to an intricate sensing system. The system detects movements of the user's muscles and moves the exoskeleton in ways that empower the user's movements.

While wearing an assault suit, you have a d10 advantage on Force checks made to perform feats of athletics or strength, and your jump distance is doubled.

A type C energy cell is required for the suit to function. Wearing the suit depletes the energy cell by 1 percent every hour.

P-DAS *(Powered Armor)*				
Reduction	7	5	3	2
Die Roll	1	2-7	8-13	14-20

A P-DAS, which stands for Personal Defense Array System, is the most sophisticated armor type that is produced on a commercial scale. A P-DAS consists of eight palm-sized nodes that are affixed to various locations across the body. These nodes can be worn underneath most clothing without issue, allowing the system to go unnoticed by most.

Once activated, the nodes form an invisible network around their user. The network can detect incoming attacks using a state-of-the-art detection and processing system. If an attack is detected, the nodes materialize a force field in the direction of the attack to block it.

16 type A energy cells are required for the armor to function. Wearing the suit depletes each cell by 1 percent every hour.

Storm Armor *(Powered Armor)*				
Reduction	6	4	2	1
Die Roll	1	2-7	8-12	13-20

Storm armor is a heavy set of armor that allows for flight in air without the use of fuel. The armor consists of individual pieces that are put on separately and then connected to each

other by locking mechanisms. Once connected, the pieces are powered and controlled by the battery and system in the chest piece. The system detects the forces of the user's movements and boosts them.

The armor functions as an assault suit. The armor also has powerful motors in the back, arms, and feet that can be used for propulsion. While you wear the armor, you have a fly speed of 20 feet. You can only use this fly speed when at least one of your hands is free, and while you are in low or greater atmospheric pressure.

A type C energy cell is required for the suit to function. Wearing the suit depletes the energy cell by 2 percent every hour.

Vanta Suit *(Powered Armor)*				
Reduction	7	4	3	1
Die Roll	1	2-6	7-13	14-20

A vanta suit is a state-of-the-art suit for extraplanar combat. The suit has three parts: the legs, the torso, and helmet, which all seal together to form an airtight interior. The suit itself consists of a rigid exterior with a softer interior material. Similar to other powered suits, internal sensors connect to a powered exoskeleton that empowers the user's movements.

The suit functions as an assault suit as well as a vacc suit (see Tools and Materials later in this chapter). However, the suit is only punctured when its AC bonus is reduced.

A type C energy cell is required for the suit to function. Wearing the suit depletes the energy cell by 3 percent every hour.

Additionally, the suit also has thrusters that burn fuel to maneuver in low-gravity situations. While you wear the armor, you have a fly speed of 60 feet. You must have at least one hand free to use this speed. The suit requires a type C fuel cell, in addition to its energy cell, to use its fly speed. Flying with the suit depletes the fuel cell by 1 percent every 2 minutes.

Shields

In addition to, or instead of armor, many individuals wield shields. The term commonly refers to a handheld item that is used to block attacks. However, this term also extends to any non-armor piece of technology that absorbs, blocks, or intercepts damage.

Shields are organized into three categories, based on the protection they provide to their users.

Charge Shields accumulate magical shields that can dampen damage dealt to their wearers. They require fuel or energy cells to function, which makes them more rare to see in common crowds. They are more often used by militaries or rich individuals that have money to spend on cells.

Flare Shields draw from the user's kinetic energy to completely absorb lesser attacks. However, if used improperly, they can end up broken quickly. Because of this, they are powerful when used by skilled individuals, but nearly useless for everyone else.

Manual Shields provide a physical barrier between harm and their users to decrease the chance of getting hit. They are held in the user's hand and manually moved to block attacks. This gives them a reputation of being less civilized, or even barbaric, though many modern enforcers still make use of them.

Shield Categories
Charge Shields
Flare Shields
Manual Shields

Shield Dice. By default, creatures roll d20s when using shields. Your class, as well as some other features, can reduce the size of your shield dice for certain categories of shields.

You can wield multiple shields, one in each hand. However, you can only use one flare or manual shield for a given defense. If you wield multiple flare or manual shields, you must choose which you will use against an attack when it is initiated.

Charge Shields. These shields generate shield points while you hold them in a hand. The rate at which the shield gives you shield points is shown in the Rate column. At the start of each count that corresponds to the rate, you gain that many shield points.

These shield points stack up to the shield's maximum, shown in the Maximum column. If you have the maximum amount of shield points, the shield waits until you no longer have the maximum amount to continue functioning. Any shield points given to you by the charge shield last until you are no longer holding the shield.

If you take damage, and the shield points provided by the shield are reduced to 0, roll your shield die. The threshold for this roll is the amount of counts shown in the shield's rate. If you fail, the shield takes 1 point of damage.

All charge shields require an energy or fuel cell to function. What type of cell is needed is shown in the Power column. The number following the type of cell is the percent of the cell that is depleted every time the shield gives you any shield points.

Flare Shields. When you are attacked, you can use 1 count as a reaction to activate the flare shield. You can do so after you roll your defense die but before you know the incoming damage. Then, resolve the attack as normal, reducing the incoming damage using any other defenses you may have.

If you do not reduce the damage to 0 using other defenses, roll your shield die. The threshold for this roll is the number shown in the Threshold column minus the damage you are taking. If you succeed, the damage is negated by the shield and you take no damage. If you fail, you take the damage as normal, and the shield takes 1 point of damage.

Manual Shields. These shields function like armors do. When you are targeted with an attack, you can roll your shield die as a defense die on the shield's damage reduction table. The table is in the shield's description. This roll is in addition to your armor's defense roll, and you add the result to the damage reduction.

If you are critically hit while wielding a shield, and you don't respond with a critical defense, the shield takes 1 point of damage. If you are both wearing armor and wielding a manual shield when you are critically hit, both take the point of damage. In this case, rolling a critical defense for either item only prevents the damage to the item that it was rolled for.

Shield Damage. Shields can deteriorate over time through natural use. Whenever a specific event occurs, as determined by a shield's category, the shield takes one point of damage. Once the shield's damage reaches its breakpoint, it breaks beyond repair and is unusable.

Shield Repair. Shields can be repaired. Machines are often used to repair shields, though many people have the skills and tools to repair shields themselves. The specific rules for how a shield is repaired varies by the method used, but will always specify how much damage it removes from the shield.

Shields

Charge Shields					
Name	Rate	Maximum	Power	Breakpoint	Value
Basic electric shield	1 / 6 counts	5	Type B energy, 4	5	150
Bio-gen shield	2 / 10 counts	6	Type A fuel, 10	4	250
Carbon-reaction shield	2 / 7 counts	8	Type B fuel, 2	8	350
Electron shield	1 / 4 counts	10	Type B energy, 2	10	300
Flare Shields					
Name	Threshold		Breakpoint		Value
Advanced flare shield	5		15		250
Basic flare shield	4		8		200
Haptic recycler	6		20		400
Shunt block	8		18		650

Manual Shields		
Name	Breakpoint	Value
Fiber-plastic shield	10	80
Layered metal shield	15	100
Metal shield	10	60
Wooden shield	5	20

Manual Shield Reduction Tables

Below are the damage reduction tables for manual shields.

Fiber-Plastic Shield *(Manual Shield)*				
Reduction	4	3	2	—
Die Roll	1	2-6	7-13	14-20

Layered Metal Shield *(Manual Shield)*				
Reduction	4	3	2	1
Die Roll	1	2-5	6-12	13-20

Metal Shield *(Manual Shield)*			
Damage	3	2	—
Die Roll	1-2	3-11	12-20

Wooden Shield *(Manual Shield)*			
Damage	2	1	—
Die Roll	1-3	4-11	12-20

Weapons

The use of weapons for self defense or aggression is common throughout the galaxy. Weapons are even more usable by the average folk than magic is. Anyone can pick up an object and swing it at someone else, or pull the trigger of a gun.

Weapon Categories. Weapons are organized by categories. Each category includes a group of weapons that function similarly to each other. Most weapons that adventurers will come across can fall into one of these categories, including weapons perhaps not mentioned in this section.

Weapon Categories
Blades
Bludgeons
Firearms
Powered Weapons
Projectile Weapons

Attack Dice. By default, creatures roll d20s when using weapons to attack. Your class, as well as some other features, may reduce the size of your dice for certain categories of weapons.

Properties. Certain weapons have special properties related to how they function. These properties are listed below the Weapons table.

Range. Each weapon has a range. You can only make an attack using a weapon if the target of the attack is within the range of you. Weapons with a single range value make melee attacks.

Weapons that have two range values make ranged attacks. The values are the weapon's normal range and its long range. Checks to attack targets within the weapon's long range, the second number, have a d20 disadvantage. Ranged weapon attacks made against targets within 5 feet of you have a d10 disadvantage.

Weapon Damage. Weapons can deteriorate over time through unlucky attacks. Whenever the target of your attack rolls a critical defense against you, and you do not respond with a critical hit (meaning rolling a 1 on your attack die), the weapon takes one point of damage.

Once the weapon's damage reaches its breakpoint, the weapon breaks beyond repair and is unusable.

Weapon Repair. Weapons can be repaired. Machines are often used to repair weapons, though many people have the skills and tools to repair weapons themselves.

The specific rules for how a weapon is repaired varies by the method used. But, when a weapon is repaired, the damage on the weapon is reduced by some amount.

Weapons Table

Name	Range	Breakpoint	Properties	Value
Blades				
Battleaxe	5	15	Versatile	200
Glaive	10	15	Heavy, two-handed	300
Greatsword	5/10	20	Heavy, two-handed	350
Handaxe	5	10	Light, thrown (20/60)	80
Knife	5	8	Light, thrown (20/40)	40
Longsword	5	15	Versatile	250
Shortsword	5	12	Light	120
Spear	10	10	Thrown (20/60), versatile	100
Whip	10	5	Light	150
Bludgeons				
Baton	5	8	Light	15
Club	5	10	Two-handed	25
Hammer	5	5	Thrown (20/60)	12
Maul	10	20	Heavy, two-handed	75
Quarterstaff	5	15	Versatile	30
Scrap Bat	5/10	12	Heavy, two-handed	50
Warhammer	5	15	Versatile	120
Firearms				
Combat Rifle	300/800	10	Burst fire, heavy, reload (30), two-handed	2,500
Machine Pistol	50/150	8	Burst fire, reload (20)	1,000
Semi-Auto Rifle	300/800	15	Reload (20), versatile	1,500
Semi-Auto Shotgun	20 cone	12	Arc, reload (5), two-handed	500
Shotgun	15 cone	15	Arc, reload (1), two-handed	300
Sniper Rifle	100/ 3,000	10	Heavy, long-ranged, reload (5) two-handed	3,000
Pistol	50/150	10	Light, reload (15)	700
Revolver	80/240	12	Reload (6)	950
Rifle	300/800	15	Reload (5), two-handed	1,200

Powered Weapons				
Beam Pistol	30/60	15	Charge (3), powered (type A energy, 10)	1,000
Beam Rifle	60/120	25	Charge (5), powered (type B energy, 5), two-handed	1,500
Laser Pistol	50/120	10	Light, powered (type A energy, 10)	800
Laser Rifle	100/200	12	Powered (type B energy, 4), two-handed	1,250
Mag-Rifle	150/400	15	Powered (type B energy, 5), reload (20), two-handed	3,000
Mag-Sniper	100/4,000	20	Heavy, long-ranged, powered (type B energy, 5), reload (6), two-handed	7,500
Photon Cannon	100/200	40	Charge (6), heavy, powered (type B energy, 20), two-handed	15,000
Thermal Shotgun	10 cone	12	Arc, powered (type B fuel, 5), two-handed	1,200
Wide-Arc Krete	20 cone	15	Arc, heavy, powered (type B energy, 10), two-handed	2,000
Projectile Weapons				
Blowgun	25/100	5	Ammunition	50
Basic Crossbow	100/400	12	Ammunition, two-handed	120
Dart	5	1	Thrown (20/60)	2
Hand Crossbow	30/120	10	Ammunition, light	150
Longbow	150/600	10	Ammunition, heavy, two-handed	300
Repeating Crossbow	100/400	15	Reload (10) two-handed	200
Shortbow	80/320	5	Ammunition, two-handed	175
Sling	30/120	3	Ammunition	4

Weapon Ammunition			
Name	Value	Name	Value
Arrows (20)	70	Crossbow Bolts (20)	40
Blowgun Needles (50)	10	Magazine (bullets)	30
Bullets	—	Pouch (needles/sling bullets)	8
Pistol (15)	10	Quiver (arrows/bolts)	100
Rifle (20)	20	Shotgun Shells (10)	15
Sniper Rifle (10)	30	Sling Bullets (20)	15

Weapon Properties

Ammunition. You must have ammunition to load into the weapon in order to attack with it. When you have ammunition for the weapon, you can load the weapon as you make an attack with it. You must have one hand free to load a one-handed weapon. You cannot attack with the weapon if you have no more ammunition to load it with.

Arc. The weapon shoots within a cone originating from itself. When you attack with it, each creature within the range of the weapon is targeted. Creatures can gain cover from this attack behind other creatures.

Each target must roll its defenses against your attack with the weapon. The attack is still considered a ranged attack, but you do not have a disadvantage on your attack rolls if a target is within 5 feet of you.

Burst fire. You can fire the weapon in bursts. When you make an attack with the weapon, you can make it a burst attack by expending at least 2 additional ammunition. When you do so, you gain an advantage die for the attack. The size of this advantage is determined by how much ammunition you expend. For each 2 additional ammunition you expend on the burst attack, the advantage die decreases by one size.

The downside is that burst attacks are more difficult to aim. When you make a burst attack, you gain a penalty to the attack equal to half the ammunition fired.

The following table summarizes the effects of burst firing based on the amount of additional ammunition expended on a burst attack.

Ammo	2	4	6	8	10	12
Advantage	d20	d12	d10	d8	d6	d4
Penalty	+1	+2	+3	+4	+5	+6

Note that odd amounts of additional ammunition have the same effects as expending one less ammunition.

Charge. The weapon has special rules for charging power to increase the damage of the attack. When you take the attack action, you begin charging the weapon. This requires only 1 count, and the attack doesn't occur immediately. Instead, you must maintain concentration on the charging attack until your next turn.

When you begin your turn while charging a weapon, you must either fire the weapon or spend another count to continue charging the weapon. If you fire the weapon, you spend 2 additional counts and roll the attack. If you continue charging the weapon, you spend 1 count, and delay the attack to your next turn to make the decision again. You can continue charging up to a number of counts equal to the number shown in the parenthesis, after which you must fire the weapon.

For each count you spend charging the weapon, you roll one of the weapon's die on its damage table. However, these are not advantages; you add all of the damage results together. For example, if you start charging as 1 count, and then fire on your next turn, you roll one weapon die. If you instead start charging as 1 count, charge again, and then fire, you roll two damage dice, and add the results together.

If your concentration is broken, the attack fails. Roll the accumulated dice on the damage table and add the results together. The weapon takes damage equal to the result.

If you have a penalty or bonus to your attack roll, it applies to every roll accumulated through charging. However, if you have a penalty or bonus to the *damage*, it applies to the total, not the individual results. If you have an advantage or disadvantage on the attack roll, apply each instance to only one roll.

Heavy. Due to the size and bulk of the weapon, creatures with the Small creature code have a d12 disadvantage on attack rolls they make with it. Additionally, the weapon cannot be used for multi-weapon fighting. See rules for multi-weapon fighting in the Combat section of chapter 3.

Light. The weapon is small and easy to use, making it more effective in multi-weapon fighting. See rules for multi-weapon fighting in the Combat section of chapter 3.

Long-Ranged. The weapon is intended for attacking creatures far away. Instead of the normal range rules, you have a d20 disadvantage on attack rolls against creatures within the first range, and attack rolls against creatures within the long range are rolled normally. You still cannot make an attack against a creature further than the long range from you.

Powered. The weapon requires an energy cell to be used. Within the parentheses are two values. The first is the type of cell required; ie. (type A energy). The second is how much of the battery is depleted with each check to attack made with the weapon, expressed as a percentage of the cell.

The weapon cannot be used to make an attack if it does not have a cell, or if the cell in it has less charge than that required to make an attack with it. A cell can be loaded into, removed from, or exchanged within the weapon as 1 count. You must have another cell of the appropriate type to exchange it for the one inside the weapon.

See the Tools and Materials section later in this chapter for more information about energy cells.

Reload. This property is a special case of the ammunition weapon property. The weapon takes extra time to load. When you have ammunition for the weapon, you can load or reload the weapon as 2 counts.

The amount of ammunition the weapon can hold is shown in parenthesis. When you make a check to attack with the weapon, you expend one piece of ammunition from the weapon. You cannot attack with the weapon when it has no ammunition left in it. Burst firing, another weapon property, expends more than one ammunition.

Thrown. The weapon can be thrown, making a ranged attack against a target within the alternate range shown in parenthesis. The attack uses the same skill as a normal attack using the weapon, and the attack is treated as normal otherwise.

Two-handed. The weapon must be wielded with two hands to be effective. When you make an attack with the weapon, you must hold the weapon with two hands during the attack.

Versatile. The weapon can be used with one or two hands. When you attack with the weapon in one hand, it uses the normal damage. When you attack with the weapon in two hands, you gain a -2 bonus to the attack roll.

Weapon Damage Tables

Each weapon's damage table is shown below, organized by weapon category.

Blades

Blades are melee weapons with sharp edges that are swung at the target. In advanced civilizations, they are uncommon, in favor of ranged weapons. Generally a common weapon, because they are easy to use.

Battleaxe *(Blade)*

Damage	5	3	1	—
Die Roll	1	2-7	8-12	13-20

Glaive *(Blade)*

Damage	6	3	2	—
Die Roll	1	2-7	8-11	12-20

Greatsword *(Blade)*

Damage	7	5	2	—
Die Roll	1	2-6	7-10	11-20

Handaxe *(Blade)*

Damage	3	2	—
Die Roll	1-2	3-11	12-20

Knife *(Blade)*

Damage	3	1	—
Die Roll	1	2-12	13-20

Longsword *(Blade)*

Damage	5	3	1	—
Die Roll	1	2-6	7-12	13-20

Shortsword *(Blade)*

Damage	4	2	—
Die Roll	1-2	3-11	12-20

Spear *(Blade)*

Damage	4	2	1	—
Die Roll	1	2-7	8-14	15-20

Whip *(Blade)*			
Damage	3	2	—
Die Roll	1	2-9	10-20

Bludgeons

Bludgeons are simple, often primitive, weapons that make use of the pure force of swinging heavy objects. In more civilized locations, they are only used by law enforcement for non-lethal force, or by thugs.

Baton *(Bludgeon)*			
Damage	3	1	—
Die Roll	1-2	3-11	12-20

Club *(Bludgeon)*			
Damage	4	2	—
Die Roll	1-2	3-13	14-20

Hammer *(Bludgeon)*			
Damage	3	1	—
Die Roll	1-3	4-12	13-20

Maul *(Bludgeon)*			
Damage	7	4	2	—
Die Roll	1	2-7	8-14	15-20

Quarterstaff *(Bludgeon)*			
Damage	4	2	—
Die Roll	1-2	3-11	12-20

Scrap Bat *(Bludgeon)*			
Damage	6	3	1	—
Die Roll	1	2-6	7-12	13-20

Warhammer *(Bludgeon)*			
Damage	4	3	1	—
Die Roll	1	2-7	8-12	13-20

Firearms

Guns are the most common type of ranged weapon in the galaxy. They are relatively easy to operate, don't require power, and still inflict often-deadly amounts of damage to the target. They make use of focused explosions to propel pieces of metal towards the target.

Firearms are very loud when fired. Creatures within 2 to 3 miles can hear a gunshot if the sound isn't muffled out by terrain or structures. Firearms usually require proper cleaning to use, though a creature that frequently uses them can be assumed to clean their weapons in their spare moments.

Combat Rifle *(Firearm)*			
Damage	6	4	2	—
Die Roll	1	2-7	8-12	13-20

Machine Pistol *(Firearm)*			
Damage	4	2	1	—
Die Roll	1	2-7	8-11	12-20

Semi-Auto Rifle *(Firearm)*			
Damage	6	4	2	—
Die Roll	1	2-7	8-12	13-20

Semi-Auto Shotgun *(Firearm)*			
Damage	4	2	1	—
Die Roll	1	2-5	6-10	11-20

Shotgun *(Firearm)*			
Damage	4	2	1	—
Die Roll	1	2-5	6-11	12-20

Sniper Rifle *(Firearm)*				
Damage	8	5	3	—
Die Roll	1	2-5	6-10	11-20

Pistol *(Firearm)*			
Damage	3	2	—
Die Roll	1-2	3-11	12-20

Revolver *(Firearm)*			
Damage	4	2	—
Die Roll	1-2	3-10	11-20

Rifle *(Firearm)*				
Damage	5	3	1	—
Die Roll	1	2-7	8-11	12-20

Powered Weapons

These high-tech weapons require power to function properly. Few of them fire physical ammunition, instead propelling super-heated plasma or highly-charged particles at their targets. They are often only found in well-developed civilizations, or by those who have the riches to buy from those civilizations.

Powered weapons vary between very loud and near-silent operation. Those that require large amounts of focused energy, such as beam weapons, the photon cannon, or the wide-arc krete, are very loud, almost dangerously so. Meanwhile, others like the mag-sniper and laser weapons only produce a small click or puff sound upon being fired.

Powered weapons run on power cells. Values for power cells can be found in the Technology section of this chapter.

Beam Pistol *(Powered Weapon)*			
Damage	2	1	—
Die Roll	1-2	3-10	11-20

Beam Rifle *(Powered Weapon)*				
Damage	3	2	1	—
Die Roll	1	2-5	6-9	10-20

Laser Pistol *(Powered Weapon)*				
Damage	4	3	1	—
Die Roll	1	2-7	8-11	12-20

Laser Rifle *(Powered Weapon)*				
Damage	7	4	2	—
Die Roll	1	2-7	8-11	12-20

Mag Rifle *(Powered Weapon)*				
Damage	6	5	2	—
Die Roll	1	2-5	6-10	11-20

Mag Sniper *(Powered Weapon)*				
Damage	9	6	3	—
Die Roll	1	2-5	6-10	11-20

Photon Cannon *(Powered Weapon)*				
Damage	4	2	1	—
Die Roll	1	2-5	6-11	12-20

Thermal Shotgun *(Powered Weapon)*				
Damage	5	3	1	—
Die Roll	1	2-6	7-11	12-20

Wide-Arc Krete *(Powered Weapon)*				
Damage	4	2	1	—
Die Roll	1	2-7	8-11	12-20

Projectile Weapons

These are the most primitive forms of ranged weapons. They rely on tension, momentum, or manual power to propel their ammunition. These weapons are used in less-developed cultures, or by those who wish to have quieter ranged weaponry.

Blowgun *(Projectile Weapon)*

Damage	2	1	—
Die Roll	1-2	3-10	11-20

Basic Crossbow *(Projectile Weapon)*

Damage	4	2	1	—
Die Roll	1	2-7	8-11	12-20

Dart *(Projectile Weapon)*

Damage	3	2	—
Die Roll	1	2-12	13-20

Hand Crossbow *(Projectile Weapon)*

Damage	3	2	1	—
Die Roll	1	2-6	7-11	12-20

Longbow *(Projectile Weapon)*

Damage	6	4	2	—
Die Roll	1	2-8	9-11	12-20

Repeating Crossbow *(Projectile Weapon)*

Damage	5	3	1	—
Die Roll	1	2-7	8-12	13-20

Shortbow *(Projectile Weapon)*

Damage	5	3	1	—
Die Roll	1	2-6	7-11	12-20

Sling *(Projectile Weapon)*

Damage	3	1	—
Die Roll	1-3	4-11	12-20

Special Weapons

Beyond the regular weapons shown above, there are specialized weapons that don't fit into the regular categories. This may be because a weapon has unique mechanics, doesn't use weapon dice, or doesn't fit into any common category.

Explosives

These devices explode, imparting massive force on their surroundings and often sending shrapnel flying outward. Explosives are extremely dangerous and are very effective at killing living things and destroying objects.

Explosives	Value
Demolition Charge	100
Grenades	—
Fragmentation Grenade	50
Gas Grenade	35
Smoke Grenade	10
Stun Grenade	40
Grenade Launcher (attached)	10,000
Landmine (directional)	75
Rocket-Propelled Grenade	250
RPG Launcher	2,000

Demolition Charge. This small explosive device has an adhesive surface that allows it to be stuck onto somewhat smooth surfaces. The device also has a timer that can be set as 5 counts to be any time up to 20 hours. After it is set, the timer can be activated. Once activated, the timer counts down and detonates the explosive when it reaches 0.

When it explodes, each object and creature within 20 feet of the charge takes 2d6 damage. Additionally, each creature for 20 feet beyond that must succeed a threshold 8 Agility check or take 1d4 damage.

Grenades. These small, single-use devices are designed to emit a harmful or disorienting effect upon activation. Each type of grenade has a specific effect, as described after the following general rules.

You can activate any grenade as 1 count. The grenade detonates 3 counts after it is activated, at the start of the count.

You can throw the grenade when you activate it, and you or another creature can throw it later as 1 count. Choose a target location within 150 feet of you. If the target is within 50 feet of you, the grenade lands on-target. Otherwise, roll a Force check. The grenade lands in a random location within (the roll times 5) feet of the target location.

Fragmentation grenades explode into many small pieces. When it detonates, each object and creature within 15 feet of the grenade takes 3d6 damage. Each creature for 45 feet beyond that must succeed a threshold 5 Agility check or take 1d6 damage.

Gas grenades, sometimes referred to as tear gas, emit chemicals that burn the eyes and lungs. When it detonates, a 5-foot radius of gas forms, and then it increases to a 10-foot radius after 5 counts. The gas remains for 2 hours, or until it is scrubbed from the air.

A creature that enters the gas feels its effects (1d6 x 10) seconds later. At this point, the creature becomes blinded and poisoned for 30 minutes. The blinded condition can be avoided with eye protection, and the poisoned condition can be avoided with a respirator.

Smoke grenades emit thick smoke of any color that obscures vision around it. When it detonates, the smoke decreases visibility by 2 levels in a 10-foot radius around it, and by 1 level for an additional 20 feet beyond that. The smoke lasts for 2 minutes after it detonates. This time is halved by a strong wind.

Stun grenades emit a blinding flash of light and a deafening bang. When it detonates, each creature within 20 feet of the grenade must make a threshold 5 Awareness check. On a success, a creature averts its eyes and plugs its ears enough to avoid the effect. On a failure, a creature is blinded and deafened for (1d4 + 1) counts, and has a d20 disadvantage on its Agility checks for the same amount of time.

Grenade Launcher. This gun-like device is used to fire grenades greater distances than they can be thrown. It is a two-handed device that has six chambers that can hold any common type of grenade. You can load or unload a single grenade into or from the launcher as 1 count.

You can fire the grenade launcher as a ranged attack, activating and launching one grenade from it. Choose a target location within 1,000 feet. If the location is within 100 feet, the grenade lands on-target. Otherwise, roll your die for firearms or powered weapons (your choice). The grenade lands in a random location within (the roll times 5) feet of the target location.

(Attached). This version of the grenade launcher is attached to a two-handed firearm or powered weapon. This allows the wielder to fire the grenade launcher without switching weapons. This version is bought separately or pre-attached to weapons (which increases their value by that of the grenade launcher).

Landmine. This small device is designed to explode upon being triggered. This trigger can be either a pressure plate on the device or a tripwire that is set up when the landmine is set. A landmine can be set using one minute of work, after which it remains active. A pressure plate or tripwire is triggered when 5 or more pounds of force are exerted on it. A tripwire also triggers if it is broken.

Upon being triggered, the landmine explodes. Each object and creature within 50 feet of the landmine takes 2d6 damage, and each creature for 100 feet beyond that must succeed a threshold 8 Agility check or take 1d4 damage.

(Directional). This version of the landmine explodes in one direction when triggered, rather than in all directions. You choose which direction when you set the landmine. The explosion's damage only applies in a cone pointed in the set direction, using the same ranges as a normal landmine.

Rocket Propelled Grenade. This large rocket, abbreviated as an RPG, has an explosive warhead. It is fired by an RPG launcher.

RPG Launcher. This shoulder-fired device launches RPGs out of it. It is a two-handed device that can be loaded with an RPG as 2 counts. Then, it can be fired as a ranged attack. You can fire the RPG at a target between 10 and 3,000 feet away from you. The missile has a cumulative 5 percent chance of missing the target for every 200 feet it is from you.

Upon impact, or when the missile travels to its maximum range, it explodes. Each object and creature within 30 feet of the impact location

takes 3d6 damage, and each creature for 30 feet beyond that radius must succeed a threshold 10 Agility check or take 1d6 damage.

Improvised Weapons

When you use an object that is not intended to be a weapon to make an attack, that object is considered an improvised weapon. An improvised weapon might resemble some other weapon, in which case you can use that weapon's statistics for the attack. For example, a chair leg might use a club's statistics.

An improvised weapon that doesn't resemble another weapon uses a d20 on the following table for its damage. If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that lacks the thrown property, the attack also uses a d20. An improvised thrown weapon has a normal range of 20 feet and a long range of 40 feet.

Damage	3	1	—
Die Roll	1-2	3-11	12-20

Special Melee Weapons

These special weapons are primarily used for melee attacks. Many of them are special versions of blades or bludgeons.

Melee Weapons	Value
Beam-Spear	1,500
Chain Sword	500
Chainsaw	250
Electric Weapon	+200
Grinder Bat	450
Net (weighted)	75 (100)
Thermal Blade	x2

Beam-Spear. This spear has a special tip that acts as a focus to fire a particle beam from. This beam is gathered in the metal shaft of the spear and fired using a trigger.

The beam-spear functions using the damage table and properties of a spear and a beam pistol. The properties of a spear are used for melee attacks, and the beam pistol's for ranged attacks, including the energy cell requirement. Use your die sizes for a spear and a beam pistol for the beam-spear.

Chain Sword. This sword is made of several segments that are held together by a taught metal cord. The handle has a lever on it that extends the cord, allowing the sword's segments to swing freely by the cord. While wielding the chain sword, you can flip the sword's lever as a free action.

While the sword is taught, it uses the damage table and properties of a longsword. Use your die size for a longsword for the chain sword.

While the sword swings freely, it gains a +2 damage bonus, but you have a +5 penalty to your attacks using it.

Chainsaw. This bulky, two-handed weapon has a chain that rapidly-spins when turned on, which tears into whatever it contacts. The chainsaw requires a type B fuel cell, and consumes 1 percent every 30 seconds while it is turned on (minimum of 1 percent consumed per usage).

You can start up the chainsaw using 3 counts, or turn it off as a free action. While it is running, you can make a melee attack using the chainsaw. The range for this attack is 5 feet. Roll your Force die on the following damage table for the attack's damage.

Chainsaw *(Special Weapon)*			
Damage	8	5	3
Die Roll	1	2-5	6-10

Chainsaws are heavy and cumbersome. You must have a d10 or smaller Force die to use a chainsaw effectively.

A chainsaw has a resilience of 2. If the chainsaw strikes a solid material, such as stone or metal, with great force, it instantly takes 1 damage. When the chainsaw reaches its resilience threshold, it instantly breaks, and in doing so deals 1d6 damage to its wielder.

Electric Weapon. This weapon is a Blade or Bludgeon that utilizes electricity to shock whatever they strike. Electric weapons include charged metal blades, wire-wrapped bats, stun batons, and more. This is accomplished by a type B energy cell that is embedded in or attached to the weapon somewhere.

While wielding the electric weapon, you can turn on or off the electricity as a free action. While on, the weapon uses 1 percent of its energy cell every time a successful attack is made with it.

When you hit a creature with an attack using the turned-on electric weapon, it must immediately roll its Health die. If it rolls equal to or below the damage you dealt to it with the attack, the creature loses one count, as it is shocked by the weapon.

Grinder Bat. This massive stick has multiple spiked sections at its end that rotate in opposite directions. This causes any creature caught under the bat's weight to be grinded up.

The bat's motion is powered by a type B energy cell. This motion can be turned on or off as a free action while you hold the grinder bat. The cell is depleted by 1 percent for every minute it is on.

Use your die size for a scrap bat for the grinder bat. The grinder bat uses the following damage table.

Grinder Bat *(Special Weapon)*				
Damage	9	6	3	—
Die Roll	1	2-8	9-15	16-20

Net. This mesh of rope or metal cord is thrown on the target in an attempt to restrict them. When you make an attack with it, you can throw the net up to 10 feet at a Large or smaller creature or at two adjacent creatures that are Small or smaller. Roll an Agility or Force check (your choice) opposed by the target's Agility or Force check (its choice). If you win, the target is restrained by the net.

The restrained creature or a creature adjacent to it can use 2 counts to roll a threshold 8 Force check, freeing the creature on a success. Dealing 5 damage to a rope net or 10 damage to a metal net destroys it, freeing any creature trapped by it.

(Weighted). This version of the net has a threshold of 5 that must be met to escape it.

Thermal Blade. These swords are made from special metals that have very high melting points. This allows the blades to be heated up to high temperatures while remaining solid. This heating is accomplished by a type B energy cell set in the sword's handle.

A thermal blade uses the damage table and properties of a normal blade weapon of its type. If you have a die size for the blade that the thermal blade models, you can use the thermal blade using that die.

The blade can be activated or deactivated as a free action. While activated, the energy cell is used at a rate of 1 percent every 10 counts. The blade takes 10 counts to warm up after being activated. It takes one minute to cool down once deactivated.

Once it has warmed, any creature that touches the blade, including you, takes 1d4 damage from the heat, unless they have a way to counteract the burn. This damage is added to the damage of successful attacks made with the thermal blade.

Special Ranged Weapons

These special weapons are used for ranged attacks. Some are heavy versions of some firearms, and others are unique weapons.

Special Ranged Weapons	Value
Ammunition	—
Baton rounds (10)	x3
Bullets, heavy firearm (20)	20
Flare	15
Harpoon	75
Incendiary rounds (10)	x2
Taser Cartridge	40
Compact Railgun	250,000
Flare Gun	120
Harpoon Gun (tethered)	150 (200)
Heavy Machine Gun	25,000
Minigun	100,000
Taser	1,500
Turrets	—
Basic Turret	10,000
Controlled Turret	20,000
Automatic Turret	50,000

Ammunition. These types of ammunition are used in special ranged weapons, or are special types of ammunition that can be used instead of regular ammunition.

Baton rounds are bullets made of plastic or rubber that are intended to be less lethal than normal bullets. Baton rounds can be found in the form of pistol and rifle bullets as well as shotgun shells.

When using a baton round, after you roll the damage for an attack and determine whether the attack hits or misses, the damage is reduced by 3 (to a minimum of 0 damage). This means it is possible to hit your target with a baton round and deal no damage.

Bullets for heavy firearms are the bullets used by compact railguns, heavy machine guns, miniguns, and turrets. These bullets aren't compatible with any other weapons, unless specified otherwise.

Flares are pyrotechnics that produce bright light when lit. A flare can be lit using a match or other fire starter, or by shooting it from a flare gun. Once lit, the flare burns for 1d4 minutes. During this time, the flare emits bright light in a 40-foot radius and dim light for 40 feet beyond that. A lit flare can be spotted from up to 10 miles away in open air.

Harpoons are long metal rods with a barbed end. Most harpoons also have a small hole at their base that can be used to tether them with rope or cord. A harpoon is primarily used by the harpoon gun, but can be wielded as a melee weapon with the properties of a spear.

Incendiary rounds are bullets that have chemicals in them that can ignite fires upon impact. Incendiary rounds can be found in the form of pistol and rifle bullets as well as shotgun shells.

When using incendiary rounds, if the bullet strikes a flammable object or material, it is ignited. If the bullet strikes a creature, there is a 50% chance that it is lit on fire, assuming it is flammable or has flammable equipment.

Taser cartridges hold the prongs and wires used in each firing of a taser. A new cartridge is used for each shot. Some manufacturers of taser cartridges load small pieces of film with serial numbers into the cartridges, which are expelled upon firing. These pieces of film, if included, allow the use of a taser to be traced to the cartridge's sale.

Compact Railgun. This large, mounted firearm uses electrically-charged rails to fire ammunition at great speed. The railgun is over 10 feet long and must be transported using a vehicle. The weapon can be mounted on a vehicle or on solid ground.

Additionally, the railgun requires a large amount of energy. A type C energy cell is depleted by 20 percent for each shot made with the railgun. Once a power source is connected, the railgun takes 1 minute to fully charge. The railgun also takes a minute to recharge between attacks made with it.

You can fire the railgun using an Attack action, targeting one space within 10 miles that you can see. For every 2 miles away the target is from the railgun, the projectile takes 1 count to strike. Roll your die for firearms. The projectile impacts within (5 x the number rolled) feet of the target location.

Upon impact, every object and creature within 30 feet of the impact location takes 3d8 damage.

Flare Gun. This device lights and shoots flares. You can shoot the flare gun as 3 counts, lighting the flare in it and shooting it up to 500 feet. If you shoot the flare at a creature within 100 feet of you, it must succeed a threshold 5 Agility check or take 2 damage from the flare.

Harpoon Gun. This long tube uses pressurized air to propel harpoons at great speeds. You can load a harpoon into the gun as 5 counts. Then, you can fire the gun as a ranged attack, with a normal range of 20 feet and a long range of 40 feet. Use your die for firearms or projectile weapons (your choice) on the following table for the attack's damage.

Damage	5	3	1	—
Die Roll	1	2-7	8-11	12-20

If the target takes damage from the harpoon, the harpoon becomes embedded in their body. This reduces the creature's speed by 10 feet until the harpoon is removed. The target or a creature within 5 feet of it can use 2 counts to pull the harpoon out, dealing 1d4 damage to the target.

(Tethered). This version of the harpoon uses harpoons that are attached to the gun by up to 40 feet of rope or cord. This increases the time required to load the harpoon gun to 10 counts.

When the harpoon gun is fired, the harpoon remains tethered to the gun by the rope or cord. If the harpoon becomes embedded in its target, the target is considered attached to the

gun by the tether. The target cannot move further than (the length of the tether) away from the gun until the harpoon is removed or the tether is severed.

Heavy Machine Gun. This large firearm is too heavy to be carried and fired effectively by individuals. Instead, the heavy machine gun must be mounted on a stable surface using its tripod. Setting up the gun to fire takes 10 counts of work.

    Once the heavy machine gun is set up, you can operate using the attack action. When you do so, choose 5 spaces within 6,000 feet of you that you can see. The spaces you choose must all be adjacent to each other, and you can choose the same space multiple times.

    For each space that you select, roll your die for firearms on the following damage table. If you select one space multiple times, roll for each one and use the highest damage result.

Damage	7	4	2	—
Die Roll	1	2-6	7-10	12-20

Any object or creature in a chosen space is targeted by this damage. A creature can roll its defenses against the damage.

    One Attack action using the heavy machine gun requires and uses 20 bullets for each count spent on the action. This ammo is usually fed into the weapon as it fires by a feeding mechanism (usually sold with the gun).

Minigun. This six-barrel rotary machine gun fires out ammunition at a rapid rate. The minigun must be mounted on a solid surface using its tripod. Setting up the minigun to fire takes 10 counts of work.

    The minigun is much too heavy for most creatures to hold up while operating it. However, a Large creature can do so. When they operate the weapon, they have a disadvantage on all their attack rolls with it. The size of the disadvantage is equal to the size of their Force die.

    You can fire the minigun using the Attack action. When you do so, choose 8 spaces within 3,000 feet of you that you can see. The spaces must all be adjacent to each other, and you can select the same space multiple times. .

    For each space that you select, roll your die for firearms on the following damage table. If you select one space multiple times, roll for each one and use the highest damage result.

Damage	7	4	2	—
Die Roll	1	2-6	7-10	12-20

Any object or creature in a chosen space is targeted by this damage. A creature can roll its defenses against the damage.

    One Attack action using the minigun requires and uses 50 bullets for each count spent on the action. This ammo is usually fed into the weapon as it fires by a feeding mechanism (usually sold with the gun). Additionally, the minigun requires a type C energy cell to function. The cell is depleted by 1 percent for every 5 Attack actions made with the minigun.

Taser. This small, one-handed device is designed to send an electric current through the body of its target. This is accomplished by two prongs connected to wires that shoot out from the device and lodge into the target.

    The taser can be shot as a ranged attack, with a normal range of 15 feet and a long range of 30 feet. Roll your die for firearms or projectile weapons (your choice), opposed by the target's Agility check. If you win, the prongs connect with the target and the target falls prone and is paralyzed for 3d6 counts.

    The prongs, if lodged in the target, can be removed by the target or a creature adjacent to it as 10 counts. When they do so, they can roll a threshold 8 Medicine check. On a failure, the target takes 1 damage.

    Once a taser is shot, hit or miss, the prong-cartridge must be replaced before it can be fired again. You can do this as 5 counts. Additionally, the taser requires a type A energy cell to function. Each shot from the taser depletes 5 percent of the cell.

Turrets. These constructs are guns that fire without direct input from a wielder. You can set up a turret with 10 counts of work. The turret occupies its own space, must be on solid ground, and is pointed in any direction of your choice.

    Once they are placed, you can activate or deactivate the turret using its remote (typically sold with the turret) as 2 counts. The remote must be within 200 feet of the turret to send any commands.

    A turret can hold 100 bullets in it. The turret cannot fire if it has no bullets left. You can reload the turret using 5 counts. Additionally, a turret requires a type C energy cell to function.

The cell is depleted by 1 percent for every hour that the turret is activated.

Basic turrets cannot move in any way on their own. One can be manually moved to face in any direction by an adjacent creature as 5 counts.

While it is activated, the turret fires whenever anything larger than a pebble moves directly in front of it (meaning the direction it is pointed in). This sensing reaches out to 150 feet from the turret. The turret can only make one shot per count. When the turret fires, whatever is in front of it must roll a threshold 5 Agility check. On a failure, it must roll its defenses against 1d6 damage.

Controlled turrets have the ability to change directions when directed by their remotes. The turret's direction can be changed to any other direction with the remote as 3 counts.

While it is activated, the turret fires whenever anything larger than a pebble moves directly in front of it (meaning the direction it is pointed in). This sensing reaches out to 150 feet from the turret. The turret can only make one shot per count. When the turret fires, whatever is in front of it must roll a threshold 5 Agility check. On a failure, it must roll its defenses against 1d6 damage.

The turret can't fire while it is changing direction. However, at any time while it is activated, the controlled turret can be fired remotely using the remote as 2 counts.

Automatic turrets use sensors combined with internal programs to detect moving targets and automatically aim at them.

While it is activated, the turret can detect anything larger than a pebble that is moving within 150 feet of it. When it does so, the turret turns to face the moving thing and fires. The turret can only make one shot per count. When the turret fires, whatever is in front of it must roll a threshold 5 Agility check. On a failure, it must roll its defenses against 1d6 damage.

If the turret detects multiple moving things, it shoots at the one that requires less turning first, then turns to shoot other things if they are still moving.

Technology

This section offers options for technology, primarily focusing around systems and networks. It also offers items such as prosthetics and body modifications.

Tech Hardware	Value
Computers	—
AR Glasses	5,000
Network Computer	1,000
Personal Network Computer	800
Portable Network Computer	1,200
Server Access Terminal	500
Data Chip	20
Hacking Devices	—
Line Shunt	600
Point Shunt	900
Unit Chuck	400
Link Wire	15
Network Hardware	—
Antenna	200
Satellite Dish	2,500
Network Tower	20,000
Security Equipment	—
Alarm System	300
Bioreader	1,500
Electronic Key	15
Key Scanner	100
Passcode Screen	150
Server Hardware	—
Encryption Block	500
Network Unit	100
Processing Unit	20
Server Housing Rack, Large	500
Server Housing Rack, Small	100
Storage Unit	15
Terminal Unit	40

Software	Value
AIs	—
Manager	20,000
Personal Assistant	25,000
Smart Defence AI	10,000
Data Storage Memory	5
Defensive Programs	—
Antivirus Software	50
Detection Scrambler	75
Encryption	150
Footprint Tag	400
Interfaces	—
Communication Interface	30
Management Interface	25
User Interface	15
Viruses	—
Comms Bug	1,000
Data Corruption Virus	500
Process Inhibitor	600

Body Modifications	Value
Artificial Organ	25,000
Corneal Network Implant	20,000
Cosmetic Surgery	10,000
Data Implant	1,200
Identification Implant	500
Prosthetic Limbs	—
Disguised	120,000
Myoelectric	50,000
Passive	2,000

Finding Technology

Finding and purchasing these technological items may be a task all of its own. If you are in a less-developed society, you are unlikely to find many of these items at all. If you do, you will likely find them being sold by individuals who hail from more-developed places.

Even in more-developed societies, some technology is difficult to find. Certain items are primarily sold within tech industries to corporations, not to individuals. Most network hardware, for instance, isn't sold on public markets. Others aren't found on public markets because they are illegal, and can only be found through black-market dealers.

Tech Hardware

These pieces of technology are used to form networks of connected servers, as well as other modern functions.

Computers

These machines allow a creature to access networks or servers and use their programs.

AR Glasses. Augmented reality glasses are made to look like regular reading glasses or sunglasses, but actually have transparent screens in their lenses. The glasses function as a portable network computer, but can always be viewed while the glasses are on.

The method of control for the AR glasses depends on their type. Some AR glasses track eye movement to interpret inputs, which can be difficult to control. Others function on voice commands from the user, and are often paired with AI software. Others project digital controls within the user's vision and detect hand motions that correspond to those controls.

The glasses have an internal battery equivalent to a type A energy cell. The battery is depleted by 1 percent every 10 minutes that they are in use.

Network Computer. A basic computer used by workers in technologically advanced populations. It is somewhat large, usually placed on a desktop. A network computer allows the user to access any network it lies in the area of, and any server connected to that network. It also has local data storage and functions, which are determined by its manufacturing.

A network computer must be powered to function. This can be accomplished by a type C energy cell, using 25 percent of the cell per hour. It can also be powered by a ship, at no

cost to the ship's power, or a local power grid.

Personal Network Computer. A pocket-sized computer that most citizens of technologically advanced populations own. It allows the user to access any network it lies in the area of, and any server connected to that network.

Hacking from a personal network computer imposes a d10 disadvantage on the hacker's Coding checks.

A personal network computer has an internal battery that allows it to function for 10 hours. After this, the battery is depleted. The internal battery must have a non-zero amount of charge in it for the computer to function. This internal battery can be fully charged in 1 hour by a type B energy cell, using 25 percent of the cell. It can also be fully charged in 30 minutes by a ship, at no cost to the ship's power, or by a local power grid.

Portable Network Computer. A medium-sized computer that is small enough to carry around yet large enough to handle most tasks. It may be a handheld device or an object worn on the wrist.

A portable network computer has an internal battery that allows it to function for 5 hours. After this, the battery is depleted. The internal battery must have a non-zero amount of charge in it for the computer to function. This internal battery can be fully charged in 1 hour by a type C energy cell, using 20 percent of the cell. It can also be fully charged in 1 hour by a ship, at no cost to the ship's power, or a local power grid.

Server Access Terminal. This large computer connects to a server and can be used to access that server. It requires that the server have a terminal unit to connect with.

A server access terminal must be powered to function. This can be accomplished by a type C energy cell, using 10 percent of the cell per hour. It can also be powered by a ship, at no cost to the ship's power, or a local power grid.

Data Chip

This small chip fits in the palm and is used to transfer data between devices. The chip can be connected to a server access terminal or network computer, and can then have data moved to or from it. The data chip has limited storage space, and is also limited in transfer speed.

Hacking Devices

These devices are common starting points for hacking into servers.

Line Shunt. This small, palm-sized box is a single-use device for hacking into servers. It can be linked to a computer with 5 minutes of work, and then remains connected until it is taken more than a mile away from the computer.

The line shunt has an adhesive substance on one of its faces that allows it to be attached to a server rack as 1 count. Once it is attached, it is easier to hack into the server that the server rack is a part of using the connected computer. The hacker can begin their hacking on the 2nd layer of the server, without needing to make a check to get there.

If the line shunt is detached from the server rack, it cannot be used. Once the hack that a line shunt is benefitting ends, the line shunt becomes useless.

Point Shunt. This 12-by-12-by-1 inch device is a more powerful version of the line shunt. It functions the same as a line shunt with the following differences.

Once connected, the point shunt can stay connected to its computer regardless of their distance, provided they are on the same network.

Additionally, once planted, the point shunt allows the hacker to begin their hacking on the 2nd or 3rd layer of the server without requiring a check. It cannot provide access to the 3rd layer later on if the hacker chooses to start on the 2nd layer.

Unit Chuck. This device is the same size as a server unit, and is designed to resemble one. The unit chuck can be linked to a network computer with 5 minutes of work, and then remains connected until it is destroyed or no longer on the same network as the computer.

The unit chuck can be inserted into a server rack as 2 counts. Once it is in the server rack, it allows the linked computer to access the server as if it were a terminal. Additionally, a hacker using the linked computer to hack the server can choose to gain a d12 advantage on a Coding check they make for the hack. They can do so only twice per hack.

Link Wire

This 5-foot wire is used to link devices together without the use of a network. It can be connected to a server access terminal or a network computer. The link allows both devices to control the other, share data, and use the other's functions.

Network Hardware

These devices are used to maintain networks, which link individual servers together. Networks can be set up between a handful of private servers, or can span entire societies.

Antenna. This long metal rod is used to catch and send signals from networks. Any network computer within 100 feet of the antenna can access the antenna's network. Two antennas within 10 miles of each other that have open air between them link together.

Satellite Dish. This circular metal dish is used to transmit network signals through atmospheres to satellites. This allows networks to span entire planets.

Network Tower. This large metal scaffold is used to support network antennas and satellite dishes. This allows networks to connect across great distances by passing over terrain or up to satellites. A network tower is about 100 feet tall and can support up to 10 antennas or satellite dishes.

Security Equipment

These devices are used to allow access to various containers and doors.

Alarm System. This system can be linked to a server, or can be set up independently. When linked to a server, the alarm system can be configured to trigger on various conditions. An independent alarm system comes with some sort of trigger mechanism such as a lever or button.

When triggered, the alarm sends an alert to whatever it is linked to. The system may send signals to audio or light devices. On a server, it may send an alert to a management interface.

Bioscanner. This device can scan a creature's unique DNA to determine its identity. This may be accomplished by a finger or eye scanner. The bioscanner is linked to a database of cleared individuals. If a scanned creature has clearance to the network, server, or other guarded mechanism, it grants access.

Electronic Key. This small device is used with a key reader to grant access to cleared individuals. It may be an id card, keycard, or fab. The key must be linked to a key reader by a programmer using specialized equipment and can be linked to a person's identity as it is known by the programmer.

Key Reader. This device can identify a linked keycard, fab, or id card when it is nearby. When such a linked device is detected by the reader, it grants access.

Passcode Screen. This small screen allows a set password, code, pattern, or other piece of information to be entered. If the information is entered correctly, the device grants access.

Server Hardware

These items are the physical bases of servers, and are the actual electronics that store and process programs and commands.

Encryption Block. This 6-by-8-by-8 box holds hardware designed to encrypt programs, erase traces, and enhance security. It takes up 4 spaces in a server housing rack.

When integrated into a basic server, an encryption block decreases the threshold of the layer it is on by 2. When integrated into an intelligent server, an encryption block gives the server a -2 bonus on its rolls for that layer of the server.

Network Unit. This 6-by-4-by-8-inch device is used to connect a server to a network. The network unit takes up 2 spaces in a server housing rack. While in the housing rack, the network unit connects the server to the network of any network antenna within 50 feet of it.

Processing Unit. This block of electronics is 3-by-4-by-8 inches, and takes up one space in a housing rack. Each layer of a server requires a processing unit to function. A processing unit satisfies this requirement for the layer it is wired to.

Server Housing Rack. This box is used to hold other server hardware. It has fans which circulate air through the units to prevent

A small server housing rack is 6-by-12-by-24 inches and has 18 spaces for units to be housed inside. A large server housing rack is 2-by-3-by-6 feet, and has 648 spaces for units to be housed inside.

A server housing rack requires constant electric power to function. This could come from a local electrical grid, a ship's power, or type C energy cells.

When using a ship's power server, 1 allocated power can cover up to 4 small housing racks, or one large housing rack. When using energy cells, a type C energy cell is depleted by 1 percent for every hour in a small housing rack,

while it is depleted by 5 percent for every hour in a large housing rack.

Storage Unit. This block of electronics is 3-by-4-by-8 inches, and takes up one space in a housing rack. It holds data and programs in a server, and can be wired to any layer. One storage unit supports one piece of software on its layer.

Terminal Unit. This block of electronics is 3-by-4-by-8 inches, and takes up one space in a housing rack. It allows for one server access terminal to be wired into the server for use. Which layer the terminal unit is wired to determines the maximum layer of the server that the terminal can access.

Software

These programs and other pieces of code are the foundations of all systems and digital work. Software is the easiest technology to replicate. See the Long-Term Projects section of chapter 3 for rules on creating software during downtime.

AIs
These programs, "artificial intelligence," use recurring algorithms based on their programmed purpose to simulate the process of learning.

Manager. This AI is designed to process requests and manage the functions of a server. It can be connected to a user interface or a management interface, which allows it to access anything the interface allows.

Personal Assistant. This AI is designed to process requests and manage the functions of a server. It functions as a Manager AI.

The personal assistant is equipped with some combination of a text, voice, and image synthesizer that allows it to exhibit an identity. They are often programmed to act as another crew member of the ship.

Server Defense AI. This AI is designed to constantly monitor a server for hacks and to defend against them. Installing a server defense AI makes the server intelligent.

Data Storage Memory
The heart of most servers is some form of data storage. This software can house text, video, audio, and most other types of data.

Most servers have multiple data storages, which allows different types of data to be kept and managed separately. Large servers that house massive amounts of data, such as social media websites, have many data storage softwares to support their dense traffic.

Defense Programs
These programs are used to protect servers that house sensitive info, or by those that simply value their privacy. They make hacking into the server more difficult or complicated.

Antivirus software actively detects unwanted edits to a server's programs and attempts to prevent them. It imposes a d10 disadvantage on all Coding checks made to hack the server and upload a virus on its layer.

Additionally, if a virus is uploaded to the server, it is discovered by the antivirus within 1d10 hours, and an alert is sent to a management interface on the server, or a user interface if it has no management interface. If the hacker that uploaded the virus had a d8 or smaller Coding die and wasn't detected by the server during the hack, the antivirus can't detect the virus.

A **detection scramble** code is a reactionary measure intended to protect servers that aren't fragile in their functions. When a hacker is detected by the server, the code activates, decreasing the server's threshold by 3. The scramble lasts until it is manually descrambled, at which point the code can be activated again.

Encryption is a defensive coding technique that translates meaningful text into seemingly random characters. The encryption is designed to be very difficult to crack without a virtual token that is attached to verified users.

For users without the server's encryption clearance, the server's threshold for hacking decreases by 2.

A **footprint tracer** is a software that tracks the available information of its users and reports that information when a hack occurs.

When a hacker is detected by the server, a file is created in one of the server's data storage programs. This file contains the following information:

- The terminal that was used for the hack, or the type of network computer that was used.
- How long the hacker was active on the server prior to being detected.
- If the server is connected to a network, what antenna the hacker was connected to when they were detected.

The file containing this info can be deleted if the hacker seeks it out. This may entail another hack, or may be able to be accomplished within the same hack it was created during.

Interfaces

These programs allow users to interact with servers and their functions.

A **communication interface** is used to send information between terminals, or across entire networks. It allows a user to send a message to another user that they can identify the terminal of. Over networks, this information transfer works between network computers as well.

A **management interface** is used to manage users and data within a server. It is a higher-priority version of the user interface. It allows the use of every function on the interface's layer and each layer below it.

A **user interface** is used to access a server's functions via a terminal or a network computer. The interface allows the use of all of the functions on the interface's layer.

Viruses

Primarily used by hackers, these programs are designed to alter or disable the functions of a server. Uploading a virus to a server often requires hacking (see the Hacking section of chapter 3).

Discovering a virus can be automatic or extremely difficult. One such method is antivirus software, which checks for viruses. A virus might also interrupt the use of a server, which will make its presence blatant. Once it is discovered, removing a virus from a server requires a few hours of work by a creature with a Coding die equal to or smaller than that of the hacker who uploaded the virus.

Comms Bug. This virus can be uploaded to a server interface and linked to any accessible storage unit on the server's network. The virus stores information in the storage unit about every action taken on the interface. This is most often used on communication interfaces to record conversations.

Data Corruption Virus. This virus can be uploaded to a data storage memory. It then alters any information stored there in a way as to make it unintelligible. Undoing the work of a data corruption virus is possible but time-consuming. Over 50 hours of active work by a creature with a d12 or smaller Coding die is required to restore all the stored data.

Process Inhibitor. This virus can be uploaded to a server function, and proceeds to stop the software from working properly. The exact result depends on the purpose of the virus. It may change the way that the function operates, or may completely block access to it.

Body Modifications _____

These items allow people to alter their body. Some are used for medical reasons, others for personal reasons. Most of these items are only found in well-developed societies. They are also very personal purchases, because they involve custom specifications or surgery. It is difficult to obtain such items without interacting with others and taking time.

Corneal Network Implant

This implant allows its host to interact with networks without a separate network computer. It is a popular implant among wealthy galactic citizens in well-developed societies, as well as technology-adept travelers.

The implant has two parts, which are implanted in separate surgeries. The first implant is a transparent lens that is implanted into the cornea of the eye. The second part is a complex brain implant with thousands of electrodes that interact with signals in the brain.

Once implanted, the user can see a digital, semi-transparent interface within their vision. This interface acts as a personal network computer for the user, which is entirely controlled by their brain. The implant can also cause the user to experience all common frequencies of sound.

The user can turn the interface on and off at will. While the interface is active, it is possible for other creatures to notice the interface at a close distance.

Data Implant

This device is often implanted into the shoulder or the back, and can store data. The device is used by many individuals to store private information, as well as spies and criminals. It is often covered by clothing, depending on its location.

The implant replaces part of the skin, and can open to reveal a port for a link wire. Such a wire is required to connect the data implant to a network or computer to transfer data.

Identification Implant

This digital id is often used by galactic citizens instead of physical identification methods. The device is implanted completely inside the user's body, almost exclusively in the wrist or forearm. The implant holds a unique identifier that can be linked to the user. The implant can be

scanned by devices such as key scanners for security access.

Prosthetic Limbs

These prostheses replace lost limbs to mimic their function. They are the most common type of body modification devices in average-to-well developed societies.

Disguised. This advanced type of prosthetic limb is primarily used by wealthy individuals and spies. The prosthesis is designed to completely mimic the function and appearance of the replaced limb, so much as to not be easily identified as a prosthesis. This prosthesis is permanently attached to its wearer through surgery.

The prosthesis grants full motor function to the wearer equivalent to that of the limb it is replicating. Other creatures don't notice that the limb is prosthetic unless they specifically inspect it. The prosthetic limb also provides a sense of touch to the wearer.

The disguised prosthesis has an internal battery that is equivalent to a type B energy cell. The battery is depleted by 1 percent every 5 hours that it is worn. If the battery has no power remaining, the prosthesis loses its functionality.

Myoelectric. The standard for functional prosthetic limbs, myoelectric prostheses use internal mechanisms and power to replicate full functionality of the limb they replace.

The prosthesis can be attached or removed by the wearer in 10 counts. While worn, the prosthesis grants full motor function to the wearer equivalent to that of the limb it is replicating. The prosthetic limb does not provide a sense of touch.

The myoelectric prosthesis has an internal battery that is equivalent to a type B energy cell. The battery is depleted by 1 percent every hour that it is worn. If the battery has no power remaining, the prosthesis loses its functionality.

Passive. More common in less-developed places, a passive prosthetic limb is designed to mimic the look of the lost limb, but has little functionality to it. A passive leg prosthesis allows its wearer to walk, but has little control otherwise, and a passive hand prosthesis has no motor function.

Tools and Materials

There's always a right tool for the job. Many times, it's a gun, but not always. Various tools and equipment exist to perform many different functions. This section has options for toolsets, power sources, and other miscellaneous gear.

The following tables offer values for various common items that may be used in a game. Following the tables are descriptions of some of the items, organized by their categories.

If an item has parentheses, the information within them is an option that can be bought alternatively to the normal item. Such items will show the cost of the alternate version in parentheses as well.

Adventuring Gear	Value
Ball bearings, pouch	1,250
Bedroll	150
Binoculars	75
Blanket (heated)	5 (50)
Book	40
Brass knuckles	150
Caltrops	1,100
Candle	1
Chain, 10 ft.	600
Clock (alarm)	10 (15)
Cord, 50 ft.	450
Cot	100
Flashlight	25
Grappling hook (automatic)	200 (400)
Handcuffs	30
Hunting trap	500
Ink Pen	3
Ladder, 10 ft.	40
Lamp (electric)	60 (100)
Lantern (bullseye)	450 (500)

Lighter	60
Lock	1,000
Magnifying Glass	35
Manacles	220
Matches	12
Mess Kit	25
Mirror, handheld	500
Net (weighted)	80 (100)
Oil, flask	12
Paper, single page	10
Pencil	1
Pepper Spray	20
Piton	8
Pole, 10 ft. (collapsable)	15
Ram, portable	380
Rations, 1 day	10
Respirator	300
Rope, 50 ft.	120
Scale (electric)	400 (500)
Spike, iron	12
String, 10 ft.	30
Tent, pop-up	400
Tent, two-person	250
Torch	60
Whetstone	2
Whistle	5

Power	Value
Energy Cells	—
Type A	10
Type B	50
Type C	250
Fuel Cells	—
Type A	35
Type B	120
Type C	500
Basic Generators	—
Standard	800
Commercial	5,000
Solar Generator	2,400
Power Cable	10

Containers	Capacity	Value
Air tank	1 gal	100
Backpack	1 ft^3 / 30 lb	80
Barrel	40 gal / 4 ft^3	200
Bottle	1 pt	2
Bucket	3 gal / ½ ft^3	15
Chest	12 ft^3 / 300 lb	40
Crate	8 ft^3 / 200 lb	80
Fireproof Bag	½ ft^3 / 10 lb	130
Flask	1 pt	15
Pouch	1 pt / 6 lb	8
Sack	1 ft^3 / 30 lb	5
Safe	½ ft^3 / 100 lb	170
Vial	4 oz	12
Waterproof bag	½ ft^3 / 10 lb	150

Tools	Cost
Artisanry Tools	—
Brewing Supplies	200
Calligraphy Supplies	120
Carpentry Tools	180
Cartographer's Supplies	160
Chemistry Equipment	500
Climbing Equipment	225
Cobbling Tools	50
Cooking Utensils	30
Glassblowing Tools	350
Leatherworking Tools	40
Lockpicking Tools	30
Jeweling Tools	250
Masonry Tools	80
Mechanical Tools	180
Painting Supplies	125
Pottery Tools	140
Smithing Tools	250
Weaving Tools	35
Woodcarving Tools	30
Kits	—
Disguise Kit	240
Forgery Kit	150
Herbalism Kit	80
Medkit	100
Navigation Kit	150
Poisoning Kit	500
Other Tools	—
Crowbar	15
Fishing Tackle	35

Acid, Drugs and Poison	Value
Acids	—
Iron-bore acid	90
Necromancer's Breath	120
Standard acid	50
Drugs	—
Basic painkiller	20
Healing salve	50
Hurricane	350
Mystar venom	200
Nicotine	5
Night Lift	40
Protathil	500
Shove	100
Tailored antiallergens	25
Poisons	—
Assassin's poison	800
Black Tar poison	350
Serpent venom	100
Shimmer venom	500
Wyvern's poison	1,050

Equipment Packs	Value
Burglar's Pack	200
Citizen's Pack	50
Explorer's Pack	600
Field Pack	500
Performer's Pack	200
Priest's Pack	400
Sage's Pack	350
Vagrant's Pack	50

Entertainment Items	Value
Artwork	—
Handheld	10 or more
Large	1,000 or more
Small	100 or more
Gaming Sets	—
Deck of cards	5
Dice set	2
Game board	10
Musical Instruments	—
Handheld instrument	50
Standing instrument	300
Large instrument	1,500

Clothing and Vanity	Value
Bomb Suit (cooled)	40,000 (41,000)
Costume	70
Makeup	50
Perfume	45
Robes	30
Spacesuit (thrusters)	2,000 (2,800)
Standard Clothing	—
Everyday	40
Fancy	120
Travel	60
Vacc suit (thrusters)	1,800 (2,500)
Watch	80
Wetsuit	100
X-Suit	850

Adventuring Gear

This category is the most diverse, because it contains all the basic gear that a galactic scoundrel might use during their adventures.

Ball Bearings, bag. These small metal spheres can be spilled in a 10-by-10-foot area as 3 counts. A creature moving across the covered area must succeed on a threshold 10 Agility check or fall prone. A creature moving at half speed doesn't need to make the check.

The bag of ball bearings can be used 10 times before it runs out. A creature can take a few minutes to recollect an area of spilled ball bearings, allowing them to be reused.

Binoculars. This two-lensed device is used to see distant objects as if they were closer. They grant a d12 advantage on Awareness checks to perceive distant phenomena.

Blanket. This piece of thick cloth is used to warm the body by providing insulation.

(Heated). This version of the blanket requires a type A energy cell to provide extra heat. When used, a creature can treat the temperature around it as 20 degrees lower for the purposes of surviving extreme cold.

Brass Knuckles. This piece of metal has holes in it to kit fingers through. While worn, the brass knuckles lay over the hand to impact first when their wearer punches something. Brass knuckles are made for various hand types and sizes.

While a creature wears brass knuckles and holds nothing in that hand, if it hits with an unarmed strike, the target takes 2 extra damage.

Caltrops. As 3 counts, you can spread a bag of caltrops to cover a 5-by-5-foot area. A creature that enters the area must succeed a threshold 5 Agility check or stop moving this turn and take 1 damage. Taking this damage reduces the creature's speed by 5 feet until its damage is reduced. A creature moving through the caltrops at half speed doesn't need to make the check.

A creature can take a minute to recollect the caltrops, allowing them to be used again.

Candle. For 1 hour after being lit, a candle sheds bright light in a 5 foot radius and dim light for 5 feet beyond that.

Chain, 10 ft. Chain can be burst with a threshold 1 Force check. It has a damage threshold of 5, and breaks if it takes 12 damage.

Clock. This device tracks the passage of time. It counts seconds, minutes, and hours. Based on the model, clocks may track the calendar

day of certain planets, or it may just count up days or hours.

(Alarm). This version of a clock can be set to emit an audible tone, chirp, or tune, at set times.

Cord. Cord can be burst with a threshold 3 Force check. It has a damage threshold of 3, and is severed if it takes 8 damage.

Flashlight. This handheld light has a switch, which causes it to emit bright light in a 60 foot radius and dim light for 60 feet beyond that, or causes the light to stop. Turning the flashlight on or off can be done on your turn, with no action required.

The flashlight requires a type A energy cell. The energy cell is depleted by 1 percent for every hour of use.

Grappling Hook. This 3-pronged metal hook can be attached to the end of a rope or cord. The hook can be thrown up to 40 feet as 3 counts. Then, if the hook catches on a ledge, branch, or other anchor point, it remains there and can hold up the rope attached to it. The hook stays in its anchor point until it is picked up or moved by reasonable force.

The GM might determine that throwing a grappling hook at a distant or small target may require a successful Agility check.

(Automatic). This version of the grappling hook requires a type A energy cell, and comes with 50 feet of internal cord. The grappling hook can shoot the hook up to 50 feet, and can wind up the cord, including when it is supporting weight, at a speed of 5 feet per second. Every time the hook is shot, and every 5 feet it winds while the grappling hook is bearing weight depletes the energy cell by one percent.

Handcuffs. These small, lightweight, metal restraints can bind a regular sized or Small creature. Putting the handcuffs on an unwilling creature requires 3 counts and a successful Force check against their contested Agility or Force check. The threshold to escape or break out of locked handcuffs is 2.

Each set of handcuffs comes with one key. The threshold for picking the lock is 5.

Hunting Trap. You can set this trap in an unoccupied space within reach as 4 counts. Once activated, the trap has a saw-tooth metal ring that violently folds together when a creature steps inside of it.

When a creature enters the space of a set hunting trap without knowing where it is, it must succeed on a threshold 7 Agility check or activate the trap. When this happens, the creature takes 1d4 damage and can't move for

the rest of the current count. It or another creature within reach can use 3 counts to make a threshold 5 Force check, freeing the trapped creature on a success. Each failed check deals 1 damage to the trapped creature.

A hunting trap comes with a 3 foot chain attached to it. If the chain is affixed to an immobile object, such as a tree or a spike driven into the ground, a creature trapped by it is limited in its movement to the length of the chain.

Lamp. A lamp requires oil to burn. When it has oil, and is ignited, the lamp sheds bright light in a 15 feet radius, and dim light for another 30 feet beyond that. A lamp can burn for 32 hours on a flask (pint) of oil.

(Electric). This version of the lamp uses a type A energy cell, instead of burning oil. The electric lamp can be turned on or off as 1 count. The energy cell is depleted by 1 percent every 30 minutes that the lamp is on.

Lantern. A lantern requires oil to burn. When it has oil, and is ignited, the lantern sheds bright light in a 30 foot radius, and dim light for another 30 feet beyond that. A lantern can burn for 6 hours on a flask (1 pint) of oil.

The lantern also has a hood that can be lowered or raised as 1 count. While lowered, the lantern's light is reduced to dim light in a 5 foot radius.

(Bullseye). This type of lantern has walls around it instead of glass or plastic, and only allows the light to leave it through a circular hole in one of its walls. A bullseye lantern sheds bright light in a 50 foot cone, and dim light for an additional 50 feet beyond that. When hooded, it sheds dim light in a 5 foot cone.

Lighter. This small device is used to quickly ignite flammable materials. Doing so requires 2 counts. A lighter usually runs out of fluid and must be replaced after a year or two of regular use.

Lock. This device is used to prevent access to doors, chests, and other lockable objects. Each lock comes with one key. Locking or unlocking the lock takes 2 counts. The threshold for picking the lock is 4.

Magnifying Glass. This lens increases the apparent size of objects seen through it. The magnifying glass grants a d12 advantage on checks made to inspect small items using it.

Manacles. These large, bulky, metal restraints can bind a regular sized or Small creature. Putting them on an unwilling creature requires 3 counts and a successful Force check against their contested Agility or Force check. The

threshold to escape or break out of locked manacles is 1.

Each set of manacles comes with one key. The threshold for picking the lock is 4.

Matches. This small box contains 50 matches. You can use 2 counts to strike one match against the side of the box, causing it to ignite. This fire can be used to light any other flammable material within the next 10 counts.

Mess Kit. This metal box contains a cup and cutlery. It has a panel that can be used as a cooking pan, and another that can be used as a shallow bowl.

Net. This web of rope or cord can be thrown up to 20 feet as an attack. The net has no effect against Massive or larger creatures, nor amorphous creatures. If thrown at a creature, it must roll an Agility check against the Force check of the thrower. If it fails, the target is caught in the net. It has a d10 disadvantage on its Agility and Force checks, as well as its attack and defense rolls.

The target remains caught in the net until it or another creature within reach uses 3 counts and succeeds a threshold 10 Force check to free it. The net is also destroyed if it takes 5 damage, harmlessly freeing the target.

(Weighted). This version has heavy weights attached to the edges of the net. A creature with a d20 Force die cannot throw a weighted net effectively. A creature hit by the net that fails its contested check is restrained until the net is removed, instead of the regular effects of the net. The threshold to remove the net is 5, instead of 10.

Oil, flask. As 3 counts, you can splash the oil in this flask onto a creature within 5 feet of you or throw it up to 20 feet, shattering it on impact. Make an attack against the creature, using your die for an improvised weapon. If you roll higher than your target's defense roll, it is covered in the oil.

The oil dries in one minute. If the target takes damage from fire or a fire effect, it takes an additional 1d4 damage from the burning oil.

You can alternatively pour the oil on the ground in a 5-foot-square area. If it is ignited, the oil burns for 10 counts and deals 1d4 damage to any creature that enters the area or starts its turn there. A creature can take this damage only once per turn.

Pepper Spray. This device can shoot a burning chemical. The pepper spray can be shot as 3 counts at a creature within 10 feet. The creature must succeed a threshold 4 Agility check or be it with the spray. A pepper-sprayed creature is blinded for (2d4 x 5) minutes.

Pole, 10 ft. This metal pole has a damage threshold of 5, and is damaged to the point of collapsing if it takes 10 damage.

(Collapsable). This version of the pole has a mechanism that allows it to collapse with gravity down to 1 foot. Activating the mechanism, or extending the pole to its full size, takes 3 counts.

Ram, portable. This metal ram is used to break down doors. A creature using the ram gains a d12 advantage on their Force checks made to break down doors.

Respirator. This mask straps to the head and filters harmful chemicals out of air to allow safe breathing. While wearing the respirator, you cannot take damage from inhaling harmful chemicals. The respirator's filter lasts for 8 hours while being used in hazardous air. After this time, the filter must be replaced to remain effective (which costs half the respirator's value).

Rope, 50 ft. Rope can be burst with a threshold 4 Force check, and is severed if it takes 2 damage.

Scale. This scale comes with a set of weights that can be used to accurately weigh any object up to 5 pounds.

(Electric). This version of the scale requires no physical weights, and instead requires a type A energy cell, which is included in the alternate price. It can also weigh anything up to 300 pounds. One cell powers the scale for about one year of regular use.

Tent, pop-up. This tent takes up a 5 square foot area, and can comfortably fit a medium creature, or two Small creatures. The tent can be set up in 10 seconds, and it requires a full minute to take down.

Tent, two-person. This tent takes up a 10 square foot area at its base, and can comfortably fit two regular-sized creatures. It could alternatively fit a single Large creature, or up to 4 Small creatures. Setting up or taking down the tent takes 10 minutes.

Whetstone. This slab of stone, when used with water, can be used to repair damage dealt to blades. An hour of work with the whetstone removes 1 damage from a blade.

Power

Many pieces of equipment require power to function. This power can easily be achieved using the following power items. These items are commonplace in modern marketplaces.

Energy Cells

The standard for an electric power source. An item that requires an energy cell will specify which cell it requires. Type A energy cells are about the size of a finger, and are generally used for small, personal equipment. Type B energy cells are about the size of a soda can, and are used in powered tools and other large yet portable items. Type C energy cells are about the size of a cereal box, and are used in large machines and small vehicles. Unless specified otherwise, it takes 1 count to load or unload an energy cell into or out of a piece of equipment.

An energy cell's power level is measured as a percent. A fully charged energy cell has 100 percent of its power. Items that use an energy cell will specify the rate that it uses the cell. This rate can be either percent per time, or how long it takes to fully deplete the cell.

Different sizes of energy cells use the same type of power. A type A energy cell holds 1 percent of the power held in a type B energy cell, which holds 1 percent of the power held by a type C energy cell.

Energy cells can be recharged from a ship's engine without any cost. Fully recharging in this way takes 1 minute for type A, 1 hour for type B, and 120 hours for type C. This time can be halved by allocating one power from the ship to this purpose.

Fuel Cells

The standard for a power source using the consumption of a physical fuel. An item that requires a fuel cell will specify which cell it requires. Type A fuel cells are about the size of a finger, and are generally used for small, personal equipment. Type B fuel cells are about the size of a soda can, and are used in powered tools and other portable items. Type C fuel cells are about the size of a cereal box, and are used in large machines and small vehicles. Unless specified otherwise, it takes 1 count to load or unload a fuel cell into or out of a piece of equipment.

A fuel cell's power level is measured as a percent. A fully charged fuel cell has 100 percent of its power. Items that use a fuel cell will specify the rate that it uses the cell. This rate can be either percent per time, or how long it takes to fully deplete the cell. Once a fuel cell reaches 0 percent, it cannot be used to power anything.

Generators

These large devices produce energy. The way they do so is through the burning of fuel or by harvesting solar energy.

Basic Generator. A machine that generates energy using fuel. These machines are heavy and bulky. When in use, a standard generator produces sound at the level of casual conversation.

A basic generator is about 3 feet in each dimension. The generator uses fuel cells to produce energy. If the standard generator has fuel, it can recharge an energy cell within the same time as a ship. This charging runs at a 5 percent loss. The exchange is otherwise equivalent for cells of the same type, and can also work across cell types, at a 10 : 1 ratio.

For example, a generator can use a fully charged Type B fuel cell to charge a Type B energy cell to 95 percent, or ten Type A energy cells, each to 95 percent.

Alternatively, the generator can directly power an item that requires an energy cell. Given a fuel cell of the same type and the wiring required to plug in a device, the generator can be used to power an item in place of an energy cell. This power works at a 5 percent loss, meaning the fuel cell is depleted 5 percent faster than usual. This function stops if the item becomes detached from the generator.

Commercial generator. This larger type of generator produces sound at the level of a loud vehicle, and is no less than 5 feet on a side. A commercial generator functions as a basic generator with the following change.

A commercial generator can perform up to 5 of a basic generator's functions at the same time, and each function takes half as much time as usual.

Solar Generator. A generator that uses solar radiation instead of fuel. A solar generator must have access to direct sunlight to produce energy. A solar generator is completely silent in operation.

While running, a solar generator can charge its internal battery at a rate of 1 percent per hour. This

Power from the generator's internal battery can be used to charge energy cells. 1 percent of the generator's battery can charge 10 Type A energy cells, 1 Type B energy cell, or 1 percent of a Type C energy cell. Using 1 percent of the generator's battery in this way takes 10 minutes, assuming the power is available.

Power Cable

This cable is used to transfer energy in and out of energy cells. The wire can be used to charge an energy cell from a power grid or from a ship.

Alternatively, the wire can be used to transfer power between energy cells. It can transfer 10 percent of a type A energy cell's power in 1 minute. The wire can transfer 2 percent of a type B energy cell's power in 1 minute. It can transfer 1 percent of a type C energy cell's power in an hour.

Containers

The items are made to hold other things within them. They are very useful to travelers who have to carry many things and wish to leave their hands free, as well as anyone else that doesn't want all their belongings strewn about the ground.

Air Tank. This tank holds pressurized oxygen, and is used to provide breathable air. Using some sort of tube to breathe directly from the tank allows a creature to breathe normally. This depletes the air tank by 1 percent every minute. Once the tank reaches 0 percent, it cannot be used anymore.

Backpack. This pack is worn on the back using straps on the shoulders, and generally has multiple compartments with zippers or snaps. Additionally, some items can be tied, strapped, or otherwise attached to the exterior of a backpack, such as a bedroll or a coil of rope.

Fireproof Bag. When this thick bag is closed correctly as 5 counts, its contents cannot be damaged by fire outside of the bag, and fire can't spread into the bag.

Safe. This small metal box is often used to keep valuables safe. Anything shut inside the safe cannot take damage from physical effects outside the safe.

The safe has a set code that must be entered to open it. Breaking open the safe or cracking it without the code requires a successful threshold 1 Force or Awareness check, respectively. A creature that knows the safe's code can change it to any other code in 1 minute of work.

Waterproof Bag. When this thick bag is closed correctly as 5 counts, its contents cannot be damaged by water outside of the bag, and water can't flow into the bag.

Tools

Many workers throughout the galaxy make use of tools in their jobs. These tools, as well as other equipment, can also come in handy for mercenaries and adventurers. Artisanry tools and kits require special dice in order to utilize some of their abilities.

Artisanry Tools

These sets of tools are used for the creation of various goods by skilled tradesmen. Having a die size for a set of artisanry tools lets you roll that die as an advantage on checks you make using those tools. Your proficiency may also influence a check that would benefit from knowledge in the field of the artisanry tools.

Additionally, having a die size for a set of tools allows you to perform specific work using them. These activities are described with their toolset, and may or may not require additional materials.

Brewing Supplies include a large glass jug, a quantity of hops, a siphon, and several feet of tubing. Using these supplies with proficiency, you can brew beer and purify water.

You might roll your die for brewing supplies as an advantage on Logic checks to analyze liquids, or Medicine checks to tend to someone with alcohol poisoning.

Brew Beer. You can brew beer, though it requires weeks of fermentation. You can begin a brew with 2 hours of work per gallon and ample ingredients, which can be done while resting. Then, the batch must sit for 30 days to be ready.

Purify Water. You can purify 1 gallon of water that would be otherwise undrinkable. Doing so takes 1 hour, which can be while you are resting.

Calligraphy Supplies include a dozen sheets of paper, pencils, and pens. Using these supplies with proficiency, you can write beautiful texts.

You roll your die for calligraphy supplies as an advantage on Logic checks to analyze texts or to recall info about texts you've previously analyzed.

Reproduce Text. You can copy the content of text with precise accuracy, including the handwriting if it is handwritten. It takes you 10 minutes per page of copied text.

Carpentry Tools include a chisel, a hammer, a hatchet, nails, a plane, a measuring device, a saw, and a square. Using these tools with proficiency allows you to construct wooden structures.

You might roll your die for carpentry tools as an advantage on Logic checks to analyze wooden structures, or Fixing checks to repair wooden objects.

When you obtain the tools, you can choose for the saw to be electric. This halves the times needed for constructing anything with the tools, at the cost of a type A energy cell. The cell is depleted by 1 percent for every minute of work with the tools.

Construct Shelter. You can construct a makeshift shelter in one hour, provided you have wood available. The shelter protects half-a-dozen inhabitants from rain and sunlight. It only functions for 1d3 days, due to its hasty construction.

Fortify. With one minute and available wood, you can fortify a window or door. The DC to open the door is increased by 5 until the fortification is removed.

Cartography Supplies include calipers, a pair of compasses, paper, pencils, pens, and a measuring device. Using these supplies with proficiency, you can create accurate maps.

You might roll your die for cartography supplies as an advantage on Logic checks to analyze maps, or Fixing checks to correct an inaccurate map.

Analyze. With 10 minutes of study, you can determine specific info from a map that others may not notice. Roll a Logic check using the tools. Based on the result, you may learn of secret locations, probable locations of monsters, or safe-resting points on the map, at the GM's discretion

Draw Map. You can use the supplies to draw an accurate map of your location. You can do so while traveling, though a high speed of travel would limit the detail of the map.

Chemistry Equipment includes beakers, clamps, stirrers, tubing, vials, and a small electric hot plate. Using this equipment with proficiency, you can create and test concoctions.

You might roll your die for chemistry equipment as an advantage on Logic checks to analyze chemicals, Awareness checks to notice chemical traces, or Fixing checks to whip up a quick mixture.

Create Concoction. By using 100 TIC worth of materials, you take 1 hour to craft one dose worth of one of the following options. You can perform this work while resting. Some options are described elsewhere in this chapter: a flask of standard acid, 2 basic painkillers, a flask of oil, a vial of serpent venom, or a small bar of soap.

Climbing Equipment includes a harness, gloves, crampons, multiple metal carabiners, a belay device, 10 pitons, a small hammer, and 30 feet of rope. Using this equipment with proficiency, you can climb up many surfaces with relative ease.

You might roll your die for climbing equipment as an advantage on Logic checks to analyze a surface that was previously climbed or equipment that was used to climb. You might also do so on checks you make to climb.

Create Anchor. As 3 counts, you can drive a piton into a surface and anchor yourself to it. You remain anchored until you or another creature removes the anchor using 3 counts. You can set multiple anchors this way, up to the number of pitons you have.

While anchored, you cannot fall more than 25 feet away from the anchor, and you cannot move more than 25 feet away from the anchor until it is removed.

Scale Surface. You can use the equipment to safely climb on any surface into which pitons can be driven. When you do so, you can only move at a rate of up to 60 feet per minute. However, during this climb using the tools, you have no chance of falling, unless the surface is particularly slippery, harmful, or prone to breaking.

If you do fall while using this ability, you gain the benefits of the *create anchor* ability above this one. Your anchor in this case is located 5 feet below where you fell from.

Cobbling Tools include an awl, a cutter, a hammer, a knife, a shoe stand, spare leather, and thread. Using these tools with proficiency, you can make and mend basic shoes.

You might roll your die for cobbling tools as an advantage on Logic checks to analyze shoes, or Fixing checks to alter them.

Craft Hidden Compartment. With 8 hours of work, which can be done while resting, you can make a hidden compartment in a shoe. The compartment is large enough to fit an object 3 by 1 by 1 inches. Roll a Fixing check using the tools. The result is the threshold for any checks made to find the hidden compartment.

Maintain Shoes. With 1 hour of work, which can be done while resting, you can repair up to 6 creatures' shoes. For the next 24 hours,

creatures wearing shoes you worked on can travel up to 10 hours without checking to avoid exhaustion.

Cooking Utensils include a metal pot, knives, forks, a stirring spoon, and a ladle. Using these utensils with proficiency, you can cook delicious meals.

You might roll your die for cooking utensils as an advantage on Logic checks to analyze food, Speech checks to connect with local food culture, or Awareness checks when looking for food options.

Cook Meal. Given 30 minutes of work, which can be while resting, and available ingredients, you can cook a nice meal for up to 6 people. The next time they gain a rest, anyone that ate your meal can reduce their stress by (1 + half your level). This benefit cannot stack.

Glassblowing Tools include blocks, a blowpipe, a small marvel, and tweezers. Using these tools with proficiency, you can create and shape objects made of glass.

You might roll your die for glassblowing tools as an advantage on Logic checks to analyze glass objects or Force checks to break glass objects.

Create Glass Object. With 1 hour of work, a source of great heat, and at least 50 TIC worth of glass, you can create a glass object. When you do so, roll a Fixing check using the tools. If the glass is allowed to cool for at least 10 hours, multiply the object's value by 5.

Leatherworking Tools include an edger, a hole puncher, a knife, leather scraps, a small mallet, and thread. Using these tools with proficiency, you can work with leather items.

You might roll your die for leatherworking tools as an advantage on Logic checks to analyze leather objects.

Identify Hides. By inspecting a leather or hide object, you can determine the source of the material. You may also gain insight as to the methods used to create the object, which may point to a specific culture or group.

Repair Object. With 1 hour of work, you can repair the damage on an object made of leathers or hides. Roll a Fixing check using the tools. You reduce the damage on the object by (5 minus your result), to a minimum of 0 damage reduction.

Lockpicking Tools include various picks and tension wrenches. Using these tools with proficiency, you can pick most locks.

You might roll your die for lockpicking tools as an advantage on Logic checks to analyze locks and similar security mechanisms.

Pick Lock. You can try to pick a lock that normally requires a physical key. Roll an Agility check using the tools against the threshold of the lock. If you succeed, the lock is unlocked. If you fail, the lock remains locked. The amount of time this takes is shorter the farther your roll is from the threshold.

In some cases, this same process is required to lock an unlocked lock without its key.

Masonry Tools include brushes, a chisel, a hammer, a square, and a trowel. Using these tools with proficiency, you can craft stone structures.

You might roll your die for masonry tools as an advantage on Logic checks to analyze stone, brick, or similar structures. You may also do so on Awareness checks to notice irregularities in walls or objects made of such structures.

Demolition. You can spot weak points in walls and objects made of stone, brick, or a similar material. Due to this, the damage you deal to such structures while using the tools is doubled.

Mechanical Tools include a drill, a hammer, pliers, a screwdriver, screws, and an adjustable wrench. Using these tools with proficiency, you can perform maintenance on machines.

You might roll your die for mechanical tools as an advantage on logic checks to analyze machines or Fixing checks to repair them.

When you buy the tools, you can replace the drill and screwdriver for an electric drill. An electric drill halves the time required for work using it, at the cost of a type A energy cell. The cell is depleted by 1 percent for every minute of work with the tools.

Repair Object. With 1 hour of work, you can repair minor damage on a robot, vehicle, or other mechanical object. When you do so, roll a Fixing check using the tools. The vehicle's damage is reduced by (5 minus your result), to a minimum of 0 damage reduction.

Painting Supplies include brushes, canvas, charcoal sticks, an easel, paints, and a palette. Using these supplies with proficiency, you can paint and draw artistic images.

You might roll your die for painting supplies

as an advantage on Logic checks to analyze artwork.

Create Artwork. With 2 hours of work, which you can do while resting, you can draw or paint a simple piece. The artwork might lack precise detail, but you can capture the image of something you've seen or imagined. You might be able to spend more time on the piece to increase the complexity and detail of it.

Pottery Tools include calipers, a knife, potter's needles, ribs, scrapers, and a small electric turntable. Using these tools with proficiency, you can shape clay into pottery.

You might roll your die for pottery tools as an advantage on Logic checks to analyze pottery or Force checks to break pottery.

The small electric turntable requires a type A energy cell. The cell is depleted for every minute of work using the tools. Alternatively, a foot-crank turntable can be bought in the toolset, but it is not small enough to be kept in a portable bag like a backpack.

Create Pottery. With 1 hour of work, and at least 50 TIC worth of clay, you can create a simple piece of pottery. You can do this while resting. Once you do so, roll a Fixing check using the tools. If the piece of pottery dries for at least 5 days, multiply its value by 3.

Smithing Tools include charcoal, hammers, rags, tongs, and a whetstone. Using these tools with proficiency, you can work with metallic items.

You might roll your die for smithing tools as an advantage on Logic checks to analyze metal objects.

Repair Object. With 1 hour of work and a significant source of heat, you can repair the damage on an object made of metal. Roll a Fixing check using the tools. You reduce the damage on the object by (5 minus your result), to a minimum of 0 damage reduction.

Weaving Tools include needles, scraps of cloth, and thread. Using these tools with proficiency, you can craft items of cloth.

You might roll your die for weaving tools as an advantage on Logic checks to analyze cloth objects.

Craft Clothing. If you have sufficient cloth and thread, you can create a piece of clothing. Doing so takes 1 hour, which can be done while resting.

Repair Object. With 1 hour of work, you can repair the damage on an object made of fabrics. If the object is armor that has a damage reduction penalty, you relieve it by one. Otherwise, roll a Fixing check using the tools. You reduce the damage on the object by (5 minus your result).

Woodcarving Tools include chisels, gouges, a knife, and a small saw. Using these tools with proficiency, you can craft and repair wooden objects.

You might roll your die for woodcarving tools as an advantage on Logic checks to analyze wooden objects or trees.

When you buy the tools, you can include an electric dremel. Thedremel halves the time required for work using it, at the cost of a type A energy cell. The cell is depleted by 1 percent for every minute of work with the tools.

Create Object. With 1 hour of work, and at least 50 TIC worth of wood, you can create a simple wooden item or up to 5 arrows. You can do this while resting. The item might lack precise detail, but you can capture the likeness of something you've seen or imagined. You might be able to spend more time on the piece to increase the complexity and detail of it.

Repair Object. With 1 hour of work, you can repair the damage on an object made of wood. Roll a Fixing check using the tools. You reduce the damage on the object by (5 minus your result), to a minimum of 0 damage reduction.

Kits

These kits are used for specific purposes, with limited uses. Unlike toolsets, kits have limited resources, and must eventually be replaced after being used.

New kits have 10 uses. The functions of different kits cost one or more uses to perform. If you find a kit from a secondhand source, such as left behind on a battlefield or from someone who used it themselves, the kit might have less uses.

Certain abilities of a kit may spend its uses. The GM may also determine that a use is expended from the kit when you use it in another way.

You might be able to refill a kit to regain expended uses. To do so, you must have access to the components listed in the kit. If you are buying these components, you must spend a fifth of the kit's listed cost on components to regain 1 use of the kit.

When you roll a check "using the kit," roll your die with the kit as an advantage on the check. Rolling a check with a kit doesn't necessarily correlate to use expenditure. The GM may simply use such a check to determine the effectiveness or quickness of using the kit.

Disguise Kit. Used in fashioning costumes and disguises, the kit includes cosmetics, a few pieces of clothing, hair dye, and small props.

Create Minor Disguise (1 use). With 10 minutes of work, which you can do while resting, you can don a simple disguise. The disguise can involve basic changes to the appearance such as your makeup, hair style, and clothing.

Alternatively, you can create a minor disguise of your choice without putting it on. You can then later don the disguise in 1 minute. You can only carry one minor disguise on you without drawing attention, unless you have another way to hide one.

Create Full Disguise (2 uses). With 1 hour of work, which you can do while resting, you can don a complete disguise. The disguise can include many changes to your appearance, including the color of your hair, eyes, and skin, as well as clothing and inexpensive accessories.

Alternatively, you can create a full disguise of your choice without putting it on. You can then later don the disguise in 5 minutes. You can only carry one full disguise on you without drawing attention, unless you have another way to hide one.

Forgery Kit. Used for duplicating physical documents, the kit includes gold and silver leaf, seals and sealing wax, several colors of pens, small tools to sculpt melted wax, and a variety of papers.

Analyze Documents (1 use). With 5 minutes of work per page, you can analyze up to 10 pages of documents. Roll a fixing check with the kit. Based on the result, you may detect the presence of secret messages within the documents (deciphering them is another matter), determine their legitimacy, or discern additional information from them, at the GM's discretion.

Forge Documents (1 use). With 10 minutes of work per page, you can produce up to 10 pages of documents that appear the same as their official counterparts. Roll a Fixing check with the kit. The total of the check, or 10 (whichever is lower), becomes the DC for any checks made to determine the legitimacy of the documents.

Herbalism Kit. Used for the identification and use of plants, the kit includes clippers, a mortar and pestle, pouches, several glass jars, and thick protective gloves.

Analyze Plant (1 use). With 10 minutes of work, which can be performed while resting, you can use the kit to analyze a plant that you have a sample of. Once you complete the work, you learn the basic properties of the plant, such as its toxicity, its preferred environment, or its effects if ingested. These results could possibly be cross-referenced with a database of natural knowledge to identify the plant.

Create Salve (2 uses). With 10 minutes of work, which can be performed while resting, you can create up to 3 healing salves, which remain potent for 10 hours.

Medkit. Used in first aid and basic medical care, a medkit includes alcohol-free cleansing wipes, bandages, distilled water, a bottle of painkillers, gauze, scissors, sticky tape, anti-allergen syringes, a thermometer, and tweezers.

First Aid (2 uses). As 5 counts, you can treat a willing creature within reach that has recently taken damage. Roll a Medicine check with the kit. The threshold for this check is 20 minus the amount of counts that have passed since the creature has taken damage (measured when you begin this action). If you succeed, the target's current damage is reduced by 1d4.

The reduction that this healing offers is limited to how much damage the creature has taken in the last 20 counts. Additionally, you cannot tend to the same injuries twice, meaning once you tend to a creature and reduce its current damage, any damage it took before you tended to it is ignored for the purposes of this use of the medkit.

Treat Wounds (1 use). With 5 minutes of work, which can be performed while resting, you can treat and dress simple wounds of a willing creature. Roll a Medicine check with the kit on the following table. The next time that the creature gains a rest, it can reduce its current damage by the result. This use of the medkit cannot be used multiple times on the same creature between it gaining rests.

Result	5	3	1	—
Die Roll	1	2-7	8-12	13-20

Poisoning Kit. Used to create and properly use poisons, the kit includes gloves, a mask, various chemicals and materials, a mortar and pestle, beakers, vials, and a small electric heat plate.

Apply Poison (1 use). When you apply poison to a blade or the ammunition of a firearm or projectile weapon, you can use this ability to roll your die with this kit on the following table. Increase the number of attacks that the poison remains potent for by the result.

Result	3	2	1
Die Roll	1	2-10	11-20

Create Poison (2 uses). With 1 hour of work, which can be performed during a rest, you can create a vial of assassin's poison or two vials of serpent venom, which remain potent for 20 hours.

Harvest Venom (1 use). With 10 minutes of work, you can harvest the venom from a dead, venomous creature. Roll a Medicine check using the kit. Based on the result, the GM determines how much venom you acquire. It is also up to the GM's discretion as to how you might be able to use this venom. You might use it like another poison, it might allow you to regain some uses of this kit, or you might just sell it.

Other Tools

These tools have stand-alone uses, and may be found in other sets of tools.

Crowbar. This hooked piece of heavy metal is used to pry things apart. A crowbar can grant a d10 advantage on Force checks where its leverage can be applied.

Fishing Tackle. This set of items is used for fishing. It includes a fishing rod, fishing line, bobbers, hooks, sinkers, lures, and narrow netting.

Acid, Drugs, and Poison

These substances are used by various people for various purposes. Acid may be used by a scientist, drugs may be taken by any citizen, and poisons are used by assassins on the hunt. The rarity and cost of these items varies greatly depending on where and from who you are buying them.

In general, weaker acids can be found for sale in more-advanced civilizations for scientific and cleaning uses. Drugs may or may not be legal, depending on the local culture, but are almost always regulated. Poisons are almost never for sale in public markets, and must be sought out from personal contacts or black markets.

The prices below for acids are per container, the size of which are in their descriptions. The prices for drugs and poisons are per dose.

Acids

Some substances have special molecular compositions that cause materials they contact to dissolve.

A vial of acid can be thrown up to 40 feet by a creature as 3 counts. If the target is a creature, they must roll an Agility check contested against the thrower's. If the thrower wins, the vial shatters on the target.

Cleaning an object or creature of acid requires a creature within reach to use 3 counts. Unless it is cleaning itself, a creature that does so without protective gear takes 1 damage.

Iron-Bore Acid. Composed of specific ionized molecules, this runny, clear acid is meant to specifically burn through metals. It has no effect on non-metallic materials. Any metal object, including armor, shields, and weapons, that makes contact with iron-bore acid immediately takes 1 damage, and takes 1 additional damage for each minute it spends in contact with the acid.

Necromancer's Breath. This thick, gray-colored acid is composed of exotic materials that makes it both very harmful to life and harmless to everything else. A vial of necromancer's breath can be poured on a weapon as 2 actions to be applied against the first creature it hits.

Upon making contact with necromancer's breath, a creature or plant takes 2 damage. It then takes 1 additional damage every count for 1 minute or until it is no longer in contact with the acid.

Standard Acid. This most common acid is the same consistency as water, but has a slight cloudiness to it. It dissolves metals, minerals and stones, as well as organic material.

Upon making contact with standard acid, a vulnerable object or creature immediately takes 1 damage. It then takes 1 additional damage every 3 counts for 1 minute or until it is no longer in contact with the acid.

Drugs

These substances are manufactured through various processes to achieve very specific reactions in creatures when taken. Some drugs are made for medicinal purposes and are commonly available. Others are made to induce intoxication, alleviate stress, or otherwise affect the mind of those that take them. Some of these drugs are so dramatic in their effects that they can be harmful to the user when used irresponsibly, and are often limited or banned from public use.

Unless specified otherwise, taking a drug requires 2 counts.

Basic Painkiller. This small pill is often sold in large quantities, because they have a mild pain relieving effect popular among the citizens of more advanced civilizations.

When a creature ingests a painkiller, its sensitivity to pain is decreased. The creature gains a +1 bonus to the next Health check it makes before it gains a rest.

Healing Salve. This bandage is smeared with a chemical mixture that alleviates pain upon contact with the skin. A creature that has a d12 or smaller Medicine die can apply a healing salve to itself or another creature within reach in 1 minute. Once applied, the affected creature's current damage is reduced by 1 at the end of every minute for (1d4 + 1) minutes. When this time ends, the healing salve is depleted and cannot be used again.

Hurricane. This clear liquid is used by many soldiers and power-crazed individuals who desire an extra physical boost. It causes an intense and extended adrenaline rush that lasts for a near-dangerous amount of time. Hurricane is injected into a willing creature using a needle. This can be done by the creature or another creature as 5 counts.

Once injected, the creature gains the following effects for 1d4 hours.

- The creature ignores the effects of any levels of exhaustion it has.
- The creature has a d8 advantage on all its attack rolls, Agility checks, and Force checks.
- The creature has a d12 disadvantage on all checks using main skills other than Agility and Force.

When the effects of a dose of Hurricane ends, the creature immediately gains a level of exhaustion.

Mystar Venom. This blue liquid comes from mystars, which expel it from their tail spines. It is commonly ingested in small amounts to cause relaxation and hallucinations.

Upon ingesting mystar venom, a creature becomes poisoned. While poisoned, the creature's speed is halved. Additionally, the creature experiences hallucinations that it perceives as real. These often make as little sense as a dream does, and change subject very frequently. They don't completely occupy the creature's attention, and are possible to discern as fake, but they are constant.

At the end of every hour, the creature must roll its Health die against a threshold of (10 minus the number of hours that have passed). If it succeeds, the poisoned condition ends on the creature, and the hallucinations slowly wane off over the next hour.

Nicotine. This fibrous brown substance is very common in some parts of the galaxy. It is often rolled into cigarettes and smoked, though can be inhaled through other means. If sold in cigarettes, each one is considered one dose.

When inhaled, nicotine slightly stimulates brain function in the user by causing a mild adrenaline rush. This can lead to nicotine addictions, though long-term use often leads to throat and lung disease.

Night Lift. This brown or tan pill is derived from a special fungus that only grows in deep caves. It is prescribed by doctors and abused by many more to counteract a sensitivity to sunlight.

When a creature takes night lift, any special sensitivity it has to any type of light is ignored for 2d4 hours.

Taking more than one dose of night lift between rests causes the creature to gain a level of exhaustion when each additional dose's effect ends.

Protathil. A rare and barely-understood drug, this orange leaf is most often crushed and smoked, though it can also be cooked into food. Sometimes nicknamed essence, nature's blood, or shade, it seems to increase the user's magical ability.

When a creature ingests protathil, its stress is immediately reduced by 2d4. Additionally, the creature gains a +5 bonus to its next Essence check.

Shove. This pink-tinged liquid is injected into the body to stimulate reflexes and mental activity. It is very addictive due to its euphoric feeling, and depressing aftereffects.

A creature that takes shove gains a d8 advantage on all of its Agility, Awareness, Coding, Fixing, Logic, Medicine, and Piloting checks. This effect lasts for 2d4 hours. Once it ends, the creature has a d12 disadvantage on all these checks until it takes another dose of shove or gains an extended rest.

Tailored Antiallergens. Injected with a syringe, antiallergens are created for visitors to combat natural allergies found on foreign planets. They provide antibodies that prevent intense allergic reactions to the substances that would otherwise be avoided through evolution. One dose of antiallergens lasts for 10 days.

Some inhabited planets have such substances, the natural residents of which not requiring antiallergens. Many other planets also have such harmful substances. Many advanced civilizations set up antiallergen stations to distribute them to all incoming visitors, and others charge per dose for them.

Poisons

Some substances are harmful to the body upon their introduction to the bloodstream. They are used by assassins, hitmen, and other individuals who wish to eliminate others without a dangerous fight.

Some poisons must be ingested by the target to take effect. Others can be applied to weapons, which then move into the target's bloodstream through their wounds. Such poisons can be applied to blades or to three pieces of ammunition for a firearm or projectile weapon. Doing so takes 4 counts.

Assassin's Poison. This fine, white, power is popular among assassins and hitmen for its potency and ability to dissolve into drinks. It can be simply dumped into the target's drink and lightly stirred to make it appear like any other drink. The powder also takes effect slowly, allowing for an easy getaway.

1 hour after the poison is digested, the target becomes poisoned for 8 hours. While poisoned, the target must roll its Health die every hour against a threshold of 3. If it fails, the target takes (1d4 - 1) damage. Once the target succeeds on 3 of these rolls, the condition ends.

Black Tar Poison. This black, thick, sticky substance is named for its resemblance to tar, but it is actually a complex chemical mixture. The poison is applied to weapons and enters the bloodstream through wounds. One dose of black tar poison remains potent for the first 1d4 attacks that hit with it applied.

When a target is hit with a black tar poison coated attack, it must immediately roll its Health die against a threshold of 3. If it fails, it is poisoned for 10 minutes. While poisoned, the creature is also blinded. The target can repeat the roll at the end of every minute, ending the effect on a success.

Serpent Venom. This yellow-tinged poison is collected from powerful venomous reptiles, chemically treated, and then applied to weapons. One dose of serpent venom remains potent for the first 3 attacks that hit with it applied. When hit with a serpent venom coated weapon, the target takes an extra 1 damage from the attack.

Shimmer Venom. This clear poison is slightly slime-like and reflective. It is harvested from very dangerous creatures that secrete the substance from their skin, and used by animal handlers and some kidnappers to temporarily paralyze their targets. It can be ingested, or can be applied to weapons, and one dose of shimmer venom remains potent for the first 2 attacks that hit with it applied.

When they ingest the venom, or when hit with a shimmer venom coated weapon, the target must roll its Health die at the end of its next turn against a threshold of 3. If it fails, it is poisoned for one minute. At the end of this minute, the target must roll its Health die again, against the same threshold. If it fails, the target is paralyzed for 1 hour.

Wyvern's Poison. This watery poison comes from the stingers of wyverns, and packs a big punch. It is applied to weapons, and one dose of wyvern's poison remains potent for the first attack that hits with it applied. When hit with a serpent venom coated weapon, the target must roll its Health die against a threshold of 3. If it fails, the target takes 2d6 damage.

Equipment Packs

These packs contain various supplies that characters may start the adventure with. They contain basic items that are useful for surviving in not-so-homely environments.

These equipment packs don't necessarily represent a backpack sitting at home waiting for you to go out adventuring with. Rather, it represents the group of items that you would likely have available to pack up once you knew you were leaving.

Equipment packs are generally cheaper than the total value of their components, but are

unlikely to be sold. A "burglar's pack" isn't something you can find at a general store.

Burglar's Pack. This backpack contains a bell, a crowbar, a flashlight with a type A energy cell, a grappling hook tied to 50 feet of rope, a hammer, 3 days of rations, 10 feet of string, and a water bottle.

Citizen's Pack. This bag contains a blanket, a lighter, a deck of cards, a set of everyday clothing, a day of rations, and a water bottle.

Explorer's Pack. This backpack contains a bedroll, binoculars, a notebook, a grappling hook, a lantern, 2 map cases, a box of matches, a mess kit, 2 pencils, a pop-up tent, 2 flasks of oil, 10 days of rations, and a metal water bottle. The pack has 50 feet of rope with a grappling hook tied to it.

Field Pack. This waterproof bag contains a bedroll, a flashlight with a type A energy cell, a lighter, a mess kit, a pop-up tent, 10 days of rations, and a metal water bottle. The pack has 50 feet of rope tied to it.

Performer's Pack. This backpack contains a bedroll, 2 costumes, makeup, perfume, 3 days of rations, and a water bottle.

Priest's Pack. This backpack contains a bedroll, 2 books, 5 candles, an electric lamp with a type A energy cell, a box of matches, 5 days of rations, a water bottle, and a two-person tent.

Sage's Pack. This backpack contains a blanket, 3 books, an ink pen, a lantern, a box of matches, 2 flasks of oil, 3 pouches, 3 days of rations, 2 vials, and a water bottle.

Vagrant's Pack. This sack contains a blanket, brass knuckles, 2 candles, a box of matches, 5 days of rations, and a water bottle.

Clothing and Vanity

In most cultures, people wear clothes for multiple reasons, including privacy, fashion, and bragging. Additionally, some forms of clothing have specific functions besides cultural influences.

Bomb Suit. This thick, heavy suit is made of resistant materials that reduce the damage taken by explosives. A creature wearing the bomb suit cannot be set on fire, and they subtract 10 from the damage they take from explosives.

Due to the thickness of the suit, a creature wearing it has a d12 disadvantage on their Agility and Stealth checks. Additionally, because of the bomb suit's weight and need to resist intense heat, it has thick insulation. A

creature experiences extreme heat while it wears the suit.

(Cooled). This version of the bomb suit has an internal cooling system to keep the inside of the suit from overheating. A creature wearing this version of the suit does not experience extreme heat.

This version of the bomb suit also requires a type B energy cell to provide its cooling. The cell is depleted by 1 percent every minute.

Spacesuit. This large, bulky suit represents the less-advanced generation of suits that allow a person to survive in space. Putting on or taking off the suit takes 30 minutes. While you wear it, your speed is reduced by 10 feet, and you have a d8 disadvantage on your Agility checks.

The suit requires an air tank and a type C energy cell to function. The air tank loses 1 percent for every minute spent in use, and the energy cell loses 1 percent for every 10 minutes the suit is used.

While wearing the suit, you do not suffer the ill effects of being in the vacuum of space. You can breathe normally while your air tank and energy cells are not depleted. The suit also has a light attached to the helmet that shines bright light in a 5-foot cone wherever you look, and dim light for 5 feet beyond that.

If you take damage while wearing the spacesuit, or if the suit takes damage directly, it is punctured. A punctured space suit cannot provide breathable air to the creature wearing it, who will quickly suffocate. Repairing the suit in any amount fixes the puncture.

(Thrusters). This version of the spacesuit has thrusters that use compressed air to propel the user in zero-gravity. This version of the suit requires a second air tank, which is exclusively for the propelling system. While the air tank is not depleted, you can use 1 count to change your velocity by up to 10 ft/s in any direction.

Vacc Suit. This suit is a more modern version of the spacesuit. It is an insulated bodysuit that covers the entire body and attaches to a lightweight helmet. The suit can be put on or taken off in 5 minutes.

The suit requires an air tank and a type C energy cell to function. The air tank loses 1 percent for every 2 minutes spent in use, and the energy cell loses 1 percent for every 10 minutes the suit is used.

While wearing the suit, you do not suffer the ill effects of being in the vacuum of space. You can breathe normally while your air tank and energy cells are not depleted. The suit also has

a light attached to the helmet that shines bright light in a 5-foot cone wherever you look, and dim light for 5 feet beyond that.

If you take damage while wearing the vacc suit, or if the suit takes damage directly, it is punctured. A punctured vacc suit cannot provide breathable air to the creature wearing it, who will quickly suffocate. Repairing the suit in any amount fixes the puncture.

(Thrusters). This version of the spacesuit has thrusters that use compressed air to propel the user in zero-gravity. This version of the suit requires a second air tank, which is exclusively for the propelling system. While the air tank is not depleted, you can use 1 count to change your velocity by up to 30 ft/s in any direction.

Wetsuit. This skintight suit is made to keep its wearer warm while swimming in cold waters. While wearing the wetsuit, a creature ignores extreme cold conditions for the first 10 minutes it experiences them. If the creature experiences extreme heat while wearing the suit, it has a -5 penalty when it rolls its Health die to resist exhaustion.

X-Suit. This suit is made of layered materials that use chemical reactions to heat and cool the body. While wearing the suit, a creature gains a +10 bonus to Health die rolls it makes to combat extreme temperature. This benefit is effective for 30 hours of extreme temperature exposure, after which the suit's materials have fully reacted and it becomes useless.

Animals and Workers

This section provides options for purchasing animals and equipment for handling animals, as well as those for hiring workers.

Animals

Animals are defined as non-intelligent creatures that are commonly handled, used, or protected by Intelligent cultures.

These are examples for different types of animals. Which type a specific animal falls into is determined by the GM. Draft and riding animals are often species that have been domesticated by Intelligent creatures, while exotic animals can have any qualities.

Animals	Value
Draft Animals	—
Large	500
Medium	200
Small	50
Exotic Animals	—
Dangerous	100,000
Fruitful	1,000,000
Rare	10,000
Riding Animals	—
Large	750
Medium	500
Small	300

Draft Animals. These animals are often strong or enduring, and are often used to haul equipment, small vehicles, and other cargo. They are more commonly utilized in less developed civilizations that don't have machines to accomplish such tasks.

A **large draft animal** can pull a large cart or trailer at a speed of 20 feet.

A **medium draft animal** can pull a cart or wagon at a speed of 15 feet.

A **small draft animal** can pull a small cart or sled at a speed of 5 feet.

Exotic Animals. These animals are considered rare, unique, or dangerous, and are often owned by elites to flaunt their wealth. An animal may only be considered exotic in certain places, such as planets that don't naturally harbor its species.

Owning a **dangerous exotic animal** is often seen as a way to show power. They are powerful animals that are hostile to their captors, usually due to their captivity. They come with the challenge of being safely handled and cared for. Many careless owners have ended up mauled or eaten by these animals.

The most prized animals are **fruitful exotic animals**, because they have some useful ability or characteristic. One may excrete a hallucinogenic substance, while another may

be able to be trained as a guard animal. These animals can be dangerous or completely docile.

A **rare exotic animal** has its value in how scarce it is. Endangered animals are often prized or protected, and most animals are considered rare when removed from their home planet. Some animals have spread to many solar systems before and after the Blackout, but the majority of animals in the galaxy have only one homeland, and become exotic when taken elsewhere.

Riding Animals. These animals are prized for their speed and are ridden on by Intelligent creatures. They are primarily ridden on as mounts, though many of them can also serve as draft animals.

A **large riding animal** can be ridden by a Large or smaller creature and has a speed of 45 feet.

A **medium riding animal** can be ridden by a Medium or smaller creature and has a speed of 40 feet.

A **small riding animal** can be ridden by a Small or smaller creature and has a speed of 25 feet.

Animal Equipment

These items are used to handle, protect, and otherwise work with animals. They can usually be found in the same places as the animals they are made for. Some societies refrain from some animal equipment, however. Some groups deem some items such as the bit and bridle to be too restrictive for animals, preferring more natural handling methods.

Barding. This armor is made specifically for animals to protect them. They are common in less developed societies where animals are utilized in battles.

Leather barding provides the animal wearing it a damage threshold of 3, while metal barding grants a damage threshold of 5. Special barding is made for individual animal species, often to fit unique physical forms. Special barding provides a damage threshold of 4.

Bit and Bridle. This collection of straps and reins are commonly used to control mounts. A non-intelligent mount must have them to be controlled by a creature mounted on them.

Animal Equipment	Value
Barding	—
Leather	300
Metal	750
Special	1,200
Bit and Bridle	40
Cage, 1 ft.	50
Feed, 1 day	5
Saddles	—
Pack	100
Riding	200
Special	400

Cage. This metal container, 1 foot in each dimension. has a solid floor, and its walls are made of parallel bars that allow air flow but prevent something placed inside from escaping it. A cage's door has a lock, the key for which is included with the cage when purchased. Breaking the cage open requires a successful threshold 3 Force check.

Larger cages can be purchased. Every 1-foot increase in the cage's dimensions increases its value by 20.

Feed. This mix of dried fruits, oats, or vegetables is the primary food that is fed to omnivorous and herbivorous animals.

Saddles. These seats, made of thick fabrics or leathers, are affixed to animals to help them carry loads. Saddles can be found for most animals that are used for riding or hauling. Affixing a saddle to a willing animal takes a minute of work.

Pack saddles have many compartments on them that allow equipment and other items to be carried by the animal. Riding saddles are made to seat a creature and allow other creatures to easily mount and control the animal. Special saddles can be for hauling or riding, but are individually made for unique animals that common saddles don't fit on.

Work

You may wish to hire workers to accomplish some task for you. To do so, you must seek out a person or people who are willing to perform this work. Once you do so, workers require some form of payment in return for their labor.

Finding labor is often a matter of contacting companies and hiring workers from them. More direct approaches, such as asking individual people to do the work, can be successful, but are much less common.

Daily Work	Wage
Specialized Skill	—
Poor	45
Modest	160
Comfortable	750
Wealthy	2,500
Aristocratic	12,000
Management	—
Poor	40
Modest	150
Comfortable	600
Wealthy	2,200
Aristocratic	11,000
Manual Labor	—
Squalid	10
Poor	25
Modest	100
Comfortable	500
Office Work	—
Poor	30
Modest	120
Comfortable	550
Wealthy	2,000
Aristocratic	10,000

Commissioned Work	Value
Advising	—
Basic	200
Involved	1,000
Prolonged	3,000
Crime	—
Hacking	2,500
Murder, discrete	x2
Murder, high status	50,000
Murder, low status	10,000
Smuggling	3,000
Theft	5,000
Healthcare	—
Examination	100
Habitation, per day	300
Surgery	5,000
Testing	250
Treatment (prolonged)	200 (2,000)
Interstellar Message, per GU	1,000
Private Investigation	500 to 5,000
Travel	—
Interplanetary, per AU	1,000
Interstellar, per GU	10,000
Planetary, per mile	5

Daily Work

Often, work is paid for in terms of time spent working. This may be calculated hourly, or based on entire days. The provided values are for days of work. One workday is usually measured as 8 to 12 hours.

Daily work is the more common type of career work. It is also the type of work that is easier to find willing workers for, due to how common it is.

Object Type	Repair Time	Value
Armor	—	—
Common Armor	2 hours	50
Heavy Armor	4 hours	100
Powered Armor	5 hours	200
Common Objects	20 minutes	20
Digital Objects	1 hour	100
Rare Objects	45 minutes	40
Shields	—	—
Charge Shields	2 hours	50
Flare Shields	3 hours	100
Manual Shields	1 hour	25
Ships (damage)	—	—
Transport Ships	5 hours	150
Small Ships	8 hours	200
Large Ships	10 hours	250
Ship Malfunctions	—	—
System Malfunction	5 hours	500
Fuel Tank Damage	2 hours	400
Engine Damage	1 hour	300
Vehicles	—	—
Air Vehicles	4 hours	200
Land Vehicles	2 hours	100
Water Vehicles	4 hours	200
Weapons	—	—
Blades	30 minutes	40
Bludgeons	40 minutes	30
Firearms	45 minutes	50
Powered Weapons	1 hour	100
Projectile Weapons	30 minutes	30

Commissioned Work

Other types of work are paid for based on the job itself rather than the time spent working. This is most common for freelance work or criminal jobs.

Commission workers are more rare in general, but are the go-to for some professions. Advising, healthcare, and travel are most often paid for per-job, because they aren't a common need for the average galactic citizen.

Crime is also a type of work that is often commissioned. Customers and criminals often care about the finished product, rather than the time that goes into illegal activities. Only highly-organized crime gangs commonly pay set wages, and often only to their high-ranking members.

Repair

A specific type of work common in the galaxy is repair. In almost every civilization there are repair workers ready to fix almost any type of object, from trinkets to laser guns to spaceships.

The following table shows the average time and value of getting various objects repaired. Unless specified otherwise, the time and value given are for reducing the object's damage by 1.

Vehicles and Ships

The section offers prices for vehicles, ships, and some products related to them. See the Vehicles and Ships section of chapter 3 for rules on using vehicles and ships.

Vehicles

Many types and sizes of vehicles allow people to move very quickly between locations. Some require fuel or electricity while others are powered by physical action.

Buying a vehicle assumes the purchase of any other equipment required to pilot it besides fuel. This may include protective gear, backup parachutes, or other special equipment.

Power Source. Most vehicles need a source of power to run. The form of this power may be physical fuel, usually in liquid form, or it may be electricity. Vehicle power is measured in multiples of type C cells, or Cs. The following table shows the value of commonly used power sources for ships.

Vehicle Power Source (1 C)	Value
Basic Gas	4
Commercial Fuel Oil (CFO)	5
Electricity	3
High-Sulfur Fuel Oil (HSFO)	8

Vehicle power sources can be purchased at various locations. Gas stations, many garages, and most space stations offer electricity and commercial gas oil. Heavy fuel oil and low-sulfur fuel oil are more specialized, but they can usually be found at the same places as the type of vehicles that use them.

If a vehicle's power source is not one of the common types, the rules for how these power sources work are in those vehicles' descriptions.

Max Speed. This value is the maximum speed that the vehicle can reach, assuming it is moving horizontally using only its own propulsion mechanisms. The vehicle's velocity may be able to slightly exceed the max speed under special circumstances.

Many air vehicles also have a minimum speed. Unless an air vehicle specifies that it can hover, the vehicle must travel at a velocity equal to one quarter of its maximum speed to take off and stay airborne. If its velocity drops below this minimum speed while in the air, the vehicle falls.

Passengers. The amount of seats or specified places for people is its passenger load. This limit includes the pilot or pilots of the vehicle. Most vehicles have seats for passengers, and larger, luxurious vehicles may have specific rooms for each passenger.

Pilot Die. Most vehicles cannot be effectively piloted by anyone. To pilot the vehicle, a creature must have the shown die size or smaller for the vehicle type. Creatures that don't have the required die size can attempt to pilot vehicles anyway, as described in the Vehicles and Ships section of chapter 3.

Vehicles Table

Name	Power Source	Max Speed	Passengers	Pilot Die	Value
Air Vehicles					
Airplanes					—
Cargo	HSFO	500 mph	4	d20	100,000,000
Commercial	HSFO	600 mph	500	d20	75,000,000
Lightweight	HSFO	200 mph	2	d20	50,000
Fighter Jet	HSFO	1,500 mph	2	d12	80,000,000
Hang Glider	Wind	50 mph	2	—	5,000
Helicopters					—
Attack	CFO	200 mph	2	d20	40,000,000
Cargo	CFO	175 mph	20	d20	10,000,000
Lightweight	CFO	100 mph	5	d20	250,000
Jetpack	CFO	150 mph	1	d10	200,000
PAFS	Electricity	60 mph	1	d12	150,000
Private jet	HSFO	550 mph	16	d20	50,000,000

Land Vehicles					
Bicycle (motorized)	Manual (Electricity)	45 mph	1	d20	150 (700)
Cars					—
Compact	Basic Gas/ Electricity	120 mph	2	d20	35,000
Large	Basic Gas/ Electricity	100 mph	8	d20	40,000
DFV	Electricity	30 mph	1	d12	500
Hoverbike	Electricity	200 mph	1	d12	8,000
Maglev Car	Electricity	200 mph	6	d20	50,000
Motorcycle	Basic Gas/ Electricity	150 mph	2	d12	2,000
Motorized Wheelchair	Electricity	8 mph	1	d20	1,500
Skateboard (motorized)	Manual (Electricity)	10 mph (50)	1	d20	50 (400)
Scooter (motorized)	Manual (Electricity)	20 mph (60)	2	—	30 (200)
Trucks					—
Armored	Basic Gas/ Electricity	70 mph	10	d20	500,000
Cargo	CFO / Electricity	80 mph	2	d20	100,000
Water Vehicles					
Canoe	Manual	4 mph	3	—	400
Jetski	CFO	60 mph	2	d20	5,000
Galleon	Wind	9 mph	120	d20	200,000
Rowboat	Manual	3 mph	7	—	500
Sailboat	Wind	15 mph	30	d20	70,000
Speed Boat	CFO	100 mph	8	d20	20,000
Submarines					—
Nuclear	Nuclear	35 mph	100	d10	5,000,000,000
Private	HSFO	20 mph	10	d10	3,000,000
Surfboard	Manual	15 mph	1	d20	250
Warship	HSFO	40 mph	500	d10	1,000,000,000
Wakefoil (motorized)	Manual (Electricity)	30 mph	1	d12	1,000 (1,800)
Yachts					—
Cruise Ship	HSFO	30 mph	5,000	d12	500,000,000
Megayacht	HSFO	40 mph	300	d12	20,000,000
Private	CFO	70 mph	16	d20	500,000

Vehicle Descriptions

It is unlikely that players will purchase massive vehicles, but smaller personal vehicles may be bought with personal funds. A player that attempts to purchase a large vehicle may have to fill out special paperwork or obtain a special license from the local government, or may not be able to at all.

Air Vehicles

These vehicles use powerful engines and aerodynamics to fly through air. They are popular options for fast travel in technologically-developed civilizations.

Airplanes. These aircrafts are the standard for air travel in many societies. They have a cabin space for passengers or cargo, and a cockpit for the pilots. All airplanes can be piloted by one creature but most are flown by two.

A **cargo airplane** has a ground acceleration of 5 feet and a flying acceleration of 20 feet. It has a power capacity of 60,000 Cs and uses 50 Cs every minute that it's in flight.

A **commercial airplane** has a ground acceleration of 10 feet and a flying acceleration of 25 feet. It has a power capacity of 50,000 Cs and uses 50 Cs every minute that it's in flight.

A **lightweight airplane** has a ground acceleration of 20 feet and a flying acceleration of 15 feet. It has a power capacity of 20 Cs and uses 1 C every 10 minutes that it's in flight.

Fighter Jet. This fast, combat-equipped jet is common among developed militaries. They often have one or more weapons built into them that can be fired by their pilots. These weapons may include heavy machine guns (a special weapon) or [SHIP WEAPONRY HERE LIKE MISSILES]. A fighter jet can be piloted by one or two creatures.

The fighter jet has an acceleration speed of 40 feet and a flying acceleration speed of 50 feet. The fighter jet has a power capacity of 4,000 Cs and uses 20 Cs every minute that it's in flight.

Hang Glider. This small vehicle glides through the air. This gliding is usually started by running the hang glider off of a cliff or other precipice.

A hang glider can be piloted by a creature with a d20 or smaller die for air vehicles. The hang glider has a flying acceleration speed of 10 feet. The hang glider descends (50 minus the hang glider's velocity) feet every count.

The hang glider has no power source and cannot gain altitude directly. Instead, it must be flown into warm air patches to rise on the wind. Assuming there are such warm air patches available, a pilot with a d20 or smaller die for air vehicles can roll a threshold 5 Piloting check using the air vehicle when they pilot it. On a success, the hang glider rises up to 20 feet per count.

Helicopters. These aircrafts are lifted by rapidly-spinning blades. They often have a main compartment for passengers or cargo and a cockpit for the pilot or pilots. All helicopters can be piloted by one creature but most are flown by two.

An **attack helicopter** has a flying acceleration of 40 feet and can hover. It has a power capacity of 500 Cs and uses 5 Cs every minute that it's in flight.

A **cargo helicopter** has a flying acceleration of 25 feet and can hover. It has a power capacity of 1,000 Cs and uses 1 C every minute that it's in flight.

A **lightweight helicopter** has a flying acceleration of 15 feet and can hover. It has a power capacity of 80 Cs and uses 1 C every minute that it's in flight.

Jetpack. These heavy devices are powerful and compact but very difficult to control. A jetpack is worn on the back and has two rocket thrusters and wings. It allows the wearer to fly. The thrust is controlled by a handheld trigger, and the flight is steered using the positioning of the body.

While being flown, the pilot cannot perform any other action that requires the movement of their arms or legs. If the pilot or the jetpack takes any damage, the pilot must make a Piloting check with a threshold of (5 minus the damage taken). On a failure, the vehicle begins falling.

The jetpack has a flying acceleration of 20 feet and can hover. The jetpack has a power capacity of 8 Cs and uses 1 C every 5 minutes that it's in flight.

PAFS. Short for personal arial flight system, this small, backpack-worn device has two metal arms that extend from the pack to support the pilot's arms, and has 3 connected high-power propeller engines. The main engine is mounted

on the back, and two smaller ones are attached to the end of each metal arm.

The arms can be extended or retracted as 2 counts. While they are retracted, the PAFS is the size of a large backpack. While extended, the pilot can use the hand controls on the arms to control the engines.

While being flown, the pilot's hands are constantly occupied by piloting the vehicle. If the pilot or the PAFS takes any damage, the pilot must make a Piloting check with a threshold of (8 minus the damage taken). On a failure, the vehicle begins falling.

The PAFS has a flying acceleration of 15 feet and can hover. The PAFS has a power capacity of 10 Cs and uses 1 C every 10 minutes that it's in flight.

Private Jet. This luxury aircraft is owned or rented by wealthy elites for long-distance travel. The jet has a luxurious passenger cabin, a crew serving area, a bathroom, and a cockpit for the pilots. A private jet can be piloted by one creature but most are flown by two.

The jet has a ground acceleration of 20 feet and a flying acceleration of 30 feet. The private jet has a power capacity of 1,000 Cs and uses 2 Cs every minute that it's in flight.

Land Vehicles

These vehicles are the most common type of vehicles among the citizenry of developed societies. They are easily-accessible options for short-distance transportation, especially within cities and towns.

Bicycle. This cheap two-wheeled vehicle is compact and eco-friendly.

The bicycle has an acceleration of 15 feet The bicycle is powered by the manual labor of the pilot's legs. At the end of each hour that the pilot rides the bicycle, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

(Motorized). This version of the bicycle has an electric motor that prevents the pilot from having to roll to avoid exhaustion. This version of the bicycle has a power capacity of 6 Cs and uses 1 C for every hour it's ridden. The bicycle can still be piloted without any power, but loses this version's extra benefit.

Cars. These four-wheeled vehicles are the most common type of land vehicles for galactic

citizens. Most have closed compartments for their passengers.

A **compact car** has an acceleration of 20 feet. It has a power capacity of 15 Cs and uses 1 C every 30 minutes that it's driving.

A **large car** has an acceleration 15 feet. It has a power capacity of 20 Cs and uses 1 C every 20 minutes that it's driving for.

DFV. Short for disguised folding vehicle, this small vehicle is often used by spies. The vehicle can be folded or unfolded by a creature as 5 counts. While folded up, the vehicle takes the appearance of a metal briefcase and cannot be driven. The briefcase has a relatively small compartment within it.

The DFV has an acceleration of 10 feet. It has a power capacity of 5 Cs and uses 1 C every 10 minutes that it's driving for.

Hoverbike. This vehicle uses two loud rotary fans to hover above the ground. The fans are at the front and back of the vehicle, with the pilot sitting between on an exposed seat.

The hoverbike has an acceleration of 15 feet. While being driven, the bike hovers up to 10 feet above the ground. It has a power capacity of 10 Cs and uses 1 C every 10 minutes that it's driving for.

Maglev Car. This vehicle is only found in highly-developed cities. It has a powerful magnetic surface on its underside that allows it to "float" above specially-built magnetized roads. The car has an enclosed compartment for its passengers.

The maglev car has an acceleration of 25 feet. Most maglev cars are operated by computers, but they do have override controls to be driven by creatures. The maglev car has a power capacity of 30 Cs and uses 1 C every 10 minutes that it's driving for.

Motorcycle. This loud, two-wheeled vehicle is popular among galactic citizens. It has an exposed seat that can fit two, a small storage compartment, and handlebars used to pilot the vehicle.

The motorcycle has an acceleration speed of 20 feet. It has a power capacity of 8 Cs and uses 1 C every 20 minutes that it's driving for.

Motorized Wheelchair. This four-wheeled vehicle is primarily used by people who are unable to walk. It has a small storage compartment on

either side of the seat and has controls on one of its armrests.

The motorized wheelchair has an acceleration of 10 feet. It has a power capacity of 8 Cs and uses 1 C every hour that it's driving for.

Skateboard. This small, four-wheeled platform is popular for its low price and style.

The skateboard has an acceleration of 10 feet. The bicycle is powered by the manual labor of the pilot's legs. At the end of each hour that the pilot rides the skateboard it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

(Motorized). This version of the skateboard has an electric motor that prevents the pilot from having to roll to avoid exhaustion. This version of the skateboard has a power capacity of 10 Cs and uses 1 C for every hour it's ridden. The skateboard can still be piloted without any power, but loses this version's extra benefit.

Scooter. This small two-wheeled vehicle is stood atop to ride and is easy to use.

The scooter has an acceleration of 10 feet. The scooter is powered by the manual labor of the pilot's legs. At the end of each hour that the pilot rides the scooter, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

(Motorized). This version of the scooter has an electric motor that prevents the pilot from having to roll to avoid exhaustion. This version of the scooter has a power capacity of 10 Cs and uses 1 C for every hour it's ridden. The scooter can still be piloted without any power, but loses this version's extra benefit.

Trucks. These vehicles are similar to cars, but are much larger and sometimes have more than 4 wheels. They have large cargo spaces and a cab for the pilot and passengers.

An **armored truck** has thick metal walls that give it a damage threshold of 10. An armored truck has an acceleration of 10 feet. It has a power capacity of 50 Cs and uses 1 C every 5 minutes that it's driving for.

A **cargo truck** has an acceleration of 10 feet. It has a power capacity of 150 Cs and uses 1 C every 5 minutes that it's driving for.

Water Vehicles

These vehicles float on water and use wind, manual labor, or propeller engines to travel. They are common on planets with large oceans and lakes.

Canoe. This long, narrow boat is rowed manually using an oar.

The canoe has an acceleration speed of 1 foot. The canoe is powered by the manual labor of the pilot's rowing. At the end of each hour that the pilot rows the canoe, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

Jetski. This small vehicle sits two and has handlebars used for piloting. It is a popular water vehicle for its price.

The jetski has an acceleration speed of 15 feet. It has a power capacity of 15 Cs and uses 1 C every 10 minutes that it is running.

Galleon. This massive ship uses large sails to be pushed by the wind. It has many decks for storage and housing, and is manned by a large crew.

The galleon has an acceleration speed of 10 feet when sailing into the wind, but it can drop to as low as 1 foot when sailing against the wind. The galleon uses the wind to propel itself through the water, so its possible speed is very much dictated by the weather.

Rowboat. This small boat is manually rowed using two oars. It is a common type of boat for small water excursions, and is used as escape boats on larger water vehicles.

The rowboat has an acceleration of 1 foot. The rowboat is powered by the manual labor of the pilot's rowing. At the end of each hour that the pilot rows the rowboat, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

Sailboat. This ship uses sails to be pushed by the wind. It has one or more decks for storage or housing, and may be manned by a large crew, depending on its size.

The sailboat has an acceleration of 15 feet when sailing with the wind, but it can drop to as low as 1 foot when sailing against the wind. The sailboat uses the wind to propel itself through the water, so its possible speed is very much dictated by the weather.

Speed Boat. This boat has a propeller engine at the back that pushes it through the water. It is a popular boat for leisure.

The speed boat has an acceleration of 15 feet. It has a power capacity of 40 Cs and uses 1 C every 5 minutes that it's running for.

Submarines. These airtight vessels are designed to be able to submerge themselves in and move underwater.

A **private submarine** is small and sold to consumers. It has a single room with thick windows and a luxurious interior.

The private submarine has an acceleration of 2 feet. It has a power capacity of 60,000 Cs and uses 100 Cs every hour that it's running for.

A **nuclear submarine** runs on nuclear power, and is often operated by large crews of military personnel.

The nuclear submarine has an acceleration of 5 feet. It uses nuclear fuel rods, and it can run for decades without needing to be refueled.

Surfboard. This long board is used to leisurely surf on ocean waves.

The surfboard has an acceleration of 1 foot. The surfboard is powered by the manual labor of the pilot. At the end of each hour that the pilot rides the surfboard, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

Warship. This large ship is used to carry large amounts of cargo and military personnel, and has powerful weaponry that can be used in naval conflicts. It is manned by a crew of dozens or hundreds of personnel, depending on its size.

The warship has an acceleration of 5 feet. It has a power capacity of 1 million Cs and uses 900 Cs every hour that it's running for.

Wakefoil. This vehicle consists of a fin that moves through the water and a platform connected a few feet above the engine that stays out of the water. It is a vehicle that is mostly used for leisure.

The wakefoil has an acceleration of 15 feet. The wakefoil is powered by the manual labor of the pilot. At the end of each hour that the pilot rides the wakefoil, it must roll its Health die against a threshold of (1 + the number of hours ridden). If it fails, the pilot gains a level of exhaustion.

(Motorized). This version of the wakefoil has a small propeller motor on its lower fin that helps propel it through the water. This prevents the pilot from having to roll to avoid exhaustion. This version of the wakefoil has a power capacity of 4 Cs and uses 1 C for every hour it's ridden. The wakefoil can still be piloted without any power, but loses this version's extra benefit.

Yachts. These boats are large and luxurious. They are owned by wealthy individuals and corporations and used for business and leisure.

A **cruise ship** is one of the biggest types of boats. It has many levels, rooms, and services for guests who pay to travel on it.

The cruise ship has an acceleration of 5 feet. It has a power capacity of 1 million Cs and uses 3,000 Cs every hour that it's running for.

A **megayacht** is a very large ship with multiple decks and interior rooms.

The personal yacht has an acceleration of 10 feet. It has a fuel capacity of 200,000 Cs and uses 1,000 Cs every hour that it's running for.

A **personal yacht** is a large ship that is often owned by rich individuals.

The personal yacht has an acceleration of 15 feet. It has a fuel capacity of 50,000 Cs and uses 200 Cs every hour that it's running for.

Ships

Used to connect the galaxy, ships can travel massive distances in relatively short times. Some have warp drives that allow them to teleport, crossing distances faster than light.

See the Vehicles and Ships section of chapter 3 for rules on using ships.

Travel Rate. A ship can travel through solar systems using its thrusters. This rate represents the time it takes the ship to travel 1 astronomical unit. See the Long-Distance Travel section of chapter 3 for rules about traveling in space.

Armor Class. A ship's armor class represents the strength of its hull to hold up to impacts. It is subtracted from all damage it takes from attacks.

Breakpoint. When a ship's current damage reaches or exceeds its breakpoint, the ship is destroyed. The ship is no longer airtight, its systems all shut down, and the ship itself breaks apart.

Warp Type. This is the type of warp engine that the ship has, if any. A ship's warp engine allows it to teleport great distances, between planets and between solar systems. The type of warp engine impacts the ship's teleportation error calculation when teleporting galactic distances. See the Long-Distance Travel section of chapter 3 for the rules on interplanetary and interstellar ship teleportation.

Ship Fuel. Ships hold and burn large amounts of fuel to run. Each ship has a maximum fuel capacity, representing the size of its fuel tanks. Each ship also has a rate at which it consumes fuel while its engine is running. Ship fuel capacities and burn rates are included in their descriptions.

Ship fuel can be purchased at most space stations. Ship fuel is measured in multiples of type C cells, or Cs. The following table shows the value of ship fuel based on the type of ship. Ships generally refuel at a rate of 1,000 Cs per minute.

Ship Fuel	Value
Transport Ship Fuel	4
Small Ship Fuel	6
Large Ship Fuel	8

Some functions of a ship burn extra fuel. Examples of these functions are some ship weapons and defenses, and warp drives. A ship function that consumes extra fuel will describe how much fuel it consumes upon its use.

Ship Descriptions

The following are the descriptions and additional statistics of each example ship. This includes the fuel capacity and burn rate of each ship.

Transport Ships

These ships are designed to travel in space and within atmospheres. They are used to transport people and cargo between planet surfaces and orbiting ships or stations in space. They are the most common type of ship, due to how much ground-to-space transportation is used.

Vehicles Table					
Name	Travel Rate	Armor Class	Breakpoint	Warp Type	Value
Transport Ships					
Cargo Transport Vessel	1 AU / 120 hours	3	20	—	50 million
Dropship	1 AU / 140 hours	2	25	—	20 million
Intermedium Fighter Jet	1 AU / 90 hours	3	30	Drag	1,000 million
Space Shuttles					—
Small	1 AU / 110 hours	1	10	—	60 million
Medium	1 AU / 105 hours	1	15	—	75 million
Large	1 AU / 100 hours	2	20	Drag	1,200 million

Small Ships					
LP9 Ships					—
Series 3	1 AU / 14 hours	5	50	Drag	3,000 million
Series 4	1 AU / 12 hours	7	65	Drag	3,500 million
Swarm	1 AU / 16 hours	4	30	Drag	1,500 million
Merchant Class F30	1 AU / 20 hours	3	25	Rig	2,500 million
Mining Ships					—
Excavate Line 8	1 AU / 25 hours	4	40	Gap	2,200 million
Labor Class F20	1 AU / 30 hours	4	45	Rig	3,400 million
M-90	1 AU / 24 hours	3	35	Drag	4,000 million
Planars					—
Class 1	1 AU / 15 hours	2	20	Rig	1,500 million
Class 2	1 AU / 20 hours	3	25	Rig	2,000 million
Grandeur	1 AU / 22 hours	3	25	Rig	4,000 million
Large Ships					
Garif Space Bus	1 AU / 30 hours	4	50	Gap	3,500 million
Interstellar Cruise Ship	1 AU / 50 hours	8	200	Gap	15,000 million
Legacy Cruiser	1 AU / 40 hours	5	70	Gap	7,500 million
Military Ships					—
Imperial	1 AU / 45 hours	10	350	Drag	30,000 million
Klick	1 AU / 100 hours	15	500	Rig	See description
LP9 Series 9	1 AU / 35 hours	5	100	Drag	8,000 million
Mining Ships					—
Labor Class F27	1 AU / 45 hours	8	80	Gap	6,000 million
Meverwane	1 AU / 40 hours	6	60	Rig	7,500 million
Orbital Warp Base	1 AU / 60 hours	10	150	Gap	15,000 million
Planars					—
Relief	1 AU / 35 hours	6	50	Rig	7,000 million
Stormfront	1 AU / 45 hours	8	175	Rig	10,000 million

Transport ships often have assistance in escaping the surface of inhabited planets. Many focus on the initial liftoff, such as powerful launching systems that propel ships into the air at great speeds. Others assist the ship in breaking through the highest layers of the atmosphere, such as skyhooks that dip into the atmosphere periodically as they orbit.

Cargo Transport Vessel. This relatively large transport ship is primarily used to haul cargo in and out of space. It is meant for mass cargo transport and designed for 4 passengers.

The cargo transport vessel has a control deck with engine access and a large cargo bay. One or two pilots are required to fly the ship from the control deck. Within an atmosphere, the ship has an acceleration of 30 feet and a maximum speed of 900 mph.

The cargo transport vessel has an air, communications, detection, and flight system. Its engine provides 10 power and consumes 15 Cs every minute. The ship has a fuel capacity of 8,000 Cs.

Dropship. This ship is used to transport large amounts of people safely from space to a planet's surface. Most dropships are single-use, and designed for 40 passengers.

The dropship has a single passenger cabin with engine access. The dropship is programmed prior to launch and pilots itself to the programmed destination. Within an atmosphere, the ship has an acceleration of 30 feet and a maximum speed of 700 mph.

The dropship has an air, communications, detection, and flight system. Its engine provides 10 power and consumes 20 Cs every minute. The ship has a fuel capacity of 1,000 Cs. It also has an internal battery that allows the dropship's air, communications, and detection system to continue functioning for 50 hours after the engine shuts down.

Intermedium Fighter Jet. This sophisticated military jet can fly in an atmosphere or in a vacuum. The small ship is designed for a single pilot wearing a vacc suit.

The fighter jet has a control deck in the form of a pressurized cockpit. Within an atmosphere, the ship has an acceleration of 50 feet and a maximum speed of 1,500 mph.

The fighter jet has a heavy machine gun in it, as well as 4 ballistic missiles. It also has 4 ballistic-intercept missiles and a defensive piloting array.

The fighter jet has a communications, defense, detection, flight, and weapons system. Its engine provides 15 power and consumes 10 Cs every minute. The ship has a fuel capacity of 1,000 Cs.

Space Shuttles. These ships have plane-like designs, and use aerodynamic flight within atmospheres. They are the standard ship for transport from the ground to space.

A **small shuttle** is the one of the smallest ships that can enter into orbit. It is used for light personal transport, and is designed for 12 passengers.

The small shuttle has a control deck with engine access and a passenger cabin. One or two pilots are required to fly the ship from the control deck. Within an atmosphere, the space shuttle has an acceleration of 45 feet and a maximum speed of 1,000 mph.

The small shuttle has an air, communications, detection, and flight system. Its engine provides 8 power and consumes 1 C every minute. The ship has a fuel capacity of 200 Cs.

A **medium shuttle** is a common form of intermedium transport on less busy planets. It is used for commercial purposes and designed for 50 passengers.

The medium shuttle has a control deck with engine access and a passenger cabin. One or two pilots are required to fly the ship from the control deck. Within an atmosphere, the space shuttle has an acceleration of 40 feet and a maximum speed of 1,100 mph.

The small shuttle has an air, communications, detection, and flight system. Its engine provides 10 power and consumes 10 Cs every minute. The ship has a fuel capacity of 4,000 Cs.

A **large shuttle** is the largest form of intermedium transport besides space elevators. The large shuttles are usually operated by airlines with space extensions and are designed for 200 passengers

The large shuttle has a control deck with engine access and two passenger cabins. One to three pilots are required to fly the ship from the control deck. Within an atmosphere, the space shuttle has an acceleration of 40 feet and a maximum speed of 1,200 mph.

The small shuttle has an air, communications, detection, flight, and water system. Its engine provides 10 power and consumes 50 Cs every minute. The ship has a fuel capacity of 50,000 Cs.

Small Ships

These ships are used by individual travelers or smaller groups. They are the most common type of ship, and are designed for versatility.

LP9 Ships. This brand of combat ships are used by militaries for their speed and combat capabilities. They are usually commissioned by powerful nations, and are rarely sold directly to private interests.

The **LP9 series 3** is the most common generation of small-crew gunships. Many space-faring nations have series 3s in their fleets. The ship is designed for 8 crew.

The series 3 has a control deck, engine room, weapons bay, bunk room, and common room. It has 2 pilots and a captain who fly on the control deck. The remaining crew fly in the weapons bay.

The series 3 has a Kyoul Rotary Gun, a compressed particle beam, and 8 ballistic missiles. It also has 12 ballistic-intercept missiles and a defensive piloting array.

The series 3 has one of every ship system. Its engine provides 20 power and consumes 150 Cs every hour. The ship has a fuel capacity of 30,000 Cs.

The **LP9 series 4** is the newest version of a small gunship. It is a generation ahead of the series 3, and only some nations have procured them. The ship is designed for 10 crew.

The series 4 has a control deck, engine room, 2 weapons bays, a bunk room, and a common room. 3 pilots and the captain fly on the control deck, and the remaining crew are split between the weapons bays.

The series 4 has a Kyoul Rotary Gun, an Ionized Thune Beam, 8 ballistic missiles, and 2 thunderdrakes. It also has 12 ballistic-intercept missiles, a defensive piloting array, and an ion deflection shield.

The series 4 has one of every ship system. Its engine provides 25 power and consumes 150 Cs every hour. The ship has a fuel capacity of 32,000 Cs.

The **LP9 swarm** is a small, two-person ship designed for reconnaissance. In combat, many swarms are often deployed in formation, giving the ship its nickname.

The swarm has a single control deck with access to the engine. The control deck is in the form of a cockpit. One seat is elevated behind the other, and both seats have full control over the entire ship. One crew is usually designated as the pilot, and the other the navigator and engineer.

The swarm has an EMP charge, a GH3, and 4 ballistic missiles. It also has an anti-missile laser, a defensive piloting array, an EMF displacer, and a ship decoy.

The swarm has one of each ship system besides a water system. Its engine provides 18 power and consumes 100 Cs every hour. The ship has a fuel capacity of 5,000 Cs.

Merchant Class F30. This medium-sized ship is a common choice for those who travel through space often. It is designed for 10 passengers.

The F30 has a control deck with engine access, a cargo bay, a bunk room, and 2 common rooms. One or two pilots can fly the ship from the control deck.

The F30 has 4 magnetic rocket mines and a defensive piloting array.

The F30 has an air, communications, defense, detection, flight, teleportation, and water system. Its engine provides 24 power and consumes 200 Cs every hour. The ship has a fuel capacity of 40,000 Cs.

Mining Ships. These bulky ships are designed for the mining and transport of meteors and their materials. They are mostly owned by mining companies or rented out to them.

The **Excavate line 8** is a common mining ship for interstellar mining crews. It is designed for a crew of 16.

The line 8 has a control deck, an engine room, 2 cargo bays, 2 bunk rooms, a common room and an airlock. Two pilots are required to fly the ship from the control deck, and the ship's robotic mining equipment can also be controlled from the control bay.

The line 8 has a protective minefield dispenser, a defensive piloting array, and a kinetic blast field.

The line 8 has every ship system besides a weapons system. Its engine provides 25 power and consumes 280 Cs every hour. The ship has a fuel capacity of 50,000 Cs.

The **Labor Class F20** is one of the larger mining ships of its category. It is designed for interplanetary mining operations and a crew of 30.

The F20 has a control deck, an engine room, 2 cargo bays, a robotics bay, 3 bunk rooms, a common room and an airlock. Three pilots are required to fly the ship from the control deck, and the ship's robotic mining equipment can be controlled from the robotics bays.

The F20 has an anti-missile laser, a defensive piloting array, and an ion deflection shield.

The F20 has every ship system besides a weapons system. Its engine provides 28 power and consumes 275 Cs every hour. The ship has a fuel capacity of 65,000 Cs.

The **M-90** is a goto for mining operations in hazardous locations. It is capable of mining as well as combat, and is designed for a crew of 24.

The M-90 has a control deck, an engine room, a cargo bay, a robotics bay, 3 bunk rooms, and an airlock. Two pilots are required to fly the ship from the control deck, and the ship's robotic mining equipment can be controlled from the robotics bay.

The M-90 has an ionized Thune beam and 4 ballistic missiles. It also has 4 ballistic intercept missiles, a defensive piloting array, and a kinetic blast field.

The M-90 has every ship system. Its engine provides 24 power and consumes 300 Cs every hour. The ship has a fuel capacity of 60,000 Cs.

Planars. These are the most common type of ship used by galactic citizens. They are designed to be comfortable to travel in, and make suitable homes for some travelers.

The **Class 1 Planar** is among the smallest types of comfortable ships. It is designed for 8 passengers.

The class 1 has a control deck with engine access, 2 bunk rooms, and 2 common rooms. One pilot is required to fly the ship from the control deck.

The class 1 has an air, communications, detection, flight, teleportation, and water system. Its engine provides 20 power and consumes 100 Cs every hour. The ship has a fuel capacity of 15,000 Cs.

The **Class 2 Planar** is an average interstellar ship used by citizens. It is designed for 12 passengers.

 The class 2 has a control deck with engine access, a small cargo bay, 4 bunk rooms, and 2 common rooms. One pilot is required to fly the ship from the control deck.

The class 2 has an air, communications, detection, flight, teleportation, and water system. Its engine provides 25 power and consumes 120 Cs every hour. The ship has a fuel capacity of 23,000 Cs.

The **Grandeur Planar** is the premier luxury ship of its category. It is designed for leisure travel and 20 passengers.

The Grandeur has a control deck with engine access, 5 bunk rooms, and 4 common

rooms. One pilot is required to fly the ship from the control deck.

The Grandeur has an air, communications, detection, flight, teleportation, and water system. Its engine provides 20 power and consumes 100 Cs every hour. The ship has a fuel capacity of 15,000 Cs.

Large Ships

These ships ferry massive amounts of people and cargo between planets and solar systems. Some have multiple engines to support all of their systems, and some harbor smaller ships that are used for short-distance ferrying.

Garif Space Bus. This large ship is used for mass transit between planets and solar systems. They aren't the most comfortable option, but a space bus ticket is the cheapest form of interplanar travel. A space bus is designed for 200 passengers.

The space bus has a control deck, an engine room, a staff room, and a passenger cabin. Two pilots are required to fly the ship from the control deck.

The space bus has an air, communications, detection, flight, teleportation, and water system. Its engine provides 20 power and consumes 500 Cs every hour. The ship has a fuel capacity of 150,000 Cs.

Interstellar Cruise Ship. Commissioned and managed by corporations, this massive ship provides the most luxurious form of space travel to paying customers. It is designed for 30 staff and 250 passengers.

The cruise ship has 100 rooms. Among these rooms are a control deck, multiple engine rooms, a cargo bay, multiple airlocks, and dozens of common rooms and passenger cabins. A crew of 5 pilots are required to fly the ship from the control deck. The ship's cargo bay often carries smaller transport ships such as medium space shuttles.

The cruise ship has 2 GH3s, a Parthen Series 2, and 14 ballistic missiles. It also has 10 magnetic rocket mines.

The cruise ship has one of every ship system. It has 10 additional air and water systems, 2 additional communications systems, and one additional detection system. These systems are powered by 5 engines, which provide a combined 100 power and consumes 4,000 Cs every hour. The ship has a fuel capacity of 15 million Cs.

Legacy Cruiser. This ship is a larger option for traveling groups. It is designed for 16 people.

The cruiser has a control deck, an engine room, a cargo bay, 8 bunk rooms, 5 common rooms, and 2 airlocks. Up to three pilots can fly the ship from the control deck.

The cruiser has an anti-missile laser and an ion deflection shield.

The cruiser has every ship system besides a weapons system. Its engine provides 25 power and consumes 750 Cs every hour. The ship has a fuel capacity of 200,000 Cs.

Military Ships. These ships sport heavy weaponry, and are to be feared by smaller ships. They are often commissioned by governments, and cannot be bought by citizens.

The **Imperial** is a massive ship that is mainly used in large military conflicts and intimidation tactics. It is designed for 100 military personnel.

The Imperial has a control deck, an engine room, a cargo bay, 8 bunk rooms, 5 common rooms, and 2 airlocks. Up to three pilots can fly the ship from the control deck.

The Imperial has a railgun, 10 GH3s, and 40 ballistic missiles for 10 hydra arrays. It also has 3 anti-missile lasers, 5 ballistic-intercept missiles, and an Eshlean Shield System.

The Imperial has one of every ship system. It also has 2 additional air and communications systems and one additional detection and water system. Its 2 engines provide a combined 40 power and consume 1,000 Cs every hour. The ship has a fuel capacity of 1 million Cs.

The **Klick** is the biggest type of ship to ever be built, about 3,300 feet from end to end. Walking across this space station of a ship takes around 10 minutes. The Klick is designed for 1,000 military personnel.

The Klick has 200 rooms, including 2 separated control decks, an engine room, 3 massive cargo bays, 5 weapons bays, over 100 bunk rooms, dozens of common rooms, and 10 airlocks. A crew of 50 coordinated pilots is required to fly the ship from the control decks and weapons bays.

The Klick has a Zoul Cannon, 20 machine turrets, a railgun, and hundreds of ballistic missiles all loaded in hydra arrays. It also has 10 anti-missile lasers, a protective minefield dispenser, and an Eshlean Shield System.

The Klick has one of every system, and many additional air, communications, detection, and water systems. The ship's 10 engines fully power

these systems and consume 10,000 Cs every hour. The ship has a fuel capacity of 25 million Cs.

The **LP9 Series 9** is a large ship that still remains relatively maneuverable in combat. It is designed for 20 military personnel.

The Series 9 has a control deck, an engine room, a cargo bay, a weapons bay, 5 bunk rooms, a common room, and an airlock. A crew of 8 pilots are required to fly the ship from the control deck and weapons bay. The ship's cargo bay is often used to carry smaller military ships, such as a series 3 or a swarm.

The Series 9 has a Zoul Cannon, 2 Renzens, 20 ballistic missiles, 10 scatter missiles, and 5 thunderdrakes. It also has 12 ballistic-intercept missiles, a defensive piloting array, an EMF displacer, and an Eshlean Shield System.

The Series 9 has one of every ship system. Its engine provides 30 power and consumes 900 Cs every hour. The ship has a fuel capacity of 500,000 Cs.

Mining Ships. These ships carry out large mining operations, harvesting entire asteroids for valuable materials. They are often the only ships found in the far reaches of solar systems.

The **Labor Class F27** is a common large-scale mining ship. It fits well in longer operations, and is designed for a crew of 40.

The F27 has a control deck, an engine room, 3 cargo bays, 8 bunk rooms, 2 common rooms, and 2 airlocks. A crew of 4 pilots is required to fly the ship from the control deck, and the ship's robotic mining equipment can also be controlled from the control deck. One of the ship's cargo bays is often used to carry 2 or 3 smaller mining ships, such as the Labor Class F20.

The F27 has an Ionized Thune Beam, 2 machine turrets, and 8 ballistic missiles. It also has 10 magnetic rocket mines, a ship decoy, and an Ion Deflection Shield.

The F27 has one of every ship system. Its engine provides 25 power and consumes 600 Cs every hour. The ship has a fuel capacity of 400,000 Cs.

The **Meverwane** is a combat-ready mining ship, used for mining operations in dangerous locations in space. The ship is equipped to handle intelligent and non-intelligent threats, and is designed for a crew of 60.

The Meverwane has a control deck, an engine room, 3 cargo bays, a robotics bay, a weapons bay, 10 bunk rooms, 1 common room, and 2 airlocks. A crew of 4 pilots is required to

fly the ship from the control deck and weapons bay, and the ship's robotic mining equipment can be controlled from the robotics bay. One of the ship's cargo bays is often used to carry 2 or 3 smaller mining ships, such as the Excavate Line 8 or the M-90.

The Meverwane ship has 3 compressed particle beams, a Renzen, 16 ballistic missiles, and 7 scatter missiles. It also has 4 ballistic-intercept missiles, a defensive piloting array, a ship decoy, and an Eshlean Shield System.

The Meverwane has one of every ship system. Its engine provides 28 power and consumes 750 Cs every hour. The ship has a fuel capacity of 500,000 Cs.

The **Orbital Warp Base** is a massive ship that rarely performs any mining itself. Instead, it acts as a hub for multiple mining ships on one mission. The ship is designed for 50 passengers.

The warp base has a control deck, an engine room, 5 cargo bays, a robotics bay, a weapons bay, 10 bunk rooms, 15 common rooms and 10 airlocks. A crew of 5 pilots is required to fly the ship from the control deck and weapons bay, and the ship's robotic mining equipment can be controlled from the robotics bay.

The warp base has 8 machine turrets, 2 Ionized Thune Beams and 20 ballistic missiles. It also has an anti-missile laser.

The warp base has every ship system, as well as 2 additional air and water systems and 1 additional communications and detection systems. The base's 2 engines provide a combined 35 power and consume 1,000 Cs every hour. The ship has a fuel capacity of 5 million Cs.

Planars. These ships are some of the largest private ships in the galaxy. They are the space equivalent of personal yachts.

The **Planar Relief** is one of the most luxurious ships that can be privately purchased. It is designed for 16 people.

The Relief has a control deck with engine access, a cargo bay, 12 bunk rooms, 5 common rooms, and an airlock. One or two pilots can fly the ship from the control deck. The cargo bay is often used to carry a transport ship, such as a small shuttle.

The Relief has 20 magnetic rocket mines, a defensive piloting array, an EMF displacer, and an Eshlean Shield System.

The Relief has one of every ship system besides a weapons system. Its engine provides

25 power and consumes 400 Cs every hour. The ship has a fuel capacity of 200,000 Cs.

The **Planar Stormfront** is a large private ship capable of defending itself from threats. It is designed for 30 passengers.

The Stormfront has a control deck, an engine room, a cargo bay, a weapons bay, 20 bunk rooms, 8 common rooms, and 2 airlocks. Two or three pilots can fly the ship from the control deck and weapons bay. The cargo bay is often used to carry a transport ship, such as a small shuttle.

The Stormfront has a Zoul Cannon, 2 Parthen Series 2s, and 6 scatter missiles. It also has an anti-missile laser, a protective minefield dispenser, and an ion deflection shield.

The Stormfront has one of every ship system, and an additional air and water system. Its engine provides 28 power and consumes 500 Cs every hour. The ship has a fuel capacity of 350,000 Cs.

Ship Weapons

In some situations, ships have to defend themselves against cosmic monsters, or against other ships. In other cases, ships are the danger themselves, for various reasons. Ship weapons allow ships to take an active role in combat.

See the Ships section of chapter 3 for more rules about using ships in combat.

Range. Ship weapons are only effective out to certain ranges. An attack cannot be made with the weapon against a target that is outside of its range, as the weapon fizzles out or becomes too imprecise to be useful.

Fuel Burn. Some ship weapons require large amounts of energy to fire. This forces the ship's engine to consume more fuel to keep up.

Every time the weapon is fired a set amount of fuel, in Cs, is consumed. If the ship has less than the shown amount, the weapon cannot be fired.

Use Type. Every ship weapon is resolved using one of three mechanics: damage tables, delayed impacts, or hit or miss.

A damage table weapon works like other weapons in TGN. Upon making an attack with the weapon, roll the ship's weapons die on the weapon's damage table. The result is the amount of damage that is dealt to the target. If no damage is dealt, the attack misses the target.

A delayed impact weapon takes time to strike its target. These weapons are fired on

one count, and then take a certain amount of counts to reach their target, depending on the weapon and the distance to the target. While it is in flight, the weapon is vulnerable to being destroyed, which prevents it from striking the target.

A hit or miss weapon either hits its target and deals a set amount of damage, or misses its target and deals no damage. Which occurs is determined by rolling the ship's weapon die against a threshold determined by the weapon and the distance to the target. If the check is successful, the weapon hits, if it fails, the weapon misses.

Beams

These weapons emit long beams of energized particles that impart massive amounts of energy to their targets. They fizzle out past their maximum range. Beam weapons are often chosen over laser guns for their longer ranges.

Compressed Particle Beam *(Ship Weapon)*				
Threshold	4	6	8	10
Distance	3 mi	2 mi	1 mi	1,000 ft

This particle beam is the most common type of beam weapon, primarily due to its efficiency.

The compressed particle beam can be operated as 4 counts. If the ship's weapon die rolls under the attack's threshold, the target takes 2d10 damage.

Ship Weapons				
Name	Range	Fuel Burn	Use Type	Value
Beams				—
Compressed Particle Beam	3 miles	20 Cs	Hit or Miss	500,000
Ionized Thune Beam	5 miles	30 Cs	Hit or Miss	625,000
Zoul Cannon	6 miles	35 Cs	Hit or Miss	700,000
EMP Charge	1 mile	100 Cs	Delayed Impact	120,000
Firearms				—
Kyoul Rotary Gun	10 miles	—	Damage Table	250,000
Machine Turret	6 miles	—	Damage Table	300,000
Railgun	20 miles	500 Cs	Damage Table	1,000,000
Lasers				—
GH3	2 miles	10 Cs	Damage Table	350,000
Parthen Series 2	2 miles	20 Cs	Damage Table	300,000
Renzen	4 miles	25 Cs	Damage Table	500,000
Missiles				—
Ballistic Missile	30 miles	—	Delayed Impact	50,000
Hydra Array	30 miles	10 Cs	Delayed Impact	250,000
Scatter Missile	20 miles	—	Delayed Impact	80,000
Thunderdrake	40 miles	—	Delayed Impact	100,000

Ionized Thune Beam *(Ship Weapon)*				
Threshold	2	3	6	10
Distance	5 mi	3 mi	1 mi	2,000 ft

This beam cannon has a versatile range, effective at many distances. It is often used by larger ships.

The Ionized Thune Beam can be operated as 5 counts. If the ship's weapon die rolls under the attack's threshold the target takes 5d6 damage.

Zoul Canon *(Ship Weapon)*				
Threshold	3	5	8	9
Distance	6 mi	4 mi	2 mi	1 mi

This beam cannon is designed for targeting long-range shots. It is often used in conjunction with other weapons on military ships.

The Zoul Canon can be operated as 6 counts. If the ship's weapon die rolls under the attack's threshold, the target takes 4d8 damage.

EMP Charge

This special device holds a massive amount of energy. The charge flies to attach to a ship, and then emits a massive pulse of electromagnetic waves that can disrupt a ship's electronics.

The EMP charge can be fired as 10 counts. It then flies towards the target in a time determined by the table below.

EMP Charge *(Ship Weapon)*				
Time	40 sec	30 sec	20 sec	10 sec
Distance	1 mi	4000 ft	2,500 ft	1000 ft

When it reaches the target, the charge attaches to the ship and begins pulsing. While it does so, the target's electronics cannot be used, meaning all of its systems besides air, teleportation, and water are temporarily disabled.

This effect lasts for (3d10 + 30) seconds, or until the charge is removed from the ship. A creature that touches the charge while it is pulsing takes 1d6 damage.

Firearms

The heavy-caliber firearms sling large projectiles at great speeds. These weapons are generally considered the most irresponsible space weapons, because their ammunition keeps traveling far beyond their range of accuracy.

Kyoul Rotary Gun *(Ship Weapon)*				
Damage	4d4	3d4	2d4	—
Die Roll	1-2	3-8	9-12	12-20

This rotating machine gun is easy to use and has a high rate of fire. It is popular among scrappers and criminals. The Kyoul Rotary Gun can be operated as 3 counts.

Machine Turret *(Ship Weapon)*				
Damage	6d6	4d6	2d6	—
Die Roll	1	2-7	8-11	12-20

This turret has a small range, but is quick to use due to its aim guidance system. It is popular on low-tech military ships. The machine turret can be operated as 2 counts.

Railgun *(Ship Weapon)*				
Damage	4d10	3d8	2d6	—
Die Roll	1	2-5	6-11	12-20

This magnetic propulsion device launches its ammunition at high speeds. It has a large range and damage, but it requires a lot of energy to fire. The railgun can be operated as 5 counts.

Lasers

These weapons fire quick bursts of heated plasma. The shots cool around their maximum range enough to dissipate into gas.

GH3 *(Ship Weapon)*				
Damage	3d8	2d8	1d8	—
Die Roll	1	2-5	6-11	12-20

The GH3 is a very common laser weapon used by citizen ships. It is somewhat easy to use and offered on many ships. The GH3 can be operated as 3 counts.

Pathen Series 2 *(Ship Weapon)*			
Damage	4d4	3d4	2d4	—
Die Roll	1	2-7	8-11	12-20

This laser cannon is designed for use against smaller, lightweight ships. The Parthen Series 2 is found on many military ships. It can be operated as 3 counts.

Renzen *(Ship Weapon)*			
Damage	4d6	2d8	1d10	—
Die Roll	1	2-4	5-11	12-20

This laser cannon is used by many military ships. The Renzen is difficult to use, but has great range. It can be operated as 5 counts.

Missiles

These rocket-propelled devices explode upon impact with their targets. They have large effective ranges and rarely miss their targets, which makes them an easy type of ship weapon to use. Missiles are programmed to explode upon reaching their maximum range.

Ballistic Missile *(Ship Weapon)*			
Time	100 sec	80 sec	60 sec	40 sec
Distance	30 mi	24 mi	18 mi	12 mi

This missile is the goto type of missile for its range and ease of use. They are found in many types of ships.

The missile can be fired as 10 counts. It has an intercept threshold of 8. When it impacts, the missile deals 3d8 damage to the target.

Hydra Array *(Ship Weapon)*			
Time	100 sec	80 sec	60 sec	40 sec
Distance	30 mi	24 mi	18 mi	12 mi

This special launch system can launch 4 missiles simultaneously. The missiles used in the array are ballistic missiles, and must be replaced for every use of the array.

The hydra array can be fired as 10 counts, targeting up to 4 targets within range. A missile flies towards each target and has an intercept threshold of 8. The array can also be configured to shoot multiple missiles at the same target. When it impacts, a missile deals 3d8 damage to its target.

Scatter Missile *(Ship Weapon)*			
Time	70 sec	50 sec	30 sec	8 sec
Distance	20 mi	14 mi	8 mi	2 mi

This missile separates into multiple smaller missiles during flight. This makes them harder to defend against, though the individual missiles are not incredibly damaging.

The scatter missile can be fired as 12 counts. It then splits into 8 smaller missiles. Each missile has an intercept threshold of 10, and must be defended against separately. When a missile impacts, it deals 1d6 damage to the target.

Thunderdrake *(Ship Weapon)*			
Time	120 sec	90 sec	60 sec	30 sec
Distance	40 mi	30 mi	20 mi	10 mi

This state-of-the-art missile can propel itself great distances while retaining accuracy. It is found on most current-generation military ships.

The Thunderstrike can be fired as 10 counts. It has an intercept threshold of 5. When it impacts, the missile deals 6d6 damage to the target.

Ship Defenses

Ships have to defend themselves from outside threats, and each other. This is accomplished by ship defenses. Most ships that are designed to are equipped with a defense mechanism, if not multiple.

Activation. How the defense is activated depends on the weapon. Some defenses need the piloting of a crew member to activate. Others are automatic, responding to threats while they are turned on. Automatic ship defenses can be turned on or off by a creature on the ship's control deck as 10 counts.

Fuel Burn. Some ship defenses require large amounts of energy to activate. This forces the ship's engine to consume more fuel to keep up.

Every time the defense is activated a set amount of fuel, in Cs, is consumed. If the ship has less than the shown amount, the defense cannot be activated.

Use Type. Ship defenses have various mechanisms, but they largely fall into three categories of use: disadvantage, intercept, and damage reduction tables.

A disadvantage defense imposes some sort of disadvantage on certain incoming weapon attacks. Such defenses might also cause some other weapon attacks to miss some of the time. Every time a disadvantage defense imposes a disadvantage or miss chance, it is considered activated.

An intercept defense is used against delayed-impact weapons. The defense method has some way of stopping such a weapon from hitting the ship, and is activated after the weapon is deployed. These defenses rely on the reaction time of their operators.

A damage reduction table defense acts like other defenses in TGN, When the ship takes damage, the ship can roll its defense die on the reduction table and reduce the damage it takes by the result. This reduction occurs after the ship's armor class is subtracted from the damage, and if a ship has multiple damage reduction table defenses, it can only use one per attack.

Ship Defenses

Name	Activation	Fuel Burn	Use Type	Value
Anti-Missile Defenses				—
Anti-Missile Laser	10 counts	500 Cs	Intercept	30,000
Ballistic-Intercept Missile	4 counts	—	Intercept	8,000
Magnetic Rocket Mine	5 counts	—	Intercept	5,000
Protective Minefield Dispenser	3 counts	100 Cs	Intercept	25,000
Evasive Defense Measures				—
Defensive Piloting Array	See description	—	Disadvantage	15,000
EMF Displacer	Automatic	—	Disadvantage	50,000
Ship Decoy	10 counts	50 Cs	Disadvantage	25,000
Shield Systems				—
Eshlean Shield System	Automatic	100 Cs	Reduction Table	36,000
Ion Deflection Shield	Automatic	150 Cs	Reduction Table	30,000
Kinetic Blast Field	Automatic	50 Cs	Reduction Table	20,000

Anti-Missile Defenses

These devices are designed to protect ships against missiles. They are very common features in modern ship-defense, due to the high amount of danger that missiles present.

Anti-Missile Laser. This high-power laser is used to destroy incoming missiles. It uses a massive amount of energy, and thus is mostly found on very large ships.

The laser has a range of 10 miles. When it is fired, roll the ship's defense die against the intercept threshold of the laser. If successful, the missile is destroyed. After activating, the laser cannot be activated again for 10 counts.

The laser can be used as a weapon as well. It is a hit-or-miss weapon with a threshold of (11 minus the number of miles from to target). Anything hit by the laser takes 2d10 damage.

Ballistic-Intercept Missile. This low-grade missile is the standard for cosmic missile protection. It is used by many military and citizen ships.

The ballistic-intercept missile has a range of 20 miles. When it is fired, roll the ship's defense die against the intercept threshold of the laser. If successful, the missile is destroyed.

Magnetic Rocket Mine. This small rocket has a large magnet embedded in it. The rocket flies towards an incoming missile and attaches to it before exploding.

The magnetic rocket mine has a range of 10 miles. When it is fired, roll the ship's defense die against the intercept threshold of the laser. If successful, the missile is destroyed.

Protective Minefield Dispenser. This device shoots out many mines into space as a barrier. It is somewhat effective in defending against multiple incoming missiles at once.

When the minefield is dispensed, hundreds of proximity mines fill an area that is 100 feet on a side, with the ship on one side of it. If an object or creature enters the field, the mines activate and explode. Every object and creature in the field and within 100 feet of it takes 5d8 damage. An affected missile is destroyed.

If the minefield isn't activated, it activates itself after 10 minutes.

Evasive Defense Measures

These mechanisms are designed to prevent weapons from making direct hits on the ship. Most ships have at least one of them, because of their effectiveness.

Defensive Piloting Array. This system of sensors and displays provide guidance to the ship's pilot as to evasive maneuvers that make attacks against the ship more difficult. It is used by almost every military ship as well as many other ships.

To be effective, a pilot with a d12 or lower Piloting die must be actively piloting the ship. While the defensive piloting array is active, attacks against the ship using damage-table or hit-or-miss weapons have a d8 disadvantage. If the pilot's Piloting die is a d8 or lower, the disadvantage is instead a d12.

EMF Displacer. This powerful device is used to change the perceived size of the electromagnetic frequencies that a ship emits. This can cause some ship weapons to miss, because many targeting systems use electromagnetic frequencies to locate ships.

While the EMF displacer is active, damage-table ship weapons have a d8 disadvantage on their damage rolls against the ship, and hit-or-miss weapons have a d8 disadvantage on their weapon rolls to hit the ship. Additionally, delayed-impact weapons have a 10 percent chance of missing the ship while the EMF displacer is active.

Ship Decoy. This small rocket is designed to mimic the appearance, movement, and emissions that weapons use to detect ships. Many smaller ships use them as diversions that provide enough time to flee combat.

The ship's decoy is effective against weapons that are further than a mile away from the ship. When it is launched, hit-or-miss weapons have a d8 disadvantage on their weapon rolls to hit the ship. Additionally, damage-table and delayed-impact weapons have a 10 percent chance of missing the ship once the ship decoy is launched. These effects last for 10d10 seconds after the decoy is launched.

Shield Systems

These devices form shields around their ships that protect against incoming attacks. They function automatically, provided they have the required energy.

Eshlean Shield System (Ship Defense)			
Damage	3d10	3d6	2d4	—
Die Roll	1	2-5	6-10	11-20

This system utilizes small mounted lasers that can intercept incoming projectiles, sometimes preventing them from striking the ship directly.

The Eshlean Shield System is particularly effective against missiles. Roll an additional die when determining the damage reduction of the system against missile damage.

Ion Deflection Shield (Ship Defense)			
Reduction	2d12	2d8	2d4	—
Die Roll	1	2-6	7-10	11-20

This defense mechanism generates a magnetic field of ions around the ship that deflects magnetically-charged attacks.

The ion-deflection shield is particularly effective against beam weapons. Roll an additional die when determining the damage reduction of the shield against beam-weapon damage.

The ion-deflection shield, while active, repels all magnetic materials, including those in vacc suits. Any object or creature that is magnetic or has any magnetic equipment cannot move inside the ion shield, and is ejected to the outside if they are inside and touch it. Only an object or creature moving at the speed of ship weapons can cross inside the shield.

Kinetic Blast Field (Ship Defense)			
Reduction	3d6	2d6	1d6	—
Die Roll	1	2-7	8-11	12-20

This generator utilizes the output gasses of the ship's engine, and propels it out of the ship at multiple locations to form an encompassing field of quickly-moving gas. The kinetic energy imparted by the resistance of the gas reduces the impact of incoming attacks.

The kinetic blast field is particularly effective against firearms. Roll an additional die when determining the damage reduction of the field against firearm damage.

The kinetic blast field, while active, acts against all things with matter. This means objects and creatures cannot move inside the kinetic field, and are ejected to the outside if they are inside and touch it. Only an object or creature moving at over 1,000 feet per count, relative to the ship, can get past the field, and they slow down to almost stationary when they do so.

Playing the Game

Dice Sizes

In TGN most of your abilities are reflected and tested by rolling dice of different sizes. The size of the die represents the level of proficiency you have with a given ability, where a d4 is the best, and a d20 is the worst. This is because low rolls in TGN are desirable (in most cases). Rolling a 1 on these rolls is the best result, and rolling large numbers tend to lead to bad results.

Your character will have dice for many features, abilities, and other things in the game. However, there are a few primary dice that every character has. These dice are the following:

- The 10 Main Skills
- Armor
- Shields
- Weapons

By default, every character has a d20 for the main skills, as well as all armor, shields, and weapons. You can reduce some of these die sizes upon character creation and leveling up. The sizes of your Health die and Essence die are determined by the class you select upon character creation, and cannot be changed.

In general, if a creature doesn't have a die for an ability, it cannot use that ability. A creature that does not possess a Flame die cannot use fire magic. However, if the GM decides that a creature could attempt a task, even though it has no die for that task, a substitute may be used. This die could be one of the creature's dice that is adjacent to the required die, perhaps rolled with a disadvantage, or it could be a d20.

There are two very important dice that are different from the rest: the Health die and the Essence die. For these dice:

1. Higher die sizes are better
2. Rolling higher numbers on them is better
3. Meeting the threshold for a Health or Essence check fails; you must surpass the threshold of these checks to succeed.

The rules for these dice are described in the Health and Damage section of this chapter and the Essence and Stress section of chapter 4.

Main Skills

You have 10 main skills, which are a galactic scoundrel's most basic attributes. They don't encompass everything a scoundrel might do, but they cover the most basic skills.

Agility. Your flexibility, reflexes, and acrobatic ability. You might safely descend down a steep cliff, quickly move through a crowded alleyway, or maneuver in low gravity conditions.

Awareness. Your perception and ability to notice small details and make inferences. You might spot a hidden door, watch for danger, or determine a creature is being deceitful.

Coding. Your skill when working with programs and other smart technology. You might hack into a database, track a user's internet activity, or create your own program.

Fixing. Your tinkering skill and ability to work with machines. You might carve a figurine out of wood, fix a crashed vehicle, or service a ship's engine.

Force. Your strength and ability to withstand, endure, and otherwise apply physical strength. You might kick open a barred door, grapple a creature, or swim in stormy waters.

Logic. Your memory and problem-solving skills. You might recall the bloody history of a faction, discover a hidden room through blueprints.

Medicine. Your medical knowledge and ability to apply bodily knowledge to help yourself or others. You might determine the cause of death of a corpse, perform first aid, or identify a chemical as toxic.

Piloting. Your ability to control vehicles and ships of all sizes. You might ride a motorcycle through a busy street, pilot a ship through a meteor swarm, or keep control of a car while fighting.

Speech. Your charismatic ability and charm. You might convince a politician to support your cause, lie about commiting a crime, or distract a guard's attention away from an ally.

Stealth. Your ability to move subtly and avoid attention. You might hide in the shadows from a monster, pickpocket keys off a guard, or blend in amongst a crowd of people.

Checks

When a significant challenge is presented to a character, they must sometimes roll a check. This may happen when the player wants to take a specific course of action, or when they must act in response to an external circumstance. Checks are rolled to determine the degree of success that the player's actions achieve.

When a check is called for, it is associated with a die appropriate to the action. The die may be a mail skill die, a weapon die, the die of a feature, or any other die. Anyone can suggest a die that may be appropriate for a check, though the GM determines what die is used.

Then, the character rolls using the appropriate die size for the die being used. They add any bonuses, penalties, or other modifications to the roll that apply. The result is then compared to thresholds or opposed rolls.

Thresholds

For many checks, the character rolls their die against thresholds, which they must roll equal to or smaller than. This type of check is used for main skill checks, but could also use other types of dice when the GM calls for a measure of skill that doesn't already have a rule. For example, a check to show off with a sword flourish might use a weapon die roll against a threshold.

When rolling a check against a threshold, if the result is equal to or less than the threshold, the check succeeds. If the result is higher than the threshold, the check fails.

In some cases, the GM may want there to be a chance of complication from a check, rather than just success or failure. To accomplish this, the GM could add complications if the check's result was close to the threshold, such as within 1 or 2 of it. This allows for complications even if the check succeeds. Alternatively, the GM could create multiple thresholds for the check, one for a partial success and another for complete success.

The extent and specifics of complications is up to the GM. Some examples of complications are that the action takes a long time to complete, that the main problem is solved but another problem is created, or that additional resources are required to complete the action.

Dice Prompts

Many abilities target other creatures, and prompt them to roll a check in order to resist, combat, or negate some effect. For example, attacking a creature prompts a defense roll.

Prompted rolls must be made. If the prompted creature does not or *cannot* roll the prompted die, they fail the prompt automatically.

An inability to roll a die prompt may occur when an ability requires an uncommon type of die. For example, a feature that creates darkness may require a Light die to be combatted. A Light die is not a die that every creature has, because only certain features grant one. If a creature does not have a Light die, then it automatically fails the prompt.

At the GM's discretion, a creature might be able to use a different die than the one prompted. In the above example, the GM may allow a creature to use a magic-dispelling die to resist the magical darkness, perhaps with a disadvantage.

Opposed Rolls

For some types of rolls, the character rolls a die against the opposition's roll of their die. The die used may be different for each side of the opposition, according to what is appropriate to the situation.

Opposed rolls directly compare the results of the dice. Whichever side has the lower result wins the contest, and succeeds in whatever action they are attempting. If either side rolls a 1 on their die, they automatically win the contest, regardless of bonuses or penalties.

If there is a tie during an opposed roll, neither party accomplishes their goal, and things remain how they were before the action. This may result in one side winning by default. For example, if there is a tie when one creature is holding a door shut against another creature, the door stays shut.

In some specific cases, such as attacks and defenses, the rolled numbers aren't directly compared. Instead, the numbers are used to determine other results, such as damage dealt by weapon attacks, or damage avoided by defense rolls. In these cases, success and failure is less concrete than with other rolls. Instead, direct and specific outcomes occur according to rules laid out in those cases' sections.

Passive Checks

Sometimes the GM might want to test a character's skill without rolling dice. This could be the case when an average of many attempts is needed, such as inspecting an item with hours of time to do so. It could also be that the GM wants to determine a character's success without informing the player, such as detecting a hidden enemy.

In such cases, a character's passive check can be used. A passive check is a value that represents the average outcome of the character's check. To determine it, divide the size of the die the character would use for the check by 2, apply any bonuses, penalties, or other modifiers, and add 5.

For example, a creature with a d8 Awareness die would have a passive Awareness of 9. If that creature has a -3 bonus to its Awareness checks, its passive Awareness would be 6.

Roll Dice or Roleplay?

Depending on the players at the table, some groups may see some Speech checks as unnecessary or undermining. If you roleplay a convincing argument, but roll a poor Speech check, the result can feel disingenuous. As a group, it may be valuable to discuss what weight roleplay should carry in your game.

Roleplay is not for everyone. Some players may feel uncomfortable when they are forced to roleplay. Make sure everyone is okay with the decision if you opt to favor roleplay. Alternatively, you could use roleplay for only some people, or only in some situations, though this may lead to imbalanced results.

Another option is that roleplay can determine additional bonuses to Speech checks. If a player roleplays well, the GM can assign a bonus or an advantage.

One final option is that a character's Speech checks determine only the reaction of their target, rather than their own charismatic ability. This takes some of the control away from the GM, but it allows for both roleplay and meaningful Speech checks.

Contests

Sometimes, the GM may determine that a challenge warrants more than a single roll. This might be the case for a roll that is very important to the story, or for a very complex task. In these cases, a contest can be used.

In a contest, the character rolls multiple checks in succession against moving thresholds. There can be 2 to 5 rolls made, at the GM's discretion. Each roll can use a different die if the circumstances call for it.

To begin, the GM sets a threshold based on the initial difficulty of the task, and an impact level, based on the method that the character wants to use. The impact level can be any small number, but the default level is 2. It reflects how much the difficulty of the task may change due to how the character is approaching it.

Next, the character rolls. If they beat the threshold, the impact level is subtracted from the threshold. If they do not beat the threshold, the impact level is added to the threshold.

Then, the character can describe a new method to keep tackling the task, or continue with their current method. The GM assigns the method an impact level, and the character rolls. This continues until the amount of rolls for the contest are completed.

The final roll determines the outcome of the contest, rolled against the final threshold.

Advantages and Bonuses

External circumstances can impact the effect of a check. These circumstances can grant benefits or impose drawbacks on checks, in the form of advantages, bonuses, disadvantages, and penalties. The description of these rules are grouped into advantages with their counterpart, disadvantages, and bonuses with their counterpart, penalties.

Many checks are made for activities that last for an extended period of time. Similarly, many advantages, bonuses, etc. are only active for a certain amount of time. Unless specified otherwise, an advantage, bonus, etc. must be active for the entire length of a check to be applied to the check when it's rolled.

Advantages/Disadvantages

You may roll additional dice and use their result instead of your normal roll. These additional dice are called advantages and disadvantages. When you have one, it will have a die size, which you roll in addition to your normal die when you make a check the advantage or disadvantage applies to.

You use only one value between the die you normally roll and any advantages or disadvantages you roll. If you have an advantage, use the lowest result shown on any

of the dice. If you have a disadvantage, use the highest result shown.

For example, if you are rolling an Awareness check with a d12 die size, and you have a d20 advantage on the roll, you roll a d12 and a d20 and use the lower result between the two.

If you have more than one advantage or disadvantage, you roll all of them and take the lowest or highest result, respectively. However, you cannot have both an advantage *and* a disadvantage on a roll.

If you have an advantage and a disadvantage, they cancel each other out and no additional dice are rolled. If you have multiple advantages and disadvantages of different sizes, the smallest disadvantage die and smallest advantage die cancel each other out until there is one or no additional die left to be rolled.

For example, consider a d10 Stealth check that has a d6, d8, and d12 advantage, and a d4, and d6 disadvantage. First, the d6 advantage and the d4 disadvantage cancel each other out leaving a d8 and d12 advantage and a d6 disadvantage. Then, the lowest sizes, the d8 advantage and the d6 disadvantage cancel each other out. This leaves a d12 advantage to be rolled with the check.

Class features, racial traits, spells, and other effects grant advantages and impose disadvantages. The GM can also apply advantages or disadvantages if they think an attempted action has a high or low chance of success. When this happens, keep in mind that smaller advantages are more powerful, but smaller disadvantages are less powerful.

Assistance

You can help another creature when they make a check To do so, you must be aware that the creature is performing an action. You must also reasonably be able to assist them in that action.

When you assist a creature, you can lend a die to them to roll as an advantage on their check. The die that you lend to them must represent how you are helping them. For example, if a creature was making an Awareness check to look for a secret entrance, and you helped them by telling them about common locations for secret entrances, they might roll your Logic die as an advantage on their check.

You may help others with checks, and others may help you with checks. In some cases, you and another creature may help each other at the same time. Such cases arise when you and another creature are cooperating to achieve a goal together. When this happens, treat the check as if you are lending the die you are making the check with to the other creature, and it is also helping you.

For example, if you and another creature are working together to push a heavy crate, you would likely both be rolling Force checks. Because you are helping each other, both you and the other creature would roll the other's Force die as an advantage on your own Force check.

More than two creatures can help each other on a check. In the example of creature's pushing a heavy crate, if a third creature helped push, you and both other creatures would roll your Force check with two advantages, the Force die from each other cooperating creature.

One- vs Two-Way Assists

As the GM, determining when cooperating creatures lend dice one-way or two-ways may seem difficult. However, determining who helps who can be made easier with the following tips.

- **Determine what checks are being made first.** Assisting and being assisted doesn't affect whether a creature rolls a check. Determine whether each cooperating creature is making a check individually before considering assistance.
- **Consider assistance individually.** Instead of trying to analyze an entire situation all at once, determine who each cooperating creature's efforts help. This is especially helpful when many creatures are all helping each other.

In general, if you are unsure when to allow cooperation, err on the side of lenience, for the sake of encouraging creativity and teamwork.

A special case of assistance is teamwork during combat. See the rules for this in the Combat section of this chapter.

Bonuses/Penalties

You may gain bonuses or penalties to your rolls. These are subtracted and added to the result of your rolls, respectively. Bonuses and penalties come in the form of static numbers and (rarely) dice.

When you have a bonus to a roll, you subtract the bonus from the result. Conversely, if you have a penalty to a roll, you add the penalty to the result. If the bonus or penalty is a die, you apply it by rolling it and using the number rolled.

When a roll is made to reference a table and determine an output, they almost always include the numbers 1 to 20. If you have a bonus or penalty to such a roll, any roll lower than 1 uses the output of 1, and any roll higher than 20 uses the output of 20.

Class features, racial traits, spells, and other effects grant bonuses and impose penalties. The GM can also apply bonuses or penalties if they think an attempted action has a high or low chance of success.

Special Dice

In general, if you have a special type of die, you can use effects related to that die. Special dice aren't common to everyone; you only have a special die if a rule gives it to you.

Special dice function like most dice, meaning lower rolls and lower die sizes are better. Most are static, but some change sizes during play, based on certain abilities and effects.

Gaining Special Dice

The main way in which you gain special dice is when you purchase certain enhancements. Within the first few sentences of such an enhancement will be a declaration of the die you gain (e.g. you gain a d20 Flame die). You may gain a special die from a different source, such as a racial trait, which will have a similar phrase. The die size shown is the size of the special die you gain.

There are multiple enhancements from which you can gain some special dice. If you purchase multiple enhancements that would give you the same die, you do not gain the die twice. Disregard any instance after the first that gives you a special die, unless the die size given is smaller than your current size.

If an effect gives you a special die that you already possess, but the given die is a smaller size than your current die's regular size, update your special die to the smaller size.

Using Special Dice

Special dice are used for special abilities. Whenever you gain a special die, you likely will also gain abilities to use it with. For example, the Mage class gives you an Arcana die and spells to cast with your Arcana die.

You are largely limited in how you use your special dice to the features you use them with. At the GM's discretion, you may also be able to use a special die in ways not granted to you by a feature or ability. They might allow you to roll a check with your special die, or they might let you roll it as an advantage on another check.

For example, if you are a Mage, the GM may allow you to use your Arcana die to understand the meaning of ancient runes. The GM might let you roll a check using your Arcana die, or might allow you to roll your Arcana die as an advantage on a Logic check.

Additionally, some special dice can be used for general types of magic. These dice are called magical dice, and they can be used for enchanting and casting rituals. Magical dice are discussed in the Magical Dice section of chapter 4. The rules for enchantments and rituals are also in chapter 4.

Upgrading Special Dice

When you level up, you can spend enhancement points to decrease the size of your special dice. The rules for reducing the sizes of special dice are described in the Enhancement section of chapter 1.

Exploring

A lot of exploring is performed outside of combat. A party might encounter various environments and situations. They might have to climb, swim, or jump to pass obstacles. They might venture to locations where air is scarce, or where there is no air at all. They might find themselves blinded by a flash of light, or restrained by sentient vines. A party must also take time to rest and recuperate from their dangerous adventures.

These moments of traveling, resting, and surviving in the galaxy have their own rules, laid out in this section.

Time

The passage of time in TGN is dynamic. The speed of time can fluctuate according to what is required for the situation. The GM can determine exactly how fast time moves. In general, there are 4 main rates for time passage.

Real-Time. In normal play, the passage of time may match real life, where one minute of role play is one minute of in-game time.

Second by Second. During combat, time slows down to the point that actions are resolved on a second-by-second basis. Each count of combat represents about 1 second, and may take a minute or more to resolve.

This slow pace may also be appropriate for moments of quick, meaningful, or intense action.

Montage Speed. While resting, performing an extended activity, or while traveling, time may move in a montage-like way. Time moves very quickly, minutes or hours at a time, and then slows down for events or crucial moments.

Downtime. During downtime and other extended periods between adventures, time can be passed incredibly fast. At this speed, time jumps to the next important point in time, and then the next, with no mention of the time in-between.

Movement

Movement in TGL can be used on many different scales. The GM can decide on what scale of movement the game moves within a given time frame. For example, during combat, the game might move slower and use precise speeds to inform positioning. At other times, you might travel a far distance within a sentence.

Base Speed

Every character and monster has a base speed, measured in feet, often just referred to as your speed. This is the distance that you can sprint in a moment. See the Combat section later in this chapter for the rules about moving in combat.

Your base speed also determines your travel speed. While traveling long distances and times on foot, the GM can use the following table to determine your rate of travel based on your speed.

Slow, normal, and fast refer to your chosen travel pace. You can choose which pace to travel at while on foot. Traveling at a slow pace allows you to remain stealthy while traveling. Traveling at a fast pace imposes a d20 disadvantage on your Awareness checks.

Speed	Slow	Normal	Fast
5 ft	1.5 mph	2.0 mph	3.0 mph
10 ft	2.0 mph	3.0 mph	4.0 mph
15 ft	3.0 mph	4.0 mph	5.0 mph

A regular creature can travel on foot for 8 hours per day. For each additional hour that a creature walks in a day, it must roll its Health die. The threshold for this roll is 3 after the first hour and increases by 1 for each additional hour. If the creature rolls below the threshold, the creature gains a level of exhaustion.

Alternate Movement

Besides walking, there are a few other types of movement. If you gain a given speed from multiple sources, they do not stack; you use the higher value between the instances.

Climbing, Crawling, and Swimming

These three types of movement all use your base speed. However, each foot of movement in these ways counts as 2 feet of your movement. For example, if you are crawling, and your base speed allows you to move 10 feet, you can move 5 feet.

In certain situations, the GM might require a successful Agility or Force check to climb or swim. This may be the case when climbing a slippery surface or one without handholds, or when swimming in stormy waters.

If you gain a special speed for any of these options, (e.g. *swim speed*), then you ignore the rulings here, and instead use that option as a separate movement speed.

Jumping

You can jump whenever you are using your base movement. Every foot you jump counts as regular movement of an equal amount, as if you were walking the distance normally.

Horizontally, if you move at least 10 feet immediately before you jump, you can jump a number of feet equal to your base speed. From

a standing position, you can horizontally jump half that distance.

Vertically, if you move at least 10 feet immediately before you jump, you can jump (your base speed divided by 5) feet straight up. From a standing position, you can vertically jump half that distance.

To make an unusually difficult jump, such as one over an obstacle, the GM might require a successful Agility or Force check. The GM might also require such a check if a jump lands you in difficult terrain, or if you are grabbing onto a ledge instead of landing on your legs.

Burrowing

If you gain a burrowing speed, you can use it to dig through the ground on your turn. Unless specified otherwise, you can only burrow through loose ground, such as dirt or rubble.

Unless specified otherwise, burrowing through ground doesn't allow creatures without a burrowing speed to follow you. The narrow tunnel you dig, which is just wide enough for you to fit through, collapses behind you. The disturbance in the ground caused by your burrowing can be noticed by others.

Flying

If you gain a flying speed, you can use it to fly on your turn. Unless specified otherwise, you cannot fly in a vacuum.

An effect that grants a flying speed might include the phrase "you can hover." If it does, you can stay still in the air. Otherwise, you must use at least half of your fly speed on each of your turns while flying to remain aloft. If you do not, you fall out of the air at the end of your turn.

Whenever you are falling, you can use 1 count as a reaction to slow your fall. When you do so, you reduce your falling speed by your flying speed, and your falling speed doesn't increase for that count. For example, if you have a falling speed of 80 feet and a flying speed of 10 feet, then you reduce your flying speed to 70 feet, and the falling speed doesn't increase.

Similarly, if you are falling on your turn, you can use any amount of your flying movement to subtract it from your falling speed. If you do so, your falling speed doesn't increase that count.

Using Multiple Speeds

If you have multiple movement speeds, using them in the same turn can be tricky. However, by following one rule, you can switch between your speeds easily. Whenever you are moving using one speed, and then begin moving with a new speed, subtract the distance you have already moved from how far you can move with the new speed.

For example, if you have a base speed of 10 feet and a fly speed of 25 feet, you could move 10 feet on foot, then fly for up to 15 more feet. Alternatively, you could fly for 20 feet, land and run 10 feet, and then fly 5 more feet.

Difficult Terrain

In some cases, moving may prove especially challenging due to the ground. Such ground is referred to as difficult terrain. There are two types of difficult terrain: tricky terrain and rough terrain.

Tricky terrain requires some nimbleness and quick reflexes to move over. When you move over tricky terrain on your turn, you must make an Agility roll with a threshold of 10. If you succeed, you can move normally until the start of your next turn. Otherwise, every 1 foot you move counts as 2 feet of your movement while you move through the tricky terrain.

Rough terrain is difficult to move through, no matter your agility. Every 1 foot you move through rough terrain counts as 2 feet of your movement.

Falling

Whenever you begin falling, you immediately gain a falling speed of 20 feet. Whenever you have a falling speed, you fall a distance equal to your current falling speed at the end of every count. Additionally, at the end of every count, after you fall, your falling speed increases by 20 feet, up to the maximum of 220 feet per count.

For example, if a creature is pushed off of a ledge, then it falls 20 feet at the end of the current count due to its fall speed. Then at the end of the next count, it falls 40 feet, then 60 after the next, and then 80, and so on until it reaches 220 feet per count or it lands.

When you land, you lose your fall speed. However, if you fall further than 10 feet, you take fall damage, unless you have a way to prevent it. Fall damage is equal to your falling speed, when you land, divided by 10.

The GM might reduce fall damage if the surface you land on is reasonably fall-breaking. For example, fall damage might be halved if you dive into water from a short cliff.

If, instead of falling and landing, something falls and lands on you, you take damage equal to the fall damage that the thing takes.

Mounted Movement

You may find yourself on a moving object or creature. This most often occurs when you are riding a ship or vehicle, or when you are mounted on a creature. The rules for riding ships and vehicles are in the Ships and Vehicles section later in this chapter.

You can mount or dismount a willing creature using half your movement on your turn. When you mount a creature, you enter its space. When you dismount a creature, you enter an unoccupied space adjacent to the creature.

You can issue a command to your mount on your turn (no action required). This command can be for any reasonable use of the creature's movement. If the creature understands and wishes to follow your command, then it does so to the best of its ability on its next turn.

Your mount generally continues moving in the way you last directed it until you use another action to issue another command. A mount can choose to alter its course of action as it desires, such as to avoid hazards. Controlling a creature against its desires or fears might require a successful check.

Environment

A party's adventures may take them to vastly different corners of the galaxy. In these locations, the environment gives the "flavor" to traveling, and sometimes can be a danger on its own.

Atmosphere

The amount of air, specifically breathable air, within a space is very important to how creatures can act within them.

High Atmosphere refers to a high amount of air pressure. This leads to migraines, dizziness, nausea, and joint pain. These effects impose a d10 disadvantage on all of a creature's rolls while it is in the high atmosphere.

Normal Atmosphere refers to an average amount of air pressure and oxygen availability.

Low Atmosphere refers to a low amount of air pressure. This makes it harder to breathe effectively. A creature in low atmosphere suffers a d10 disadvantage on all of its rolls.

Zero atmosphere refers to a complete lack of oxygen, a vacuum. Nonmagical flight is impossible without the thrust of physical matter, and creatures suffocate without an additional oxygen supply. Additionally, there is no maximum falling speed in zero atmosphere.

A **toxic atmosphere** refers to air of any pressure that cannot be effectively breathed. This space is treated as a normal atmosphere for all purposes except breathing. A creature without an additional oxygen supply suffocates in a toxic atmosphere.

Suffocation

A creature can hold its breath for a minute. If the size of its Health die is a d10 or higher, it can instead hold its breath for two minutes. After this amount of time, if a creature cannot breathe, it begins suffocating.

A suffocating creature gains a level of exhaustion for every minute it continues to suffocate. See the rules for exhaustion in the Conditions section later in this chapter.

Any levels of exhaustion gained through suffocation are removed if the creature is able to breathe normally for 10 minutes.

Gravity

The strength of gravity is not constant across the galaxy. Instead, gravity may change from location to location, such as between planets, moons, and space stations.

In TGN, the effects of gravity are simplified down into 4 cases: normal, high, low, and zero gravity. Unless specified otherwise, the gravity on the surface of planets is assumed to be normal gravity, which is about 32 ft/s^2. Under normal gravity, the regular rules of TGN apply.

High Gravity

Stronger than usual gravity is measured by a high-gravity modifier, between 1 and 5. A high-gravity modifier of 1 represents slightly strong gravity, while a 5 represents the strongest gravity that a regular creature can still function while experiencing.

When experiencing a high-gravity modifier, a creature must add (the modifier times 2) as a penalty to all of its Agility, Force, and Piloting checks, as well as its attack and defense rolls.

Additionally, the creature must subtract (the modifier times 5) from all its speeds. If this reduces a creature's base speed to 0, it falls prone and cannot stand up. While prone in this way, the creature can crawl at a speed of 5 feet per (the modifier) counts spent moving.

Each time a creature's falling speed increases while it is in high gravity, its falling speed increases by an additional (the modifier times 5) feet per count. The maximum falling speed of a creature in high gravity is increased by (the modifier times 20) feet per count. Fall damage is increased by (the modifier) while in high gravity.

Ultra-High Gravity. Some places may have such strong gravity that a gravity modifier is not sufficient. This is called ultra-high gravity. While experiencing ultra-high gravity, a creature cannot move using its speed, and it automatically fails its Agility, Force, and Piloting checks, as well as its attack and defense rolls.

Additionally, a creature experiencing ultra-high gravity must roll their Health die every 10 minutes against a threshold of 3. If they fail, they gain a level of exhaustion.

Low Gravity

Weaker than usual gravity is measured by a low-gravity modifier, between 1 and 5. A low-gravity modifier of 1 represents slightly weak gravity, while a 5 represents the weakest gravity that can exist before zero gravity (discussed later on).

When experiencing a low-gravity modifier, a creature must add (the modifier times 2) as a penalty to all of its Agility and Piloting checks, but can subtract that amount as a bonus to all its Force checks.

Additionally, a creature experiencing a low-gravity modifier can add (the modifier times 5) to its horizontal and vertical jump distances. While in combat, at the start of its turn, the creature must roll a threshold 8 Agility check. If it succeeds, it can add (the modifier times 5) to its speed until the end of its turn. If it fails, its speed is reduced by 5 feet until the end of its turn.

Each time a creature's falling speed increases while it is in low gravity, the amount that its falling speed increases by is reduced by (5 for every 2 of the low-gravity modifier) feet per count. The maximum falling speed of a creature in low gravity is decreased by (the modifier times 10) feet per count. Fall damage is decreased by (the modifier) while in low gravity.

Zero Gravity

A lack of discernible gravity at all is called zero gravity, or zero-g. It usually occurs in deep space when a ship is not accelerating.

While experiencing zero gravity, a creature cannot use its base speed to move like usual. Instead, zero-g movement is measured in maneuvers. Examples of maneuvers that creatures can make in zero-g are given below.

- Push in a direction at up to 10 feet per count.
- Increase its velocity by up to 10 feet per count.
- Decrease its velocity by up to 20 feet per count.
- Change the direction of its travel.
- Stop moving by grabbing onto a structure.
- Launch to grab onto a nearby structure.
- Move up to 10 feet along a surface.

To perform these maneuvers, a creature must have structures or massive objects around it to push off and pull on. A creature in zero-g that has no structures or objects around it cannot control its movement, unless it has another way of moving itself.

Outside of combat, these are maneuvers that most creatures can perform without mechanical difficulty. In combat, whenever a rule allows a creature to move up to its speed, it can instead perform one maneuver. If a rule instead specifies a distance that the creature can move, divide the distance by 20 (rounding up). The result is how many maneuvers it can perform.

The GM might require an Agility check to pull off an especially precise or challenging maneuver. This might be the case if a creature tries to swing around a corner at a high velocity, or if a creature tries to launch itself to intercept a moving target.

Additionally, the GM may determine that a creature is moving too fast to perform certain maneuvers. For example, the GM may determine that a creature cannot stop and hold onto a ship that is moving past it at over 200 feet per count.

Similarly, the GM may determine that a creature that strikes a structure or object with a high velocity might take damage. To determine the damage, divide the velocity of the creature (relative to the velocity of whatever it is striking) by 10. This damage is considered fall damage. After taking this damage, the creature may stop moving relative to the thing it struck, or may be

deflected in another direction, at the GM's discretion.

Projectiles in Zero Gravity. In zero gravity, objects can theoretically travel any distance, given enough time. Mechanically, this means that objects can be thrown any distance and projectiles can travel any distance. However, within combat, the speed of movement still limits effective ranges.

In combat, projectile weapons, as well as weapons with the thrown property, can be used to make attacks up to long range without a disadvantage. Beyond their long ranges, the projectile of the weapon, or the thrown weapon itself, continues to travel until it is stopped by striking something, but is ineffective for making intentional attacks.

Temperature

Proximity to heat sources can present dangerous conditions for creatures that aren't acclimated to them. The range of safe temperatures for regular creatures is 0 to 100 degrees Fahrenheit. Within this range, all regular creatures are at no particular risk, provided they are dressed appropriately for the temperature.

Below 0 degrees Fahrenheit in air, or below 50 degrees in water, is considered **extreme cold**. Above 100 degrees Fahrenheit in air or water is considered **extreme heat**. In either extreme, a creature must roll its Health die at the end of every 10 minutes. The threshold for this roll is 3 for the first 10 minutes, and increases by 1 for each additional interval. If a creature rolls equal to or below the threshold, it gains a level of exhaustion.

Fire

Fire is an intense source of heat and can cause serious damage very quickly. In TGN, flames are either small points or occupy entire spaces. A point flame represents a contained, small fire, such as a torch, small campfire, or a lighter. A fire that occupies entire spaces represents a large campfire, large burning object, or a building on fire. Such fires may occupy one or more spaces.

Fires can be extinguished through various means, such as a fire extinguisher, a non-flammable cover, or sufficiently powerful ice, water, or wind magic.

You can occupy the space of a point flame safely. However, if you directly contact the fire, voluntarily or otherwise, you must roll a threshold 8 Agility check. On a failure, you take 1 damage and are set on fire. On a success, you take no damage and are not set on fire.

If you enter the space of a fire that occupies that space for the first time on a count, or start your turn there, you must roll a threshold 8 Agility check. On a failure, you take 1d4 damage and are set on fire. On a success, you take half as much damage and are not set on fire.

If you are set on fire, nothing occurs for 1d4 counts. After that time, you take 1 damage at the start of every count until the fire is put out. You or a creature within 5 feet of you can use 3 counts to put out the fire.

Visibility

Environmental conditions can impact the sight of creatures. The impairment of vision based on the environment is called visibility. There are four levels of visibility, described below. An area can have a level of visibility, and any creatures in that area experience that level of visibility.

Multiple factors can contribute to an area's visibility. In general, the lowest level of visibility trumps all others and determines an area's overall visibility level. For example, a field on a sunny day might normally have high visibility due to the amount of light. However, if a dust storm sweeps over the area, the area would have low visibility, despite the sunlight.

With *high visibility*, you can see normally. This is the normal state for visibility conditions. High visibility represents a bright day, with clear or even cloudy skies.

With *medium visibility*, vision is slightly impaired. Creatures with medium visibility have a d4 disadvantage on checks that rely on sight. Medium visibility represents light rain or mist.

With *low visibility*, vision is very impaired. Creatures with low visibility have a d10 disadvantage on checks that rely on sight. Low visibility represents a snowstorm or thick fog

With *no visibility*, vision is completely useless. Creatures with no visibility are considered blinded. No visibility represents a heavy sandstorm or darkness.

Light

Additional sources of light can increase the visibility level of an area. Some equipment items, as well as some abilities can produce these sources of light. However, such sources can only increase the visibility when the reduced visibility level is due to a lack of light, and not some other obscuring effect, like fog.

There are three levels of light, shown below. A light effect will always note which level it produces.

Dim light increases the visibility by one level in its area. It may be provided by a candle flame or a glow stick's light.

Bright light increases the visibility by two levels in its area. It may be provided by a flare or bioluminescent plants.

Daylight increases the visibility by three levels. It may be provided by a star's light, or a powerful magical effect.

Water

Many planets bear water, and almost all life-bearing planets do. Water is a very important resource for most civilizations, and can be lived in. There are special rules for moving, fighting, and just surviving in water.

In TGN, drowning is mechanically equivalent to suffocating. See the rules for suffocation in the Atmosphere rules earlier in this section.

Falling Into Water

Water can absorb the impact of falls from small heights. When falling into a body of water that is at least 10 feet deep, fall damage is reduced by 5.

Additionally, if a creature attempts to dive into a body of water from a height of 50 feet or lower, it can make a threshold 8 Agility check. On a success, it takes no damage, assuming the water is at least 10 feet deep.

Pressure

Creatures living in deep bodies of water have adapted to withstand the immense pressure of the water around and above them. Creatures without this ability cannot withstand the water pressure for long.

A creature can normally survive in water up to 20 feet deep without issue. Beyond this depth, the creature begins to experience pain due to the pressure. This pain gets worse and worse as the creature gets deeper. A creature that is more than 200 feet deep underwater will experience fatal consequences, such as eardrum rupture, nitrogen narcosis, and oxygen toxicity.

Some creatures, including most fish and some other types of animals, can withstand greater depths than normal. However, there is always a depth and corresponding pressure at which the creature cannot survive.

Underwater Combat

Fighting underwater can be very challenging for creatures not accustomed to it.

Using weapons underwater can be difficult, or nearly impossible, depending on how the weapon works. The following table gives the rules for how each type of weapon works underwater.

Type	Underwater Functionality
Blade	The weapon functions as normal for attacks made with one hand. Otherwise, the weapon's attacks have a d20 disadvantage.
Bludgeon	The weapon's attacks have a d20 disadvantage
Firearm	The weapon's attacks are ineffective unless the target is 5 feet away.
Powered Weapon	If the weapon has the reload property, its attacks are ineffective unless the target is 5 feet away. Otherwise, the weapon is only effective up to its normal range, and has a d20 disadvantage on attacks against targets further than (half the normal range) away.
Projectile Weapon	A crossbow is only effective up to its normal range, and has a d20 disadvantage on attacks against targets further than (half the normal range) away. Otherwise, the weapon's attacks are ineffective unless the target is 5 feet away.

Other Liquids

There may be circumstances where rules are needed for interacting with liquids other than water. In these cases, the GM can adapt the rules for water to suit the liquid. The GM might determine that the liquid exerts more pressure, reduces fall damage less, or restricts movement and attacks more than water normally does.

Rest

As your average scoundrel goes through the day, they will take damage and stress, expend abilities, and have their die sizes changed. They can regain these resources by resting.

There are three levels of rest that can be gained: short rest, long rest, and extended rest. You gain the benefits of each rest cumulatively. You can begin resting anytime outside of combat, and gain benefits as you rest. For example, if you rest for 10 minutes, you gain a short rest. Then, if you continue resting for another 7 hours and 50 minutes, bringing the total time to 8 hours, you gain a long rest.

You may sleep, eat, read, keep watch, or perform some other light activity while you rest. You can also use magic while you rest. Your resting is interrupted if you are forced to roll a Health or Essence check (success or failure). It can also be interrupted by at least one minute of energetic activity, such as combat or a chase. If your rest is interrupted, you keep the benefits of any rest you have gained, but you must start resting over again to gain any more benefits.

Short Rest

A short rest takes 10 minutes. This might represent a tactical regroup, a quick nap, or a brief respite in-between events.

Certain abilities regain their uses when you gain a short rest.

Long Rest

A long rest takes 8 hours. This might represent an overnight stay, a flight across a planet, or a day shift of an office job. It often includes sleep, but isn't required to.

Once you gain a long rest, you cannot gain another one until 8 hours have passed. You can rest again during this time, but you skip the benefits of a long rest if it has been less than 8 hours since you last gained them.

When you gain a long rest, you can roll your Health die and reduce your current damage by the result. You can also roll your Essence die and reduce your current stress by the result.

Certain abilities regain their uses when you gain a long rest.

Extended Rest

An extended rest takes 120 hours. This might represent a vacation to a resort or the time it takes for a damaged ship to be repaired.

When you gain an extended rest, your damage and stress are both reduced to 0.

Certain abilities regain their uses when you gain an extended rest.

Going Without Sleep

It is assumed that most periods of long or extended rest include sleep. All non-Undead creatures must sleep or risk exhaustion. You can go 24 consecutive hours without sleeping with no issue.

At the end of each hour past this limit, you must roll your current Health die. The threshold for this roll is the number of hours you've been awake past the 24-hour limit. If you succeed, then nothing happens. If you fail, you gain a level of exhaustion that is only removed once you sleep.

Senses

In TGN, creatures can have alternate methods of perceiving the world than visible light. Some of these senses are described below. You may gain a sense from a trait or feature.

Blindsight. You do not rely on your eyes to perceive your surroundings. You can effectively see your surroundings up to the range, regardless of the light level or if you are blinded. This sense is nullified if you are deafened.

Darkvision. You can see normally in low light and darkness. You treat the visibility level as high if the only factor decreasing it is a lack of light. When looking in complete darkness, you cannot see color, only shades of gray.

The downside to darkvision is sunlight sensitivity. Whenever you are in direct daylight, you have a d10 disadvantage on rolls that require sight, such as Awareness or attack rolls.

Infrared Vision. You can detect frequencies of infrared light. You can determine the approximate temperatures of things you can see. Additionally, you can see invisible objects and creatures as long as they emit a distinct level of heat.

Tremorsense. You can sense movement through vibrations in the ground. While you are in contact with a surface, you can detect the location of any other creature within 30 feet of you that is also touching the same surface, unless it successfully hides from you.

Conditions

Conditions alter creatures' capabilities in various ways. Conditions can be imposed by class features, spells, attacks, or other effects.

A condition lasts for the duration specified by the effect that imposed the condition, if there is one. Otherwise, the condition persists until a rule specifies that it is removed or ends.

A creature either has the condition, or it does not. If multiple effects impose the same condition on a creature, each effect has its own duration, but the effects of the condition do not stack. Exhaustion is the exception to this, as described below.

Conditions are organized into minor conditions, major conditions, special conditions and exhaustion. This distinction is for use in other effects that impose conditions, and has no effect on the condition itself. Each condition's effects are described below, where the "target" refers to the creature with the condition.

Minor Conditions _____

Blinded
- The target can't see and automatically fails any checks that require sight.
- The target has a d10 disadvantage on its attack and defense rolls.

Deafened
- The target can't hear and automatically fails any checks that require hearing.

Frightened
- The target has a d10 disadvantage on its checks, attacks, and defenses while the source of its fear is within line of sight.
- The target can't willingly move closer to the source of its fear.

Held
- The target's speed, and any special speed it has, becomes 0, and it cannot benefit from any bonus to its speed.
- The target has a d10 disadvantage on its Agility checks.

Poisoned
- The target has a d10 disadvantage on all its checks, attacks, and defenses.

Prone
- The target's only movement option is to crawl, unless it stands up by using movement equal to its speed (which ends the condition).
- The target has a d10 disadvantage on its attacks.
- Melee attacks against the target have a d10 advantage. Ranged attacks against the target have a d10 disadvantage.

Major Conditions _____

Paralyzed
- The target can't take actions or reactions, can't move, and can't speak.
- The target automatically fails Agility and Force checks.
- Attacks against the target have a d10 advantage.
- Any attack that hits the target is a critical hit if the attacker is within 5 feet of the target.

Restrained
- The target's speed is reduced to 0, and it cannot benefit from any bonus to its speed.
- The target has a d10 disadvantage on its attack and defense rolls.
- The target has a d10 disadvantage on Agility and Force checks.

Stunned
- The target can't take actions or reactions, can't move, and can speak only falteringly.
- The target automatically fails Agility and Force checks.
- Attacks against the target have a d10 advantage.

Unconscious
- The target can't take actions or reactions, can't move, can't speak, and is unaware of its surroundings.
- The target drops whatever it is holding and falls Prone (see Prone condition above).
- The target automatically fails Agility and Force checks.
- Any attack that hits the target is a critical hit if the attacker is within 5 feet of the target.

Special Conditions

Abjured
- The target must use 3 counts of movement on each of its turns to move away from the source of its abjuration. It must take the most direct route available to it, but it won't move into obviously dangerous areas.
- The target's attack and defense rolls have a d10 advantage.

Incorporeal
- The target's form becomes translucent and intangible. Matter can pass through the target and creatures can see through it.
- The target can move into and through the space of other creatures. If the target ends its turn in the space of another creature, it takes 1 stress.
- The target has resistance to nonmagical damage from physical sources.

Invisible
- Creatures cannot see the target without a specific ability to do so. It is still possible to detect the target through other senses such as sound or touch.
- The target's Stealth checks have a d10 advantage.
- The target's attack and defense rolls have a d10 advantage.

Petrified
- The target and any nonmagical equipment it is wearing or carrying turns to solid, inanimate stone. The target's weight increases by a factor of ten.
- The target ceases aging and any poison or disease afflicting it is suspended.
- The target can't take actions or reactions, can't move, can't speak, and is unaware of its surroundings.
- The target has resistance to all damage.
- The target is mechanically treated like an inanimate object. It cannot take damage from poison or mental effects, it cannot be targeted by effects that target creatures, and it is incapable of rolling any of its dice.

Spellbound
- The target cannot cast any form of magic, including spells, enchantments, and rituals.
- The target cannot concentrate on magical effects.

- The target cannot utilize the magical properties of magical items, and any attunements the target has to magitek items are suspended.
- The target is vulnerable to damage from magical sources.

Exhaustion

Exhaustion affects a creature's capabilities slowly, but can be extremely dangerous in large amounts. Various magical effects can impose exhaustion, as well as some environmental conditions.

An effect may give or remove one or more levels of exhaustion from a creature. If a creature already has any levels of exhaustion, the amount of levels of exhaustion it gains or loses is added or subtracted to the current level of exhaustion it has, respectively.

Gaining a long rest reduces a creature's exhaustion level by one. Gaining an extended rest removes all of a creature's levels of exhaustion.

While it is exhausted, a creature has a disadvantage on all its checks, attacks, and defenses. The die size of this disadvantage is based on the levels of exhaustion it has. Additionally, a creature's speed is affected by its exhaustion at certain levels. If it has other movement speeds, they are also reduced by exhaustion.

If you have 6 levels of exhaustion, and an effect gives you another level of exhaustion, you immediately fall unconscious. You remain unconscious for 1d4 hours, after which you wake up, still with 6 levels of exhaustion. If you gain another level of exhaustion while you are already unconscious due to exhaustion, you die from exhaustion.

The effects of levels of exhaustion are shown on the following table.

Levels of Exhaustion	Disadvantage Die	Speed Reduction
1	d4	—
2	d6	—
3	d8	—
4	d10	halved
5	d12	halved
6	d20	reduced to 0

Combat

When talking fails, it's time to fight. In combat, creatures move, attack, cast spells, and perform other actions in the hopes of winning, or just surviving.

Combat begins when the GM calls for Initiative. Then, round by round, each creature takes its turn, moving and taking actions. This continues until the GM decides that there is no longer a need for second-by-second action. This often occurs when every enemy has been killed, but it can also occur when one side of the conflict is subdued, surrenders, flees, or is otherwise no longer a threat.

Combat Count

In combat, time slows down to a second-by-second pace. Combatants' actions are organized into counts, which each represent one second in time.

Before a round begins, each combatant makes an Agility roll with a d10 advantage. The result for a given combatant is its initial position in the combat count. Then, the GM moves through combat by each count.

Count by Count

Starting with the lowest count that is occupied by a combatant, the GM counts up, processing each count as they go. If a combatant is on a given count, they take a turn on that count. If a count has no combatants on it, acknowledge that it has occurred, and move on to the next count.

Each count occurs in two phases. During the first phase, each combatant on that count declares simultaneously either what action they will take, or how they will move. Then, the GM resolves any actions taken and any movement made, keeping in mind that they are performed simultaneously.

Then, for the second phase, each combatant (the same ones as before) simultaneously declares the other option from what they declared in phase one. Then, the GM resolves any actions taken and any movement made, just as in phase one.

After the two phases of a count, each combatant should have taken a single action and moved once. Once all actions and movements are resolved mechanically, the count is over and the next count begins.

Entering Mid-Combat

When a new combatant enters a combat that began without them, they are added to the combat count. They take the position that is equal to the current lowest position of combatants in the count.

For example, if a combat has two combatants at the positions 15 and 17, then a new combatant's position is set to 15 when they enter the combat.

Surprise

Sometimes, when combat begins, some of the combatants are not expecting a fight. This can occur when a creature is ambushed, or when a trusting ally gets stabbed in the back. When this happens, those creatures are considered surprised. The creatures doing the surprising are considered ambushers.

When surprise occurs, the following rules apply to the beginning of combat.

- An ambusher has a d4 advantage on its Agility check at the start of combat, instead of a d10 advantage.
- A surprised creature cannot take reactions until the end of its first turn.
- A surprised creature has a d10 disadvantage on its defense rolls.

If a creature that enters the combat count mid-combat is surprised, add 3 to their initial position. They are treated the same as any surprised creature otherwise.

Running the Combat Count

As the GM, running combat can be daunting due to the constantly-shifting position of each combatant. However, with experience, it may start to feel more natural.

It is recommended that you voice the number of the current count when it arrives. This is because many abilities, spells, and other effects have durations of specific numbers of counts. It is not required that you track these durations for players' effects, so voicing, displaying, or otherwise showing the players the current count helps them handle it themselves.

Also, keep in mind that whatever method you use to visually represent combat, whether that be a battle map or the theater of the mind, will never be perfectly clear. There will always be questions about distances, who's who, and many other circumstances that players will want to ask you about.

A couple examples of methods to help run combat are described below You can run combat in whatever way works best for you and your group.

Written List. One method of running combat is to use a written list to represent the combat count. You could draw numbered lines on a paper to represent each count in the combat. Then, you can write each combatant's name down on the line corresponding to their position. As combatants take turns and move up in the count, you can write the combatant's name again on its new position.

With this written list method, you can track the current count by memory, or by another written mark, such as a checkmark that you write next to each count once it is complete. You could also use a physical object that you place on the line of the current count.

Call and Response. This method for running combat only requires you to track the current count number and the NPCs you control. With this method, each player remembers their own position, and you call out each count when you get to it. When you call the current count, a player that is on that count should say so, raise their hand, or otherwise notify you. Then, they take their turn. After this, any combatants you control take their turns.

With this call and response method, you have less work to do. You do, however, still have to track the positions of combatants you control.

Name Tags. For this method, draw a list of numbers on a piece of paper or other surface, representing each count of combat. Then, write down each combatant's name (or an appropriate identifier) on a separate slip of paper. Place a combatant's name tag next to the number corresponding to the count they are on. When a combatant spends counts, move their name tag down the list by the corresponding amount.

With this method, the combat count is represented in a visual way, where everyone can see who is where. When you advance to a count, you can simply look at that number and read off the names of who's turn it is. This method requires more setup than the other methods mentioned here, but is a very clear way to keep track of every combatant's position. Keep in mind that if combat runs long, you may run out of space and need additional pieces of paper to write the counts on.

Allocating Work. A completely alternate idea is to have another player track the combat count. This alleviates the work you must do during combat, since you don't have to also track the count. The player could use either method described above, or they could use a different method, just like you.

Running Many NPC Combatants

As a GM, if your combat involves many opponents to the characters, consider grouping them together. Using this method, each group takes a single position on the combat count, and each member of a group takes the same action. For example, if 5 guards are grouped together and are at position 15, they can all take the Attack action for 3 counts, which increases the group's position to 18.

Grouping reduces the amount of positions that you need to track during a combat, and helps simplify larger encounters. It is especially effective in encounters that use many similar creatures, such as monster hordes.

When you have a large group in combat, you could join their current damages as well. When one member of the group takes damage, the entire group's damage is increased. Then, at significant fractions of the group's breakpoint (such as half, two-thirds, or three-quarters), members of the group can be defeated. This simplifies further how much you need to keep track of. In this case, the group's breakpoint should be increased beyond that of a single creature.

However, consider also that grouping combatants can reduce variety in combat. Grouping becomes unrealistic quickly once it would make sense for them to take different actions.

Actions

Every action costs counts to perform. A count itself isn't anything physical; it is used to track time in the combat count. A count represents about one second of time.

When you take an action, you immediately perform the described activity. Once the action has been resolved, you add the count cost of the action you just performed to your position in the combat count. Then, your action is over.

Each action is described with how many counts it costs (e.g. *As 3 counts...*). Some actions have special rules, such as the casting of spells. These special rules will always be shown in the descriptions of such actions.

Common Actions

The following actions are the common actions. Unlike other actions, these actions can be used by anyone.

Attack

As 3 counts, you make one attack against a creature within the range of your weapon. See the next section for rules regarding attacks.

Disengage

As 1 count, you can move up to your speed without provoking opportunity or readied attacks. If you add extra movement to this action, it gains this benefit as well.

Dodge

As 3 counts, you gain a -5 bonus to your defense rolls against attacks from sources you can see, as well as your Agility rolls made to avoid harmful effects you can see. This benefit lasts until the start of your next turn. The benefit ends early if you gain a major condition or if your speed is reduced to 0.

Hide

As 3 counts, you attempt to hide by rolling your Stealth die. To do so, you must have a reasonable way to hide from your target, which can be one or more specific creatures, or all creatures.

Pass

You spend 1 count and don't do anything. This action is commonly taken to tactically adjust one's position in the combat count.

Ready

You prepare to perform an action upon a specific condition. Choose which action you want to ready, which must be an action that has its effects occur immediately when you take it. Then, choose what condition will trigger your action. The condition can be any perceivable phenomenon, and can be as detailed or general as you wish.

When the trigger occurs, you can either take your action, or ignore the trigger. Once you take the action, or once your next turn starts and you haven't taken the action, the ready action is over.

The amount of counts you spend on this action equals the amount of counts that you would take to perform your readied action.

Then, if you take your action in response to the trigger, you must spend one additional count as a reaction.

If your readied action has a limited amount of uses, choosing it for this action only counts as a use if you perform the action. Additionally, if your readied action is the Attack action, the reaction you take to perform the attack is considered an opportunity attack.

Search

As 2 counts, you can roll your Awareness die to inspect an area for something of your choice. The quality and quantity of the info discovered by this action should keep in mind the small time frame in which it occurs, as well as your proximity to the area of interest.

Sprint

As 1 to 3 counts (your choice when you take this action), you move up to your speed for each count you spent on this action.

Use an Object

Many pieces of equipment, technology, or other objects specify how many counts they require to be used. Some other objects can be manipulated as a free action, as described in the Free Actions section later in this chapter.

However, if an object's description does not specify how many counts it takes to use, the default amount is 2 counts. You must also take the Use an Object action if you want to interact with more than one object on your turn.

Movement in Combat

You have a base movement speed, and perhaps additional speeds. These speeds allow you to move when you take actions. Whenever you take any action, you can choose to spend up to 3 additional counts. For each additional count you spend, you can move up to your speed.

This movement occurs immediately before or after you take your action. You can also use some of the movement, take your action, then move more.

Reactions

In some cases, you can take a reaction in response to another action. This special type of action occurs when it is not your turn. You can take one reaction between each of your turns.

When you are prompted to take a reaction, you can choose to immediately perform the

described movement. This reaction interrupts the current turn order, and occurs directly after whatever triggers it. Once the reaction has been resolved, the turn order continues as normal.

Each reaction is described with how many counts it costs (e.g. *2 counts*). When you take a reaction, you add the required counts to your position in the combat count, like any other action. This delays the time until your next turn. Any effects that last until your next turn continue until you take your now-delayed turn.

If you are doing something that continuously encompasses your attention until the start of your next turn, such as holding a Ready action, you must halt that action to perform a reaction. An action will specify when it is continuous in this way, like the Ready action.

Free Actions

Aside from your action, you can take a free action on your turn. A free action is a maneuver that can be done so quickly as to avoid taking a full action. At the GM's discretion, you might spend counts to perform more than one free action on your turn. Below is a short list of examples of free actions.

- Picking up an item on the ground
- Sheathing or drawing a weapon
- Tossing an object into an unoccupied space
- Opening an unlocked door
- Shouting out a short sentence
- Handing an item to another creature
- Grabbing an item from a willing creature
- Retrieving an item from your belt

Concentration

Some actions require constant attention to perform. This may be the case if an action has a continuous effect, responds to a trigger, or takes effect later on. For such actions, their descriptions will state that they require concentration.

When an action requires concentration, you must constantly be performing that action. You can take other actions while concentrating, but only if the action costs 3 counts or less. If you take an action that costs 4 or more counts, or if you take a reaction while you are concentrating, the concentration is broken. You also can't concentrate on an action if you gain a major condition.

Additionally, concentration can be broken by external influences. When your concentration is at risk of being broken, you must roll a concentration check. A concentration check uses the die that the action you are concentrating on uses (or Awareness if no die applies). If you fail this threshold check, your concentration is broken.

When your concentration is broken, the action being concentrated on fails. This means the effects of the action immediately cease. This doesn't change your position in the combat count, unless specified otherwise.

The main way concentration can be broken is by taking damage. If you take damage while concentrating on an action, you must immediately roll a concentration check. The threshold for this roll is 10 minus the damage you took.

The GM may also determine that you must roll a concentration check due to the current circumstances. This may be the case if you are standing in a shaking ship during a storm, or if you get forcibly moved or knocked over.

Assistance in Combat

In combat, allies might work together to take on a single enemy, escape a deadly foe, or perform some other action. These team efforts are represented by assistance, through which actions can grant advantages to other combatants.

These rules are an extension of the assistance rules found in the Dice Sizes section earlier in this chapter. The rules there are helpful for using assistance but not necessary for understanding this section.

Declaring an Assist

Before you take an action in combat, you can declare that you are attempting to assist someone with your action. When you do so, you must clarify who you are helping. You must also state the goal of your assist, or what you are helping them with.

For example, before you take the Attack action to attack a creature, you might say "I want to use my attack to assist (a person) with an attack against my target." You could also say "I want to team up with (a person) to attack my target."

You cannot assist multiple creatures with a single action. You also cannot perform multiple assists in a single turn.

The GM will then decide as to whether the assist could work. If it isn't clear, they might ask you how you think your action would help the other person achieve the goal. Assistance in combat should be limited to actions that actively work towards helping someone in the immediate future. For example, taking the Dash action to get close to an ally for future teamwork would not qualify for assistance.

Note that if the GM disallows an assist, you can still perform your action as normal, or choose a different action. Whether the assist is allowed does not affect whether you can perform the action, it just means you can't help the other creature by taking it.

Lending Dice

If the GM decides that your assist could work, you can lend a die as an advantage to the person you are assisting. The die that you lend must be related to the action that you are taking.

If your action already uses a die, that die automatically becomes the lended die. For example, if you assist a creature by making an Attack, you lend your attack's die to the creature. In another example, if you assist a creature by taking the Search action to find an obstacle's weak spot, you lend your Awareness die to them.

If the action you are taking doesn't utilize any die, the GM assigns a die for you to lend. This can be any die that you have a size for; whatever die is most appropriate to the help you are giving.

On its next turn, the creature you are assisting can roll the lended die as an advantage. It can only do so on a roll that goes towards achieving the goal you declared for the assist.

For example, if you assist a creature in attacking a target, it could roll your lended die as an advantage on an attack against the target, or a check to grapple the target. It could not roll the lended die as an advantage on a Stealth check it makes to hide from the target.

Running Assistance in Combat

As the GM, run assistance in combat with the goal of encouraging planning, teamwork, and strategy. If players propose creative ways to help each other in reasonable ways, reward that creativity by allowing the assist.

Be careful to not allow unrelated actions to help each other. If you are unsure how a player's proposed assist would help, ask them to clarify. If you still don't see the connection, disallow the assist. The player should be able to clearly show how their action helps.

A single combatant can only assist once per turn at most, and can only help one other creature. Because of this, the amount of advantages being rolled due to assistance should be limited to the amount of combatants able to perform assists.

This doesn't prevent combatants from chaining their assists, if they propose plausible assists. Two combatants could potentially grant an advantage to each other on each of their turns, meaning they would each have an advantage on each of their turns.

Because of this, assistance is a powerful tool in combat. A party that utilizes assists frequently will be considerably more powerful. Letting the party feel more powerful because of their teamwork will encourage them to use it more. However, if you intend for your combat to be challenging, even against players frequently using assistance, consider increasing the difficulty of your enemies.

On a similar note, having enemies use assistance against the players will make them considerably more difficult to fight. This is an effective way to show the strength of strategic enemies. Fighting a team of soldiers that have battle plans and group tactics will feel more difficult than fighting a group of unorganized citizens, even if they use the same statistics. Consider the use of assistance when gauging the difficulty of a fight.

Attacks

When you take the Attack action, or some other action that has you make an attack, you roll to do so. Which die you roll depends on the method used for the attack.

If you use a weapon for the attack, you roll your weapon die for its category of weapon. If you use an unarmed strike or an improvised weapon, you roll your Force die. Many features allow you to use a unique method when you take the Attack action. If you use such a method, you roll the die size that you have for it.

For every weapon or other attacking method, a table will be presented with it. This table shows the damage output for every number you can roll on a die, from 1 to 20.

Making an Attack

To make an attack, the target of the attack must be within the range of your weapon or ability. For melee weapons, this is often the space adjacent to you. For other methods of attack, such as ranged weapons or some magical attacks, the range may be various distances.

When you make an attack, you roll the appropriate die, and add any relevant modifiers or dice. Then, you use the damage table of the method to determine the damage dealt to the target of the attack.

Conversely, when you get attacked, you roll your defense die or dice. These dice are determined by the armor you wear and your die sizes with them. If you do not wear armor, you roll your Agility die as your defense die. Then you use the damage reduction table of the defense you are using to determine how much you reduce the incoming damage by.

Once the weapon's damage is determined, and the armor's damage reduction is subtracted from it, any remaining damage is dealt to the target of the attack. If there is no damage remaining, no damage is dealt because the attack misses.

Critical Hits and Defenses

When you roll to attack or defend, rolling a 1 on the die results in a critical hit or critical defense, respectively.

A critical hit (1 on the attack die) damages the target's armor, if it is wearing armor. A critical defense (1 on the defense die) damages the attacker's weapon, if the attack is made using a weapon. See the Combat Equipment section of chapter 2 for rules about armor and weapon damage.

Critical hits can cause other effects based on features, weapons, or other effects. These specific cases will be defined in the rules for the thing the critical strike affects.

If both the attacker and their target roll 1s, meaning there is a critical hit and a critical defense, the two cancel each other out, and no special effects occur that normally do for critical rolls.

Special Attacks

There are certain actions, features, and methods of attacking that have special rules. If the rules for a special attack aren't described here, they will be described in the rules for that special attack.

Grappling

You can try to grab creatures. When you take the Attack action, you can attempt to grapple a creature within 5 feet of you, instead of making a normal attack. When you do so, choose one of the following types of grapples to attempt: Limb, Movement, or Object.

Roll a Force check, opposed by the target's Agility or Force check (its choice). If you succeed, certain effects occur based on the type of grapple.

Your movement is not reduced when dragging a creature two or more sizes smaller than you. You cannot grapple a creature that is two or more sizes larger than you.

Limb. You attempt to restrict one of the target's limbs. This grapple requires you to have a hand free, and occupies it.

If you win, the target's limb is restricted. It cannot use that limb until the grapple ends. This has the following effects based on what the limb is used for (multiple of the following cases may apply):

Activation. If the target requires the limb to perform a specific action or use an ability, such as casting a spell or steering a vehicle, it is unable to do so.

Holding. If the target is holding an object in its restricted limb, it cannot use that object. This does not restrict the target from dropping the object it's holding.

Mobility. If the target uses the limb to move, its speed is affected. If the target has a single mobility-limb, its speed is reduced to 0. If the target has 2 such limbs, its speed is halved. If the target has more than 2 legs, its speed is instead reduced by 5 feet.

While you hold onto the target's limb, you and the target drag each other when you move. Dragging in this way requires twice as much movement as normal.

The target can use 3 counts on its turn to repeat the opposed check, freeing itself if it wins. The grapple also ends if an effect causes you and the target to no longer be in adjacent spaces. Otherwise, the grapple continues until you decide to end it anytime (no action required).

Movement. You attempt to prevent the target from moving. This grapple occupies two of your hands, but you can be holding objects in them, which you can only effectively utilize one of at a time.

If you win, the target's speed becomes 0 until the grapple ends. If the target has multiple speeds, they all become 0 until the grapple ends. The target also cannot benefit from any bonus to its speed until the grapple ends. This does not prevent the target from using abilities it may have that allow it to move independent of its speed, such as teleportation.

While it is grappled, you can drag the target with you when you move. Dragging a creature you have grappled requires twice as much movement as normal.

The target can use 3 counts on its turn to repeat the opposed check, freeing itself if it wins. The grapple also ends if an effect causes you and the target to no longer be in adjacent spaces. Otherwise, the grapple continues until you decide to end it anytime (no action required).

Object. You attempt to take an object that the target is holding or carrying in an easily-accessible manner. This grapple requires you to have a hand free, and occupies it.

If you win, you grab the object. If the object can be easily removed from the target (such as a dagger loose in a sheath), you take it and gain physical control over the object.

If the object is not loose, such as if it is held or fastened to a belt, then you and the target enter a struggle for control over the object. At the start of each of your and the target's turns, repeat the opposed check. The first to win twice (the wins don't need to be consecutive) gains control over the object.

While a struggle for control of an object persists, you and the target drag each other when you move. Dragging in this way requires twice as much movement as normal.

A struggle for control over an object persists until you or the target gain control (as described above). It ends early if you or the target voluntarily release the object, giving control to the other. It also ends early if an effect causes you and the target to no longer be in adjacent spaces. In these cases, the GM decides whether you or the target have control of the object, or whether you both lose control of it.

Shove Attacks
You can attempt to push other creatures. When you take the Attack action, you can make a special shove attack against a creature within 5 feet of you. When you do so, roll a Force check, opposed by the target's Agility or Force check (its choice).

If you win, you can push the target up to 10 feet in a horizontal direction, or knock it prone.

Climbing Creatures
You can climb on creatures. To do so, the creature must have a larger size code than you. When you take the Attack action, you can attempt to climb a creature within 5 feet of you, instead of making a normal attack. When you do so, roll an Agility or Force check (your choice), opposed by the target's Agility or Force check (its choice).

If you win, you enter the creature's space and climb on it. You remain on the creature until you leave its space. While you remain on the creature, you move with it, and can move around within its space. If the creature is exactly one size larger than you, its speed is halved while you are on it.

The creature can use 2 counts on its turn to repeat the opposed check. If it wins, it knocks you off of it into an unoccupied space adjacent to it (randomly decide if there are multiple such spaces). You can also use your own movement to get off the creature, choosing which adjacent and unoccupied space you land in.

Multi-Weapon Fighting
You can fight using more than one weapon. To do so, you must have hands free to hold each weapon. Whenever you make an attack while holding more than one weapon, you must specify which weapon you are using for the attack before you check to hit. If you can make multiple attacks at once, you can make any attack with any weapon you are holding. However, you must still choose which weapon to use before each attack.

Multi-Attack. If you are wielding multiple weapons, you can make multiple attacks on your turn. When you make an attack with a weapon on your turn, you can immediately take a special version of the Attack action called the Multi-Attack action.

The Multi-Attack action costs 1 less count than the Attack action normally does for you (to a minimum of 0 counts), and you can take it in addition to the action you already took. When

you take the Multi-Attack action, you make a special weapon attack using a different weapon than you did for your first attack. This special attack has a d12 disadvantage.

More than Two Weapons. You may be able to wield more than two weapons at once (such as if you have more than 2 arms). If you wield 3 or more weapons, you can take the Multi-Attack action for as many extra weapons as you wield. Each Multi-Weapon attack that you make past the first has a d20 disadvantage, instead of a d12 disadvantage.

Light Weapons. Light weapons are built for multi-weapon fighting. If you make an attack using a Light weapon, and then take the Multi-Attack action using another Light weapon, the special attack does not have a d12 disadvantage.

If you take the Multi-Attack action more than once using Light weapons, the special attacks past the first have a d10 disadvantage, instead of a d20 disadvantage.

Opportunity Attacks

In certain situations, some combatants can make attacks against other combatants as reactions. The most common way in which this occurs is when an opportunity attack is provoked.

Whenever an opportunity attack is provoked, there are two parties in the event. The provoking creature is the one who can be attacked. The provoked creature is the one who can choose to make the attack as a reaction.

If the provoked creature chooses to take the opportunity attack, they can use 1 count as a reaction to make a single attack roll against the provoking creature. The attack must be made using a physical weapon or unarmed strike. Additionally, the provoking creature must be within the range of the weapon used to make the attack.

The primary way in which opportunity attacks are provoked is when a creature moves out of another's melee reach. This reach is 5 feet by default, but may be increased by the wielding of certain melee weapons or by special features. In this case, the creature that is moving away provokes an opportunity attack from the other. To take this type of opportunity attack, the provoked creature must make a melee attack using a weapon or an unarmed strike.

Many opportunity attacks, such as the example above, are provoked when a creature moves into or out of certain spaces. In such cases, the attack occurs immediately before the movement.

Movement-provoked opportunity attacks are only triggered by intentional physical movement. If a creature teleports into or out of a space, it does not provoke an opportunity attack that is based on movement. Similarly, a creature that is moved unwillingly does not trigger an opportunity attack. This may happen if a creature is grappled and dragged by another, or if a creature is thrown by an explosion.

Unarmed Combat

When you have no weapon or other method of attacking, you can still make an unarmed strike. This represents a punch, kick, or other attack that you can make with your body. This attack uses your Force die and must be made against a target within 5 feet of you.

You use the following damage table for your unarmed strikes. You also use the table for your defense rolls if you wield no armor. When you are attacked without armor, roll your Agility die on the table, and use the result as your damage reduction.

Damage	2	1	—
Die Roll	1	2-9	10-20

If the target of your unarmed strike rolls a critical defense, and you don't roll a critical hit, you take 1 damage.

Cover

Various objects can provide cover for a target, making them more difficult to hit. A target only benefits from cover when an attack or effect originates on the opposite side of the cover.

Additionally, some effects may be able to pass through cover, especially for cover made of softer materials. The cover may still provide some benefit against attacks if it blocks line of sight. The GM may consider cover to be ineffective against a given attack or effect, but may still retain benefits because of the visual block it provides.

There are three degrees of cover. Cover doesn't stack; If a creature has multiple sources of cover, only one instance of the most protective degree applies.

Light cover grants a d20 advantage to its target's defense rolls. Targets with light cover also take half damage from explosions and similar effects originating on the other side of the cover. Light cover could represent a low wall, a crate, a piece of furniture, or a creature.

Heavy cover grants a d10 advantage to its target's defense rolls. Targets with light cover also take half damage from explosions and similar effects originating on the other side of the cover. Heavy cover could represent a structural column, a large tree trunk, or a small vehicle.

Total cover prevents a target from being directly targeted by an attack or effect. Some effects can still target them in an area of effect. Targets with total cover also take no damage from explosions and similar effects originating on the other side of the cover.

Health and Damage

In TGN, every creature's measure of cuts, bruises, and other harm is measured by damage. Creatures can try to keep fighting as they take damage, but every hit has the chance to leave lasting scars.

Damage

In TGN, creatures are rarely damaged head-on. Rather, you take a glancing blow, you block the full brunt of an attack, or your armor dampens the impact. However, these instances of defense, evasion, and luck wear on each person, and everyone can only take so much before they start getting injured.

Whenever you hit a creature with an attack, spell, or other harmful ability, you deal damage to it. Each weapon, spell, and harmful ability specifies how much damage it deals for each result on its die. You roll the die, add any modifiers, and apply the damage to your target. When you take damage, you add the amount of damage you take to your current damage.

Various effects can grant bonuses and penalties to damage. A penalty can never cause an attack to deal negative damage.

If an effect deals damage to more than one target, roll the damage once and apply it to all of them.

Your damage counts up from zero, and can be any whole number. The amount of damage you have doesn't impact your capabilities.

Damage Modifiers

There are some attributes that objects and creatures can have which affects how much damage they take. They are primarily possessed by objects and monsters, but players may be able to gain them. You only have a damage modifier if a feature or trait specifies that you do.

Immunities

An object or creature with a damage immunity takes no damage. A damage resistance can be for all damage or for a specific type of damage. Examples of specific damage immunities are immunity to damage from poison or immunity to damage from ice or cold effects.

Resistances

An object or creature with a damage resistance takes half as much damage as normal. A damage resistance can be for all damage or for a specific type of damage. Examples of specific damage resistances are resistance to magical damage or resistance to damage dealt by undead creatures.

Damage resistances do not stack. If you have multiple resistances that apply to the same type of damage, the damage is only halved once.

Thresholds

An object or creature with a damage threshold only takes damage that is dealt in large amounts. A damage threshold is a number. If the object or creature is subjected to damage that is less than the threshold, it is ignored. If the damage meets or exceeds the damage threshold, it is taken like normal.

Vulnerability

An object or creature with a damage vulnerability takes twice as much damage as normal. A damage vulnerability can be for all damage or for a specific type of damage. Examples of specific damage vulnerabilities are vulnerability to fire, or vulnerability to damage from bludgeons.

Damage vulnerabilities do not stack. If you have multiple vulnerabilities that apply to the same type of damage, the damage is only doubled once.

Shield Points

Some features and items grant shield points to a creature. Shield points act as a buffer against taking damage. This can represent an actual physical shield, a boost of morale, a magical energizing effect, or some other supportive force.

When you have shield points and take damage, the shield points are subtracted from the damage, and any left over damage, if there is any, carries over to add to your current damage. For example, if you have 3 shield points and you take 8 damage, you lose the shield points and increase your current damage by 5.

If you get shield points from multiple sources, you add them together. If an ability, equipment piece, or other source of shield points requires you to track the specific amount of shield points you have from it, track them separate from any other shield points you have. When doing so, you can choose what shield points to subtract from damage first when you are hit.

Shield points can't be regenerated; once you lose them, they are gone. Unless the feature that grants you shield points has a duration, they last until they are depleted or until you gain a long or extended rest.

Healing

Damage isn't permanent. Resting can reduce your damage (as described in the Rest section earlier in this chapter). Mundane and magical means can also reduce your damage in shorter amounts of time.

When you receive healing, the effect or ability will state by how much your damage is reduced. Your damage cannot be reduced below 0, so any healing in excess of this point is ignored.

Health Checks

Damage itself doesn't affect your capabilities. Instead, once you take too much damage, you must roll a die to avoid long-lasting injuries.

Every creature has a Health die, which has a size like any other die. However, in the case of your Health die, having a large die size is good. For players, your Health die size is determined by your class. Each creature also has a breakpoint, which represents how much they can endure without risk of trauma. For players, this breakpoint is determined by your class, and increases with your level.

If your damage is increased to an amount greater than your breakpoint, you must immediately roll a Health check using your Health die. To succeed this check, you must roll greater than the amount of damage you have *beyond* your breakpoint.

For example, if your breakpoint is 5, and your damage is increased to 8, you must roll a Health check. You must roll above a 3 (current damage - breakpoint) to succeed this check. If you roll a 3 or smaller, you fail the check.

If you succeed on your Health check, nothing happens. If you fail the Health check, 3 things immediately occur.

- You fall unconscious and are unstable.
- You lose 10 counts.
- You gain a trauma.

Stability and Death

An unstable creature is on the brink of death. You can only become unstable if you fail a Health check due to taking damage, or if a rule specifically says that you do.

You become stable if your current damage is reduced to equal your breakpoint or less than it. Additionally, if you are unstable, a creature within 5 feet of you can use 5 counts to roll a threshold 8 Medicine check. The creature can roll its die for a medkit as an advantage on this check if it uses one. On a success, you become stable.

A stable creature remains unconscious until its damage is reduced to equal its breakpoint or less than it. A stable creature is considered to be automatically resting, meaning it can reduce its damage after gaining a long rest and potentially wake up.

A stable creature becomes unstable again if it takes damage that increases its current damage to over its breakpoint.

If you are unstable at the start of your turn, you must roll a Health check. If you succeed, you become stable. If you fail, you die.

Trauma

Whenever you gain a trauma, it represents a brutal attack, mind-wrecking horror, or some other traumatizing experience. A trauma is a semi-permanent physical or mental impairment that your character suffers from the encounter.

The exact description of the trauma that you gain should depend on the situation that led to you gaining the trauma. It could relate to who you were fighting. For example, if you were fighting a band of ferocious orcs, you could

gain a severe fear of orcs, or "savage" creatures. The trauma could also reflect what circumstances led to the combat. For example, if you were abandoned by your allies and forced to fight alone, then you could gain trust issues.

If you fail multiple Health checks in a single combat without dying, you could gain multiple traumas. Alternatively, you and the GM might decide that you get a single trauma with increased severity or complexity.

You do not have to decide upon what the trauma you gain is as soon as you gain it. Unless it is immediately obvious what the trauma should be, you can wait until combat has finished to work out the details of the trauma.

Some examples of traumas are listed below, divided between physical and social effects. When you suffer trauma, you can choose from the list, or work with your GM to create one appropriate for your circumstances. Trauma can have mechanics that impact your abilities, but can be just as impactful, if not more

impactful, if it changes how your character socially interacts with the world.

Removing Trauma

Trauma is somewhat permanent because it is not healed through resting. Depending on the specific trauma, a character might not ever be able to fully recover. However, technology does exist that can alleviate the pains of trauma. For example, if a character's trauma is a missing limb, prosthetic limbs can be found in most well-developed civilizations. Acquiring a prosthetic limb might remove the mechanical downsides of the missing limb, at the GM's discretion.

In the case of more social traumas, that represent a mental or emotional scar, the GM might allow the trauma to be removed through roleplay. For example, a distrust of a character's allies could be alleviated over time as the crew works together and succeeds through teamwork.

The ability for trauma to be healed or removed should ultimately be up to the character's player and the GM.

Physical Trauma	Social Trauma
• Your leg or foot was torn or cut off. Your speed is halved, and you have a d10 disadvantage on checks that involve your legs. • You lost an eye. You have a d10 disadvantage on attacks with ranged weapons as well as Awareness checks involving sight. If you only had one eye, you are blinded. • Your arm or hand was torn or cut off. You only have one free hand, and you cannot hold objects with two hands, unless you previously had more than two arms. • You are permanently deafened. • You experience uncontrollable tremors, which impose a d10 disadvantage on checks you make to move with precision. • Your Force die is increased by one size.	• You gain a fear related to what caused your trauma. You are anxious around the source of your fear, and have a d20 disadvantage on checks you make while you can see the source of your fear. • You experience frequent hallucinations about your traumatic event. These can lead to awkward situations. You have a d10 disadvantage on Speech checks. • You battle anxiety when you are stressed. When your current damage is at or above your breakpoint, every action you take costs one additional count. • You disconnect from reality. Sometimes, you find it hard to care about anything going on. • You gain the flaw "I cannot trust my allies."

Enemies and Death

The GM can choose to have enemy creatures die as soon as their damage hits their breakpoint, rather than track Health die sizes and Trauma. One option is to give Intelligent creatures Health dice, and to have other creatures die upon reaching their breakpoints.

Alternatively, the GM could have all creatures die upon reaching their breakpoints by default.

Then they can give Health dice to specific enemies and NPCs that are important to the story.

Another thing to consider as a GM is that few intelligent creatures would want to fight to the death. Once a creature's damage reaches its breakpoint, it might surrender, flee, or otherwise stop fighting to try to escape the danger it is in.

Knocking Creatures Out _____

If an attacker wants to knock out a foe, instead of giving them trauma, they must use a non-lethal method for the attack. Magical attacks cannot be non-lethal. Additionally, weapons that fire sharp ammunition at the target, like firearms, cannot be non-lethal, unless they are used for a melee attack, like a pistol whip.

When the attacker declares a non-lethal attack and deals damage to the target, the target must roll a Health check as usual. However, if they fail the check, the target is automatically stable, and doesn't gain trauma from the failure. The target remains unconscious for 1d8 hours, or until it is woken up by reasonable means.

Social Interaction

Generally, a large portion of a TGN game will be spent outside of combat. Additionally, a lot of this time will involve interactions between the players' characters, as well as with NPCs. The following rules are focused on this social interaction that makes up a large portion of the game.

Languages

The galaxy is home to many cultures and races. The vast majority of these groups have their own unique languages. However, across the galaxy, clusters of solar systems have started to adopt common languages. These common languages allow different societies to engage in business and politics with each other.

Common Languages

Languages that are spoken by many groups across multiple solar systems are considered common languages. They often stem from one race's

Locations that often see people of diverse backgrounds are likely to utilize common languages. Travel hubs or interplanetary businesses are prime examples of where common languages are spoken. Individual people often use their native languages when speaking with others that know them, but common languages are the main thing that a galactic traveler will hear in their interactions.

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Languages in a Campaign

Communication is crucial in dangerous circumstances and time-sensitive situations. Having to use simplistic gestures that may prove ineffective or confusing can be dangerous, or even worse, annoying.

When your group is beginning a campaign, it is heavily recommended to select a common language for the entire party to speak. When creating characters, each player will choose to learn that language, whether through their race or their background. Alternatively, each character can just learn the common language for free.

This way, the entire crew can communicate with each other easily and effectively. Even if the common language is selected as a character's non-native language, they can still speak with the party.

If your group does choose a common language, as the GM, consider allowing this language to feature prominently in your campaign's locations, NPCs, and other information. Using other languages in specific instances can add intrigue and mystery to the story. However, the players should be able to understand the story without seeking out a translator at every turn.

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Native Languages

Beyond common languages, most cultures have their own native languages. Small, isolated civilizations or those based in tradition might only speak their native language.

Native languages can be learned and taught like any common language. However, the use of these languages outside of the place where they came from is very limited.

Some monsters or other beasts might use a form of communication similar to language, such as growls or chirps. Unless a person has the ability to understand the meaning of these sounds and replicate them, they are unlikely to learn the language in any meaningful way.

Using Languages

Creatures that can speak and understand the same language can converse freely with each other. This is true for creatures speaking in the same or different dialects. A dialect difference may be the difference in some word meanings and phrase usages, but speakers can

understand these using context clues and experience.

Creatures that do not understand the same language cannot easily communicate. A creature might make a Speech check in order to communicate an idea across a language barrier. A creature might make an Awareness check to understand such a message. Communicating a message across a language barrier takes at least twice as long as it would normally, if it's possible at all.

Character Traits

Every creature in the Galactic Neighborhood has at least one bond, flaw, and ideal. These character traits don't necessarily translate directly to personality; character traits define a creature's purest intentions. When you are in doubt as to how your character would react to a situation, you can reference their character traits to remind yourself of how they might be inclined to think or act.

Whenever you act in a way that reflects one of your character traits, you record one character growth mark. When you have gotten 5 character growth marks in a category, you gain an enhancement point. Additionally, when this happens, you can choose to spend your enhancement points on one or more new enhancements the next time you gain an extended rest.

Bonds

A creature can have a bond with a person, location, or some other tangible thing that it has reason to care about. For example, a mother might have a bond with her children, and a bank owner might have a bond with his vault. A bond does not have to be mutual; a bond just represents an individual's care for a particular thing.

Bonds can be used to inform roleplay decisions, which can in turn change bonds. A creature might gain a new bond with a new friend or a new home. A creature might also lose a bond if its bond dies or is destroyed, or if it has reason to stop caring for it.

Bonds can also factor into social contests. A creature is more likely to be persuaded, or perhaps deceived, by a close friend than someone it doesn't trust.

The GM might decide that a bond affects a different roll or value during the game. For example, a deception contest made to trick a bonded person into harm's way might begin with a higher DC.

The table below lists some common examples of bonds.

d8	Person Bond	Location Bond
1	Apprentice	City or Town
2	Crew or Team	Guildhall
3	Family	Home
4	Friend	Nature
5	Government	Place of Work
6	Guild	Planet
7	Loved One	Safe or Vault
8	Medical Expert	Spaceship

Flaws

A flaw can involve a mindset, a strong desire, or a lack of character. A flaw is not a simple fault that can be negated with practice, items, or "knowing better." Flaws are imperfections that cause a creature to act in harmful ways or otherwise against their own better interests. For example, a flaw labeled "Greed" would more likely indicate an unignorable desire for wealth than the sticky hands of a pickpocket.

Flaws can be used to inform roleplay decisions. Roleplay also has the potential to affect a creature's flaws. A creature might gain a flaw when it gains trauma or when its life is negatively impacted in an immense way. They might lose a flaw if they are shown the error of their ways or deeply affected by a display of another.

Flaws can factor into social contests. A creature might be easier to appeal to if its flaws are specifically targeted.

The GM might decide that a flaw affects a different roll or value during the game. For example, a check made to play dead against a monster still might have a penalty if the creature has a phobia of that monster.

The following table lists some common examples of flaws.

d8	Mental Flaw	Moral Flaw
1	Addiction	Ego
2	Anger Issues	Greed
3	Bad Liar	Jealousy
4	Fear of Failure	Obsessive
5	Inconsiderate	Self-Preservation
6	Intrusive Thoughts	Stubborn
7	Overthinking	Trust Issues
8	Phobia	Violent

Ideals

Ideals represent beliefs that your character has; things they will fight for. Ideals can be a strong and precise belief that a creature developed over time, a subconscious way of acting that arises naturally, or anything in-between. Whether a creature with an ideal is aware of it or not, there are some things that they will and won't stand for. An ideal might alternatively be something that a creature lacks and wants to gain or embody; an ideal can be a goal for a creature to work towards.

Flaws are a strong way to inform roleplay decisions, especially during morally gray activities. Roleplay can also change a creature's ideals. They might lose an ideal if they are convinced of the futility of such a belief. A creature might gain an ideal after experiencing a horrible injustice, crime, or other moving event.

Ideals can factor into social contests. An appeal to support peace protests would be more effective to a pacifist than the leader of a primal tribe.

The GM might decide that an ideal affects a different roll or value during the game. For example, a creature giving a passionate speech about defending a woodland from foresters might have a bonus if they have the Natural World ideal.

The following table lists some examples of ideals, divided into personal ideals and external ideals.

d12	Personal Ideals	Worldly Ideals
1	Aspiration	Change
2	Creativity	Charity
3	Fairness	Community
4	Faith	Destiny
5	Generosity	Freedom
6	Glory	Live and Let Live
7	Honesty	Natural World
8	Honor	Pacifism
9	Independence	Redemption
10	Logic	Responsibility
11	Respect	Survival of the Fittest
12	Self-Improvement	Tradition

Optional: Character Growth

At the GM's discretion, the group can use this optional rule: character growth. This is an option that allows characters to gain extra enhancement points when they act according to their character traits.

With this rule, whenever a character makes a meaningful choice or action that reflects one of their Bonds, Flaws, or Ideals, they record one character mark. A character mark is specific to the category of the relevant character trait, meaning players have separate amounts of character marks for Bonds, Flaws, and Ideas.

When a character gains a 5th character mark in a category, they gain an enhancement point. Then, the character cannot gain any more character marks in that category, until they level up.

When you level up, if you have 5 marks in any category, you reset that category back to 0 marks. This means that a character can only gain one enhancement point per category, per level (meaning a maximum of 3 extra enhancement points per level).

Additionally, when a character gains an enhancement point through character growth, they can spend their enhancement points the next time they gain an extended rest. They can spend any enhancement points they wish to, as if they were leveling up.

Awarding Character Marks

As the GM, you have the final say of when character marks should be awarded. It is recommended that you allow players to suggest when their or a fellow player's actions reflect one of their character traits. This is because if they didn't, you would have to remember and always be mindful of each player's character traits.

In general, character marks should be awarded when a choice is made. A character that would have acted in a certain way, regardless of their character traits, should not be awarded a mark for it. Character marks should award individual, motivated action, not group participation.

Here are some examples of when character marks could be awarded. Note that character marks don't necessarily reward good behavior.

- A character decides to save their sibling instead of multiple others.
- The captain of a ship decides to spend their free time on maintenance instead of fun and relaxation.
- A kleptomaniac tries to steal an extra gem from a museum, despite knowing that they'll probably get caught by the alarm system.
- A jealous character goes out of their way to defame or sabotage a rival.
- An honor-oriented character grants mercy to an unarmed foe, even though letting them go will cause trouble later.
- A charitous character gives their spoils of an adventure to the poor.

Character marks should not be awarded incredibly often. It is recommended that no player be able to gain 5 character marks within a category in a single level. This guideline helps to keep the players balanced, because no one player can suddenly shoot ahead of any other.

Another guideline that you could use is to try to award a handful of character marks per game session. This is a very rough estimate, but it can help to guide the flow of character growth. The amount may increase if you have a lot of players, or if a game session happens to be particularly story-focused. The amount may decrease if you have only one or two players, or if a game session is taken up by a lot of combat (although character-driven action can also occur during combat).

When to Use Character Growth

As the GM, determine whether character growth is appropriate for your game. If your group focuses heavily on roleplay, and every player makes all of their decisions according to their character's personality, then character growth may be redundant. If every player will often be gaining character marks, then using character growth will just add extra enhancement points to the game.

The main goal of character growth is to encourage players to play in ways that reflect their characters, even if they are perhaps more shy or less inclined to roleplaying. If you want to encourage roleplay in your group, consider using character growth.

Keep in mind that character growth can cause imbalance between players, because players may not gain equal amounts of character marks, and therefore, enhancement points. This imbalance becomes less impactful at higher levels, but can be noticeable. Hypothetically, a 10th level character could have gained and spent up to 30 more enhancement points than another. This is not the intention of this rule in the sleightlest, and can be avoided by a careful GM, but it is still mechanically possible.

Social Contests

Whenever you try to encourage specific action for another creature, you can use a social contest. A social contest consists of three Influence checks made in succession against a changing threshold.

Players can request to initiate a social contest, and the GM decides when a social contest should be used. A social contest isn't appropriate for every small interaction. For quick, insignificant conversations with random NPCs, the GM might decide that a single check against a threshold or contested roll would be better for the game's flow.

A GM might also decide that even though the player wants to talk, the other party might initiate a more physical conflict before the player gets the chance. This is an edge case, though.

A social contest is best used for exchanges that are expected to last longer than a minute. It can also be used for social encounters that the GM expects to impact the story of the game. A social contest can be initiated in the middle

of a dialogue, which adds additional impact to the contest.

A social contest is not designed for completely changing the mind of an individual. Deceiving, intimidating, or persuading a creature to perform some action represents a specific instance. For example, persuading a faction to grant you supplies for a mission does not guarantee that they will do so again in the future. Gaining this sort of assistance would require more in-depth roleplay or a higher reputation score with the faction.

Specific Social Contests

When a social contest is initiated, the party who initiates it declares their goal and their method. The goal can be whatever the initiator wants, and the GM assigns a base threshold to this goal (a list of examples is shown below). The method can be Deception, Intimidation, or Persuasion, which should fit how they intend to interact with the other party.

Alternatively, as a player roleplays a conversation, the GM can mentally begin a social contest. With this mindset, the exact goal of the contest is left vague, but the GM estimates a starting threshold based on what they think the player is trying to accomplish.

Goals	
T	Example Goals
10	Ask a friend to risk their status for you, Haggle prices with a merchant
7	Convince a civilian to give you one of their possessions, Intimidate a criminal to stop messing with you
5	Make a guard let you into a location, Sway a politician to support a policy
3	Ask someone to risk their life for you, Convince a ruler to grant you resources

Then, identify the opposing party's stance on the subject. This represents either a defined opinion on the issue, or a subconscious amount of effort they are willing to put in to hold their ground. The stance of the opposition subtracts from or adds to the threshold of the contest, as shown below.

Initial Stance	
T	Stance
+3	Stubbornly Agree
+2	Strongly Agree
+1	Agree
+0	Neutral
-1	Disagree
-2	Strongly Disagree
-3	Stubbornly Disagree

Deception
You attempt to lie, warp information, or otherwise deceive the opposition. This method can result in great success socially, but it has the risk of getting caught, which can complicate the issue.

Relationship
First, you define the relationship between the initiator and the opposition. The relationship decreases or increases the threshold of the contest. It's easier to sway a stranger or someone who trusts you than an enemy.

Relationship (Deception)	
T	Example Relationship
+3	Stranger
+2	Acquaintance, In an allied faction
+1	Good friend, Strong ally
+0	Very close friend, Family
-1	In an enemy faction
-2	Direct enemy
-3	Hostile creature

Starting Point
Next, the initiator describes and/or roleplays how they begin their deception. Below is a list of examples of starting points. This describes what method of deceit the initiator wants to pull on the opposition.

Each starting point has a Power value. This represents the basic appeal of each starting point. The GM can increase or decrease the power of a starting point according to the opposition's values or knowledge.

Once the initiator chooses their starting point, they roll a Speech check against the current threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Starting Point (Deception)

Power	Example Starting Points
1	Confusion, Logical loophole, Warping of facts
2	Inflation of importance, Power opportunity
3	Imminent danger

Main Target

Then, the initiator describes and/or roleplays how they apply their deception to the opposition. An effective argument should be linked to the opposition's own beliefs or experience.

Each target has a Power value. This represents how effective a target is. The GM can increase or decrease the power of a main target based on its importance to the opposition.

Once the initiator chooses their main target, they roll another Speech check against the new threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Main Target (Deception)

Power	Example Main Targets
1	Politics, Relationships
2	Flaws, Ideals
3	Fears, Bonds

Conclusion

Finally, to define the result of the contest, the initiator describes or roleplays their final effort in the deceit. This might involve an extravagant performance or a well-timed external event.

The initiator rolls a final Influence check. The difference between their total and the threshold of the contest determines the outcome of the contest.

Conclusion (Deception)

Difference	Conclusion
+5 or less	The opposition realizes you have been deceiving them. You lose one reputation point with the opposition. The opposition may become hostile towards you, if they are inclined to do so.
+1 to +4	The opposition refuses.
0 to -2	The opposition is willing to cooperate, but only if they get something in return.
-3, -4	The opposition is willing to cooperate, though not extensively.
-5 or higher	The opposition cooperates to the best of their ability.

Intimidation

You attempt to impose fear in the opposition so they give in to your wishes. Intimidation can be performed verbally, physically, or even subtly.

Intimidation almost never leads to a friendly relationship, whether you are successful in getting what you want or not.

Relationship (Intimidation)

T	Example Relationship
-3	Stranger
-2	Acquaintance
-1	In an enemy or allied faction
+0	Hostile creature
+1	Good friend
+2	Direct enemy, Strong ally
+3	Very close friend, family

Relationship

First, you define the relationship between the initiator and the opposition. The relationship increases or decreases the threshold of the contest. A stranger is more likely to be scared than a family member who knows you well.

Starting Points

Next, the initiator describes and/or roleplays how they begin their intimidation. Below is a list of examples of starting points. This describes what show of power or force that the initiator wants to attempt.

Each starting point has a Power value. This represents the basic appeal of each starting point. The GM can increase or decrease the power of a starting point according to the opposition's values or knowledge.

Once the initiator chooses their starting point, they roll a Force or Speech check against the current threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Starting Point (Intimidation)	
Power	Example Starting Points
1	Display of capabilities, Imposing presence, Political threat
2	Humiliation, Subtle threat
3	Direct physical threat

Main Target

Then, the initiator describes and/or roleplays how they apply their intimidation to the opposition. A fearsome display should utilize an awareness of the target's weaknesses and fears.

Each target has a Power value. This represents how effective a target is. The GM can increase or decrease the power of a main target based on its importance to the opposition.

Main Target (Intimidation)	
Power	Example Main Targets
1	Ideals, Politics
2	Flaws, Relationships
3	Fears, Bonds

Once the initiator chooses their main target, they roll a Speech check against the new threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Conclusion

Finally, to define the result of the contest, the initiator rolls a final Force or Speech check. The difference between their total and the threshold of the contest determines the outcome of the contest.

Result (Intimidation)	
Difference	Result
+5 or more	The opposition finds your intimidation laughable.
+1 to +4	The opposition is unaffected by your intimidation.
0, -1, -2	The opposition is willing to comply, but only to the point of avoiding your threats.
-3, -4	The opposition is intimidated, and will comply with your demands in the short term.
-5 or more	The opposition is very fearful and cooperates to the best of their ability.

Persuasion

You try to appeal to a creature's ethics, logic, or emotion. The contest is intended to remain civil and cooperative. Persuasion has the least risk associated with it, because it assumes "friendly" intentions.

Persuasion is generally the hardest path to achieving what you want, because it takes an honest approach to changing minds. While it is the most difficult to effectively use, persuasion can lead to long-lasting relationships and changes of thinking.

Relationship

First, you define the relationship between the initiator and the opposition. The relationship also increases or decreases the threshold of the contest. A friend is more inclined to listen than a complete stranger.

Relationship (Persuasion)	
T	Initial Stance
+3	Stubbornly Agree
+2	Strongly Agree
+1	Agree
+0	Neutral
-1	Disagree
-2	Strongly Disagree
-3	Stubbornly Disagree

Starting Points

Next, the initiator describes and/or roleplays how they begin their persuasion. Below is a list of examples of starting points. This describes what type of appeal the initiator wants to use in their argument.

Each starting point has a Power value. This represents the basic appeal of each starting point. The GM can increase or decrease the power of a starting point according to the opposition's values or knowledge.

Once the initiator chooses their starting point, they roll a Speech check against the current threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Starting Point (Persuasion)	
Power	Example Starting Points
1	Logical appeal, Social politics, Tradition
2	Humanity, Wealth
3	Imminent danger

Main Target

Then, the initiator describes and/or roleplays how they apply their argument to the opposition. An effective argument should be linked to the opposition's own beliefs or experience.

Each target has a Power value. This represents how effective a target is. The GM can increase or decrease the power of a main target based on its importance to the opposition.

Once the initiator chooses their main target, they roll another Speech check against the new threshold. If they succeed, the threshold is increased by the power value. If they fail, the threshold is decreased by the power value.

Main Target (Persuasion)	
Power	Example Main Targets
1	Politics, Relationships
2	Flaws, Ideals
3	Fears, Bonds

Conclusion

Finally, to define the result of the contest, the initiator rolls a final Speech check. The difference between their total and the threshold of the contest determines the outcome of the contest.

Result (Persuasion)	
Difference	Result
+5 or more	The opposition refuses and your relationship is slightly hurt.
+1 to +4	The opposition refuses.
0, -1, -2	The opposition is willing to cooperate, but only if they get something in return.
-3, -4	The opposition is willing to cooperate, though not extensively.
-5 or more	The opposition cooperates to the best of their ability.

Secretive Contests

Sometimes, the players might not know how a certain individual will respond to their argument. The players might not know where they initially stand, or how much they trust the player's opinion. In these cases, you can keep the threshold of a social contest secret. You could choose to reveal the outcome of a player's Speech check's through the ensuing dialogue, rather than directly telling them.

With particularly secretive or mysterious individuals, a player might finish a social

contest still wondering whether they succeeded or not. While a social contest usually has a result, the opposition might not openly express this result. This approach can lead to suspense and drama as the players wonder if they can truly trust their allies to help them.

Fakers

Sometimes, an individual might be completely lying about their relationship with the players. A spy might act like a close ally of the players, only to betray them. These fakers can make a social contest more complicated than usual.

If the player's initiate a social contest with an individual that has a different relationship or stance that they expect, you can keep this hidden. It is still encouraged that you have the player's argument affect the individual; the result just might differ from what the players expect it to be.

If you conventionally share the threshold of a contest with the players, you might decide to share a different threshold than is true. This fake threshold would reflect the individual's fake identity that they display to the player. In this case, the outcomes of the contest can reflect how the faker acts in response to the players.

If you usually keep the threshold of a contest unspoken or ambiguous, you can do the same for a lying individual. In this case, the faker can choose to put on whatever act they wish.

In the case of a lying individual, a discrepancy between the player's expectation of the result and the behavior they see can be a valuable way to expose lies and deceit. For example, a faker might arouse suspicion from the players if they roll a high Speech check, but the faker doesn't comply with their goal. This can be considered a form of metagaming, but it is difficult to avoid. Take care in deciding a faker's actions, and think about how the players expect them to act.

Roleplay-Heavy Contests

Consider how much roleplay should play into a social contest. Some players enjoy roleplaying, and might be annoyed by the interruptions of rolling Speech checks. These players also might dislike the idea of rolls determining how their character is portrayed.

Removing Checks

In some cases, you may choose to waive one or more of the Speech checks within a social contest. Instead, you can continuously roleplay, keeping track of the effectiveness of a player's role play mentally or with notes.

With this method, you could decide to only roll Speech checks when a player pauses their argument and asks the opposition something. This could be a rhetorical question or a sincere inquiry, but it acts as a moment where the opposition can collect their thoughts and possibly be swayed.

Passive Contests

You can also not have the player roll at all. In the case of strong or thorough roleplay, you might use a player's passive Speech score as a basis of the contest.

As the dialogue progresses, you can change this running passive check based on the displayed roleplay. If the player makes a strong argument using logic, or makes an appeal to the opposition's values, you can add a bonus to the passive check. If they fumble on their words or get confused about their argument, you can impose a penalty to the passive check.

You can determine the result of the contest whenever you feel the time is right. This could be after the player makes a particularly strong or weak point. It could also occur when the player directly asks the opposition what they think. To arrive at a result, you can compare the final passive check to the threshold of the contest on the appropriate Result table.

This method removes some of the stop-and-go of regular social contests, and relies more on a player's actual social skills. This method is not for everyone, but it can make for fluid social encounters that still possess a mechanical structure.

Factions

Criminal organizations, governments, guilds, religious sects, and ship crews. All of these groups of people are classified as types of **factions**. A faction in TGN is a group of NPCs who work under similar beliefs or motivations, and who can function as one entity for the purposes of interacting with the party.

Factions can have many uses relating to all of the players, including the GM. Factions allow the party to gain renown among large groups of NPCs which they might not even meet. They also help the GM organize the actions, properties, and opinions of a group of NPCs.

This chapter lays out mechanics for factions and using them in the story.

What is a Faction?

In general, when determining whether a group of NPCs is a faction, the GM can ask themselves the following questions. If the answer is yes or "it's complicated" for all three, then the group in question is likely a faction.

Are they connected? Within a faction, if one member is helped, hurt, trusted, or betrayed by the party, will it impact the opinions of the rest of the members. The party has an Influence Score for a faction, which represents their general social standing within the group.

Do they help each other? A faction has collective goals and beliefs that its members share. Members of a faction lend aid to each other, the degree of which depends on the faction. A high Influence Score might earn the party similar levels of help from the faction's members.

Do they share? Members of a faction share certain equipment, information, and other properties with each other, depending on the exact faction. If the party has a high Influence Score with the faction, they might be included in this sharing.

Influence

In TGN, your sway and general relationship with a faction is represented by your influence. This score is a value, negative or positive, that fluctuates with your interactions with the faction. You have a separate amount of influence for each faction that you interact with.

Your influence begins as 0, being a completely neutral relationship. The amount increases as you gain renown and trust with a faction, and it decreases as you become an enemy of the faction.

Influence represents your standing within the entire faction, not individual members. If you perform a favor for a single member of a faction, or become antagonistic to them, this does not generally indicate a change in influence. Unless the GM determines that the opinion of a single member would affect your standing within the faction (such as that of the leader of a small group), you do not gain or lose influence based on individual relationships.

Note that you don't need to be a member of a faction to have influence for it. Membership with a faction has its own benefits, independent of those provided by influence. The rules for faction membership are provided later in this chapter.

Party vs. Individual Influence

When tracking influence, the entire party often gains and loses influence in the same amount at the same times. In such cases, it may simplify the matter to track the entire group's influence as a single value, rather than a value for each player.

In some cases, however, influence is better to be tracked individually, such as when a character already has influence when they join the party.

Checks Using Influence

One of the main uses for influence is in gaining advantages on certain checks. When you make a check relating to a faction, your GM may determine that you gain an advantage on the check based on your influence with that faction.

The size of the possible advantage is shown below, based on your influence.

Influence	Advantage Die
10 to 19	d20
20 to 29	d12
30 to 39	d10
40 to 49	d8
50 to 59	d6
60 or more	d4

Similarly, if you have negative influence with a faction, the GM might determine that your check has a disadvantage. The size of this possible disadvantage is shown below based on your influence.

Influence	Disadvantage Die
-10 to -19	d4
-20 to -29	d6
-30 to -39	d8
-40 to -49	d10
-50 to -59	d12
-60 or less	d20

These advantages and disadvantages are only appropriate when the outcome of the check would be altered by your influence. Such checks mainly include persuading faction members, but the GM can determine that any check is affected by your influence.

Gaining/Losing Influence

You can gain influence with a faction when you become more popular in, trusted by, or incorporated into it. Conversely, you lose influence when you become less trusted or more antagonistic to it. When you gain or lose influence, the GM determines how much, based on the reason why you are gaining or losing it.

Some appropriate events for you to gain influence are shown below. Given with each example is a suggestion of the amount of influence to be gained for it.

Event	Value
Completing a mission assigned by a faction member.	1
Making a large donation to the faction.	2
Publicly furthering the faction's goals.	2
Harming a known enemy of the faction.	2
Rescuing a captured member of the faction.	3

Some appropriate events for you to lose influence are shown below. Given with each example is a suggestion of the amount of influence to be lost for it.

Event	Value
Failing to complete a mission assigned by a faction member.	1
Harming a member of the faction.	2
Publicly opposing the faction's goals.	2
Helping a known enemy of the faction.	2
Stealing from the faction.	3

The value of these events can be increased or decreased at the GM's discretion to reflect the significance of the event.

Additionally, if you accomplish multiple of the above examples in a single act, the GM might increase the amount of influence gained or loss, or even add together their values.

Spending Influence

Your influence with a faction can be spent to gain assistance from that faction. If you have 10 or more influence with a faction, you can then spend that influence to gain specific benefits from that faction. The exact benefits that you can buy are determined by the faction.

Each benefit that can be bought has a value. When you spend influence in this way, subtract the value from your influence.

Below are examples of benefits that factions may be able to provide, as well as values for each example.

Benefit	Value
Equipment provided by the faction.	1
Free service provided by the guild.	2
Public support in a social matter	2
Information kept by the guild.	2
Assistance by a faction member in a mission.	3

Digital World

Disabling security systems, programming viruses, and constructing programs to handle your business for you. All of these things, along with many more actions, fall into the rules of coding. These rules lay out mechanics needed for handling most digital technology in the game.

Servers

The programs, networks, and other collections of codes that a hacker may attempt to infiltrate are called servers. A server can be used to represent a company's website, a military database, a ship's interface, or other instances of complex code.

Servers have three defining properties, their layers, quality, and security type.

Server Layers

The organization of servers in TGN is server layers. Every server has up to 5 layers, which represent the levels of depth within that server's coding. Every server has a first layer, and additional layers are added to that as needed.

The processes that a server performs are called its functions. Functions consist of a piece of software and a server unit to support it. Every function of a server is located within one of its layers. In general, sensitive and valued functions of a server are placed in higher levels, because each level below must be hacked to reach them (see the Hacking section following this one).

Users of a server can be given access to certain amounts of layers of a server. If a user has access to a layer, it can use the functions of that layer, and edit the functions of all layers below that one. This allows for levels of functionality within a server, where certain users can use and edit different amounts of functions.

For example, an administrator may have access to the server's highest level, and therefore could use all of the server's functions. However, they couldn't make changes to the server's highest level; they could only use it. For another example, customers are usually given access only to the first layer, which allows them to use that layer's functions and prevents them from making any changes to the server.

A user with access to a layer of a server can grant access to that layer to other users. An example of this is online advertisements to visit a website, which is usually an access grant to the server's first layer. No user can gain access to a layer on their own without hacking the server.

Note that the creators of a server are often the only ones that can edit its highest level. This is because a server's highest layer often contains functions that are never intended to be altered, such as organizational files, high-importance programs, and foundational structures. If the owner of a server wanted to edit these functions, but the creator was no longer available, they would have to hack into their own server to do so.

Server Quality

The quality of a server defines its complexity and sophistication. High quality servers can support more users, perform with more efficiency, and use a wider variety of functions.

The quality of a server will depend on its environment and specific circumstances. The server of a bank on a planet that uses ground locomotion will be less sophisticated than the server of a bank on an orbiting space casino. The levels of quality are shown below, as well as an example of a server that might be of each quality.

Quality Level	Example Server
Poor	Personal network
Average	Local store
Reliable	Bank
Advanced	Tech company network
Cutting-edge	Military database

Security Type

Second, the security type of a server represents its defensive capabilities. Some servers are protected by simple codes, others by paid workers. The types of security are shown below. They affect the difficulty of hacking into a server, as described in the Hacking section after this one.

Static servers are the default type of security server. They have no special protection mechanisms. A static server has a single threshold that does not change in response to a hack.

Intelligent servers are the most difficult servers to hack, because they are adaptive. An intelligent server utilizes sensory subprograms and artificial intelligence to quickly detect and combat threats. Once it detects a threat, the server's threshold will begin to fall, increasing the difficulty of hacking over time.

Managed servers are constantly monitored by people in the real world, either a single individual or a group. Once detected, the hacker must make Coding checks opposed by those of the managers, rather than the initial threshold of the server.

Building a Server

Most servers will be controlled by NPCs, meaning the GM will create the server. Sometimes, players can also create their own servers for various purposes. Constructing a server from scratch is a simple matter of a few choices.

For a player, building a server means spending money on parts that determine certain server properties. The Technology section of chapter 2 has options for purchasing server parts. It also has options for purchasing functions to populate the server. Alternatively, a player could code their own server functions using programming long-term projects described in the Long-Term Activity section later in this chapter.

Number of Layers

The first choice is to determine how many layers the server will need. Consider what functions are intended to be placed in the server, as well as how many should be accessible by different groups.

Also note that the creator of a server has access to the highest layer. A personal server intended only to have two different user groups, users and creator, may only need one layer.

The following table provides examples of servers and how many layers they might have.

Example Server	Layers
Personal Website	1
Online Shopping Site	3
Corporate Network	4
Military Network	5

Placement of Functions

Next, select the server units and software you want to have in the server. Place each function on a layer of the server. Which layer you choose for each function is up to you, though each layer of the server must have at least a processing unit. See the Technology section of chapter 2 for server hardware and software options.

The following table provides suggestions for which layers functions may be placed on.

Example Function	Layer
Online Store	1
Security Cameras	2
Protected Database	4
Military Weapon Controls	5

Protections

Then, determine what type of security the server has. Does it have hired managers, overseeing AI, or ingrained defensive coding?

The cheapest option is to have no particular defenses. This makes the server static. Placing an AI in charge of the server's defense makes the server intelligent. Hiring managers to oversee the server makes the server managed. Options for hiring managers and purchasing AI defense programs can be found in chapter 2.

Server Alterations

Finally, select any special features or devices to add to the server, based on its purpose. Some hardwares or softwares found in the Technology section of chapter 2 give specific bonuses to the server they are applied to.

For example, a security program might increase the amount of checks required to hack into a server's database. A different program might log the presence of all users that access a designated layer of the server.

Networks

Servers alone can't fully represent the digital connectivity of well-developed societies. People can engage in cross-planet communication and access hundreds of websites from their home computers. These marvels are accomplished by networks.

A network is a group of servers that are connected by wireless data transmission technology. A network can consist of any amount of servers, provided there is ample network hardware to support them all. See the Technology section of chapter 2 for network hardware options and descriptions.

When servers are connected by a network, users of one server can access other servers on the network. Additionally, a network allows network computers, such as home computers and smartphones, to access these servers when it connects to the network.

Hacking

In most cases, hacking involves the hacker attempting to access and manipulate the code of a server. When this is the case, hacking is handled by a contest of Coding checks. These checks may be made against a static or fluctuating threshold, or an opposing Coding check.

Hacking can be performed using various equipment. Computers with access to the network that the target server also has access to are effective, including computers directly using the target server. See chapter 2 for other hacking equipment options.

Hacking into a server involves 2 or more Coding checks made by the hacker. The first check is made against the initial threshold of the server, determined by its type and quality. After the first check, the threshold may or may not change, based on the server type and its specifications.

Hacking Process

Hacking is a contest consisting of Coding checks made by the hacker against the server and its defenses. Use the following steps to resolve a hack.

Checks

Then, the hacker makes Coding checks against the server's threshold. The amount of checks required to succeed depends on the hacker's goal. Specifically, they must choose one of the server's functions that they want to access or change.

The hacker may be trying to access a function that is on a layer of the server that they can't access normally. In this case, the hacker must make a number of checks equal to how many layers their target is beyond the layer they can normally access.

For example, if a hacker is attempting to access a server's database on its 4th layer, and already has access to the 2nd layer, it must make two checks (4 - 2). If, instead, the hacker has no access to the server at all normally, they must make four checks (4 - 0).

Alternatively, the hacker may be trying to alter a function in a server. This increases the amount of checks required by 1, compared to just accessing functions.

For example, if a hacker is attempting to plant a virus in a function on a server's 3rd layer, and they normally can access the server's first layer, they must make three checks (3 - 1 + 1).

If at any point the hacker fails their Coding check, they cannot overcome the server's security and are kicked out of the server. The hacker doesn't accomplish their goal.

Quality

First, the GM considers the quality of the server's protective programs and artificial intelligence. Using this information, the GM determines the initial threshold.

Quality Level	Starting Threshold	Example Server
Poor	12	Personal devices
Average	10	Local store
Reliable	8	Bank
Advanced	5	Tech company
Extreme	3	Military database

Detection

With each check that the hacker makes, they risk detection by the server. The hacker is detected if they roll within a certain number of the server's threshold. This number is shown for each server quality in the Detection Range column below. Detection can occur whether the hacker succeeds or fails the check.

Quality Level	Detection Range
Poor	1
Average	2
Reliable	2
Advanced	3
Extreme	3

For example, if a hacker is attempting to access a Reliable server, the initial threshold is 8. When they roll, if the hacker gets within 2 of the threshold, meaning any number from 6 to 10, then they are detected.

If the hacker is detected, the server records that an attack occurred on its files. It may also send a notification to connected devices to alert them of the attack. This does not prevent the hacker from continuing their hack.

Conclusion

If the hacker succeeds all of the required checks, then they succeed and accomplish their goal. What happens afterward depends on the goal and the GM's discretion. Some example conclusions to hacks are shown below.

Goal	Conclusion
Assess security measures	The hacker learns of any additional protections within the server. They also learn the server's quality and type if they don't know it already.
Disable cameras	The targeted security cameras stop recording until they are reactivated, manually or automatically.
Access data	The target data is obtained, giving the hacker digital access to the information.
Plant a virus	The virus is placed into the target function and takes effect.

Quality Level	Detection Range	Threshold Decrease
Poor	1	-1
Average	2	-1
Reliable	2	-2
Advanced	3	-2
Extreme	3	-3

Success can occur regardless of whether the hacker is detected. If the hacker is detected, the owner or manager of the server may look into the attack and be more likely to discover its purpose. Only if the attacker remains completely undetected would their goal likely go unnoticed.

Special Servers

Some servers have special protections, safeguards, or programs that make them more complicated to hack into. These complications usually center around detection. Two of these special servers are described below.

Intelligent Servers

Guarded by self-checking code and AI, intelligent servers are the most difficult to hack. They have changing security measures and reflexive programs that actively defend against attacks.

Hackers attempting to access intelligent servers run the risk of being detected by the server itself. Once detected, success becomes more difficult to achieve over time as the threshold lowers. A hacker can try to trick the AI into "calming down," but sometimes the best solution is to back out and start over at a later date.

Detection

If the hacker is detected, the server's threshold is decreased for each subsequent roll the hacker makes. The amount it is increased by is shown for each server quality in the Threshold Decrease column of the table below.

For example, if a hacker is attempting to access a Reliable intelligent server, the initial threshold is 8. When they roll, if the hacker gets within 2 of the threshold, meaning any number from 6 to 10, then they are detected. Then, the threshold for the next check will be 6, and 4 for the check after that.

If the server's threshold is decreased due to detection, the threshold remains as it is until the hacker completely withdraws from the server. Then, the threshold returns to its starting value over the next few minutes.

Hiding

The threshold continues to decrease with every check the hacker makes while they remain detected. The hacker can attempt to hide after being detected by the server. To do so, the hacker makes a Coding check, which doesn't count towards the completion of their goal.

If they roll completely below the detection range of the server, then they become hidden again, and the server is tricked into thinking the attack is over. Unless the hacker is later detected again, the server's threshold stops decreasing, remaining at its current value.

If the hacker rolls anything within the detection range or smaller when trying to hide from the server, they fail. The hacker remains detected, and the threshold decreases again. The hacker can attempt to hide again, at the risk of decreasing the threshold further.

Managed Servers

Some companies and organizations hire proficient coders, labeled managers here, to watch over their servers. These managed servers have living eyes to watch over and react to threats.

When accessing managed servers, hackers may be detected by the managers of the server. Once they have been detected, the hacker must outsmart or code faster than the managers to

accomplish their goal. If they can't, the managers kick out the hacker and might change their programs to anticipate future threats.

Detection

With each check that the hacker makes, they risk detection by the managers. For managed servers, the hacker is always rolling their Coding checks against the Awareness checks of the server manager. Every time the hacker makes a check, roll a contested Awareness check for the manager. The Awareness die size of the manager is determined by the quality of the server according to the Detection table below.

If there are multiple managers actively guarding the server, a single check is still rolled. However, for each additional manager beyond the first, their check has a -1 bonus.

Quality Level	Awareness Die	Coding Die
Poor	d20	d20
Average	d12	d12
Reliable	d10	d10
Advanced	d8	d8
Extreme	d6	d6

If the managers win, the hacker is detected, then the manager begins working to counteract them. From then on, the hacker does not roll their Coding checks against the server's threshold. Instead, they roll their Coding checks against opposed Coding checks made by the manager. The manager uses a Coding die based on the server's quality, according to the Detection table above.

If there are multiple managers actively working against the hacker, a single check is still rolled. However, for each additional manager beyond the first, their check has a -1 bonus.

Hiding

The hacker can attempt to hide after being detected by the server. To do so, the hacker makes an opposed Coding against the manager's Awareness check. This check doesn't count for the completion of their goal.

If the hacker wins, they become hidden again. Unless the hacker is later detected again, they return to making checks against the server's threshold.

If the hacker loses, they don't completely fail the hack, but they remain detected. The hacker can attempt to hide again, but if they lose again, they completely fail the hack.

Vehicles and Ships

Travel is inevitable, whether between cities or between solar systems. To navigate these distances, most people utilize ships and vehicles. These machines allow those within them to travel great distances without wasting their own energy on it. In TGN, ships and vehicles are two distinct categories.

Vehicles are not designed to travel between planetary bodies on their own. They remain on the ground, in the water, or in the atmosphere of their planet, moon, or other gravitational body.

Ships are designed to travel in space, and have power provided by engines that must be allocated to ship systems. The inside of ships are walkable and the larger ones have multiple rooms. Intersystem ships also possess special engines that allow long-distance teleportation between solar systems.

This section details the rules for vehicles and ships. Examples of purchasable vehicles and ships are given in the Vehicles and Ships section of chapter 2.

Using Vehicles and Ships

In TGN, the main mechanics of vehicles and ships work the same. This section provides all of the shared rules between the two.

Within this section, the word vehicle is used to refer to both vehicles and ships, for the sake of simplifying the languages.

Riding a Vehicle _____

If you move into the space of a vehicle, you mount it, provided there is room for you to do so. If the vehicle has a closed compartment that you enter, you gain total cover from creatures outside of the vehicle.

Larger vehicles take up multiple spaces. If you are free to do so, you can move around the vehicle's spaces using your normal movement.

The vehicle is treated as rough terrain while you move through it unless specified otherwise. If the vehicle is moving erratically, the GM might require a successful Agility or Force check to move about a vehicle effectively.

Any creature within a vehicle's space moves with the vehicle when it moves. Vehicle movement occurs at the beginning of every count and does not spend the movement of creatures riding it. This means the creatures on a moving vehicle often move when it is not their turn.

Whenever you move out of a vehicle's space, you dismount it. If the vehicle is moving faster than 15 feet per second (10 mph) when you dismount it, you fall prone and take 1d4 damage for every 15 feet per second (10 mph). This damage represents the scrapes and bruises you get from the fall before coming to a stop.

Piloting a Vehicle

Controlling a vehicle is called piloting it. To pilot a vehicle, you must be positioned at a reasonable place to control it, such as the cockpit of a plane or the steering wheel of a car.

You can pilot a vehicle by taking the Use an Object action. When you do so, you can spend up to 3 counts. You can then change the vehicle's velocity by the vehicle's listed acceleration value per count you spent. You can also turn the vehicle and control it in any other reasonable fashion.

Your vehicle continues moving in the way you last directed it until you use another action to alter its motion. At the start of each count, the vehicle moves its speed in the direction it is positioned.

Special Maneuvers

Sometimes, you might try to change a vehicle's movement in a way that has some difficulty. For example, you might try to make a sharp turn at high speed on a motorcycle, or you might try to fly a glider under a bridge. In these cases, the GM might require a successful Piloting check to pull the special maneuver off.

Vehicle Damage

Vehicles can be damaged by any effect that deals damage normally. Incoming damage is added to the vehicle's current amount of damage, which starts at 0.

Some vehicles are more sturdy than others. Every vehicle has an armor class, which represents its resistance to taking damage. This value is subtracted from all incoming damage (damage cannot be reduced to less than 0).

Every vehicle also has a breakpoint, which is the maximum amount of damage the vehicle can endure without breaking. If incoming damage causes the vehicle's current damage to exceed its breakpoint, the vehicle is destroyed.

Vehicle damage can be reduced through repair. The rules for repairing vehicles and ships are in the Fuel and Repair section later in this chapter.

Impacts with Vehicles and Ships

In some circumstances, you may end up hitting things with vehicles or ships to damage them, or someone might try to hit you with a vehicle or ship.

In a situation where a creature might get hit by a vehicle or ship, the GM determines whether the creature can roll a check to avoid the danger. If so, the creature may make an Agility check. It is also the GM's choice whether succeeding on this check lets the creature only take half damage or avoid the damage completely.

When something is hit by a vehicle or ship, the amount of damage it takes is determined by the current velocity of the vehicle or ship, relative to the thing it hits. For every 10 miles per hour or 15 feet per second the vehicle or ship is traveling (whichever unit being used currently), both the vehicle or ship and the thing it hits takes 1 damage. The thing may also be thrown away by this impact, at the GM's discretion.

Based on what the vehicle or ship hits, its velocity may be changed due to the impact. If a car were to run into a brick wall, for example, the car would likely be either slowed down or completely stopped by the impact, depending on its speed.

If a collision occurs with an object or creature that is barred from moving by a structure or fixed object, the GM may determine that the object or creature is also crushed by the impact. In this case, the object or creature might become restrained until the vehicle or ship moves, and may take additional damage, at the GM's discretion.

Ships

Ships are used to travel in space with great speed. Some are equipped with warp drives that allow for long-distance teleportation between systems. The majority of spaceships, however, never leave their solar system and are used for commercial shipping of goods.

In most games of TGN, the players will own a ship, or have access to one. This allows for long-distance travel between important locations in the story.

Start Up and Shut Down

Most ships continually exist in a powered state, because they are floating in space or another harmful environment. Ships usually must always be "on" to support life aboard it.

However, some ships find themselves in circumstances where their crew turns them on and off. The process of turning a ship on or off is called start-up and shut-down.

Start-Up

To begin start-up, the ship's engine must be manually started. This requires access to the engine, whether through a compartment or a separate engine room. Stating the engine usually involves a crank, lever, and possibly a command phrase.

The person starting the engine must use 5 counts to do so, and must know what to do in order to accomplish it. This can be accomplished by a person with any die size for Mechanical tools or for Ships, or by someone who is given explicit and accurate instructions. A creature without either of these must succeed on a threshold 5 Fixing check to do so.

Once the engine is started, at least 1 power from the ship's engine must be allocated to the ship's systems. This is done at the ship's control deck. The Ship Systems rules below describe allocating power.

Once these tasks have been accomplished, the ship takes 1 minute to finish start-up. After this minute, the ship is fully operational.

Shut-Down

To begin shut-down, all power allocated to the ship's systems must be removed. This is done at the ship's control deck. The Ship Systems section below describes removing power.

Then, one minute later, the ship's engine must be turned off manually. This requires access to the engine, whether through a compartment or a separate engine room. Turning off the engine usually involves a crank, lever, and possibly a command phrase.

The person turning the engine off must use 5 counts to do so, and must know what to do in order to accomplish it. This can be accomplished by a person with any die size for Mechanical tools or for Ships, or by someone who is given explicit and accurate instructions. A creature without either of these must succeed on a threshold 5 Fixing check to do so.

After the engine is turned off, the ship is completely inert and shut-down is complete.

Ship Systems

Due to their size and need to travel in space, ships have very complicated mechanisms and programs. These functions are grouped into categories called systems.

Some systems are common to all ships, but not every ship has every system. For example, most ships have an air system to support life, but only some have a teleportation system to travel long distances.

Ship System	Purpose
Air	Regulating air pressure and oxygen
Communications	Contacting others in or outside the ship
Defense	Protection, shields and armor
Detection	Sensors, alarms, AI
Flight	Propelling through space, general movement
Teleportation	Teleporting the ship and its passengers
Water	Managing fluid pressures and temperatures
Weapons	Attacking using the ship's weapons

Additionally, some supermassive ships, which have hundreds of rooms, have multiple systems of the same kind to cover, which allow them to support such massive sizes. Each duplicate system requires its own power, so these ships often have multiple engines as well.

Power and Allocation

Every ship has an engine that provides power while it is running. The amount of power provided depends on the engine type. Systems must have at least one power allocated to them to function, and may provide additional functionality if more power is allocated to them. The descriptions of ship systems and their effects are described later in this section.

Power allocation is accomplished at the control deck. A creature can use 10 counts to make any changes they wish to the allocation of the ship's power. This can involve adding or subtracting power to or from a system, or moving power between systems. The new allocation takes effect after those 10 counts.

The ship's engine can overheat in specific conditions. When it does, the power provided by the engine decreases by one every minute. This removes power from the amount that can be allocated to the ship's systems. Unallocated power is removed first, then it is randomly taken from other systems. This continues until it has 0 power and shuts off.

Air System

The air system is a very common system found in all manned ships. It controls the air flow and filtration within a ship. The system recycles air to provide oxygen throughout the ship, as well as filters the air. The air system also regulates the air pressure inside a ship.

Functions. The air system is required to breathe normally in a ship's rooms and airlocks.

Rooms must be covered by the air system to provide breathable air. Otherwise, they are treated as a toxic atmosphere.

Airlocks must be covered by the air system to function properly. Without it, they cannot properly regulate the air pressure.

Power. The table below shows the maximum number of rooms that the system can manage for each level of power it is given. This value is doubled for large ships. Which rooms of the ship that are covered can be assigned from the ship's control deck.

Power	Rooms Covered
1	3
2	6
3	10

Malfunctions. Air Loss, Airlock Error, or Temperature Regulation Failure occurs when the air system malfunctions.

Air Loss occurs when the air is not properly maintained, so the air in a ship loses oxygen. For (number of rooms covered by the system) minutes, there is no discernible effect unless the oxygen content of the air is being monitored. After this time, a creature experiencing Air Loss begins to suffocate.

Airlock Error occurs when air is not properly added to or removed from an airlock. Airlocks have sensors that will prevent the airlock doors from opening when this happens. However, if such a sensor doesn't work, Airlock Error causes the air within a ship to rapidly rush out into the vacuum of space. When this happens, each affected creature is immediately subject to Zero Atmosphere. Additionally, any unsecured creature must succeed a threshold 5 Force check or be pushed through the airlock.

Temperature Regulation Failure occurs when the ship's air conditioning fails to maintain its set temperature. When it occurs, the temperature within the ship becomes extreme heat or extreme cold (GM's choice).

Communications System

The communications system allows for occupants of a ship to contact other ships, as well as to speak with other occupants inside the ship.

Functions. The communications system is required for external communications and intercoms.

Intercoms are used within ships to communicate between rooms. This often involves manual activation through an installed item in each room. Some intercoms act universally based on verbal activation codes, or get connected to AIs.

Radios are long distance communication devices used by ships to talk with other ships and grounded locations.

Power. Each communications device will specify how many devices it counts as. The Devices Covered column of the table below shows the maximum number of communications devices the system can manage for each level of power it is given.

Power	Devices Covered
1	4
2	10
3	25

Power	Defense Die
1	d20
2	d12
3	d10
4	d8
5	d6
6	d4

Malfunctions. Output Error or Signal Disconnect occurs when the air system malfunctions.

Output Error occurs when the internal process of a communications device falters in a way that corrupts the result but still returns it to the output. This is seen as incorrect responses to queries, corrupted audio outputs, and nonsensical displays on affected devices.

Signal Disconnect occurs when the communications system's connection with other like systems or with its managed devices is severed. For outside connections, this is experienced as radio silence and network failures. For local devices, they fail to transmit data between each other. Each device is disconnected from the others, and can only function locally.

Defense System

The defense system controls exterior protection mechanisms that help safeguard the ship. Most defense systems include anti-missile projectiles that are used to destroy small-scale incoming space rocks, space waste, and offensive projectiles.

The defense system is required to use ship defenses.

Functions. The defense system is required to use ship defenses, as well as special defenses such as AMPs.

Ship defenses allow ships to reduce incoming damage from attacks. Ship defenses provide various passive and active roles in a ship's defense against outside harm. See the Ships section of chapter 2 for examples of ship defenses and their rules.

Power. When the defense system has at least one power allocated to it, the ship can use its defenses to reduce incoming damage. The amount of power allocated determines the size of the defense die used, according to the following table.

Additionally, some special defenses require a certain amount of power to function.

Malfunctions. Faulty Shield or Missile Detection Error occurs when the air system malfunctions.

Faulty Shield occurs when a ship's shield system fails to maintain its structure and loses its integrity. The shield system doesn't function until the malfunction is fixed.

Missile Detection Error occurs when the ship's missile-targeting software fails to locate incoming missiles. When this occurs the time required to activate an anti-missile defense is doubled. This malfunction becomes immediately evident to a creature that attempts to fire such an anti-missile defense.

Detection System

The detection system tracks the ship's data and diagnostics and makes calculations and judgements using this information. It covers sensors, navigation and AI.

Functions. The detection system is required for sensors and AIs. It is also required for a radar system and malfunction detection.

AIs are programmed neural networks that act as autonomous ship managers. They are extensions of the ship's programming itself, and act as an ever-active crew to handle virtual tasks. AIs are most effective when connected to other functions of the ship, including sensors and communication networks. Any time that an AI would perform a function that normally requires some skill die, it uses the ship's current detection die.

Malfunction Detection allows the ship to detect malfunctions when they occur. When the ship encounters a malfunction, an alert goes off in the control deck of the ship and a message appears describing the nature of the malfunction.

Radars are used to detect the presence of objects outside the ship. Various sensors have ranges that they can detect objects within, and

some radars can also determine movement of objects it detects. Such a radar alerts the control deck of the ship whenever a missile comes within 5 miles of the ship.

Sensors are used to monitor various aspects of the ship autonomously. Some sensors have additional alarms or safety mechanisms attached to them, which trigger upon sensing certain conditions.

Power. When the detection system has power allocated to it, it gains a detection die to use for its various functions. The size of this die is determined by the amount of power allocated to the system, according to the table below.

Power	Detection Die
1	d12
2	d10
3	d8
4	d6
5	d4

Malfunctions. Faulty Sensor or Radar Glitch occurs when the air system malfunctions.

Faulty Sensor occurs when the internal mechanisms of sensors fail. This results in unreliable sensors that trip when they shouldn't and that don't trip when they should.

Malfunction Vulnerability occurs when the ship's malfunction-detecting sensors fail. This results in no detection of malfunctions when they occur.

Radar Glitch occurs when the radar mechanisms make incorrect measurements or when internal data gets corrupted. This results in the radar outputting improper data, or not outputting at all.

Flight System

The flight system is the drive of a ship. It coordinates thrusters to maneuver the ship through space. The flight system is required for piloting the ship.

Functions. The flight system is required for moving the ship. It also provides a piloting bonus to whoever is controlling that movement.

Movement is the basic use of a ship's thrusters to move. The flight system must have power for the ship to move on its own.

Piloting provides a bonus to Piloting checks made to maneuver the ship. The specific bonus depends on the ship's model and the power allocated to the flight system.

Apparent Gravity on Ships

In certain situations, the passengers of ships feel weightless. This is the case when a ship is orbiting a planet or other body, or when it is floating in space without accelerating using its thrusters. In these situations, passengers of the ship experience zero gravity.

However, while traveling within solar systems, the passengers of ships feel an apparent gravity most of the time. This is because ships continuously accelerate for half of a journey and then spend the second half constantly decelerating.

This constant acceleration, which is usually designed to equal that of baseline gravity, allows passengers to live in normal apparent gravity over long trips. It is only interrupted halfway through a journey when the ship has to switch from accelerating to decelerating. This is usually accomplished by turning the entire ship around, which allows the apparent gravity to act in the same direction.

The apparent gravity on a ship becomes the most unstable when it is in combat, because it must constantly accelerate in different directions to avoid weapons. In combat, passengers better strap in.

Power. The flight system must have at least one power allocated to it for the ship to be piloted. A flight system with no power renders its ship unable to move using its thrusters.

Additional power allocated to the flight system allows the ship's pilot to perform their piloting checks with a bonus, as shown in the following table.

Power	Piloting Bonus
1	-
2	-1
3	-3
4	-5

Malfunctions. Defective Control or Misaligned Thruster occurs when the air system malfunctions.

Defective Control occurs when the connection between the pilot's inputs and the thrusters' movements become distorted or disconnected. This results in either a +10 penalty to all piloting checks or a complete loss of pilot control.

Misaligned Thruster occurs when one of the ship's thrusters is physically shifted and isn't corrected by the flight system. This imposes a +5 penalty to all piloting checks.

Teleportation System

The teleportation system controls the warp engine of a ship. It manages the complex machines to ensure the ship is teleported accurately and with all of its passengers.

Functions. The teleportation system allows for the long-distance teleportation of the ship using its warp engine. Warp engines don't always perform perfect teleportations, almost always operating within a margin of error.

See the Travel rules later in this section for the rules about ship teleportation.

Power. The teleportation system must have power allocated to it to teleport. The power allocated to the teleportation system also determines the ship's teleportation die, according to the following table.

Power	Teleportation Die
1	d12
2	d10
3	d8
4	d6
5	d4

The teleportation system's power allocation has a special rule, because the warp engine takes time to accumulate power. The amount of power that can be allocated to the system is limited by this warm up time. The limit is the number of hours since the ship was started up or since it last teleported (whichever is less), divided by 10 (rounded down).

When the ship teleports, the power allocated to it drops to 0 immediately after the teleportation.

For example, if the ship is started up, the teleportation system has 0 power, and cannot have any power allocated to it for 10 hours. After these 10 hours, 1 power can be allocated to the teleportation system, and then another power after another 10 hours pass. This means 50 hours must pass to allocate a full 5 power to the teleportation system.

Malfunctions. Spatial Strain or Wrong Warp occurs when the air system malfunctions.

Spatial Strain occurs when the warp engine incorrectly aligns the position of its occupants. Because of this, when the ship teleports, each creature within it takes 5d6 damage and is moved to a random space within 10 feet of its previous location.

Wrong Warp occurs when the location of a teleport is miscalculated or not achieved correctly. This results in the ship's actual destination being 1d4 percent inaccurate.

Water System

The water system controls the liquids within the ship. It mainly controls the heating and movement of water, but it also controls coolants and other fluids within the ship that keep it safely running.

Function. The water system is required to have functioning plumbing on the ship, as well as to keep various systems from overheating.

Power. The water system must have at least one power allocated to it for the ship to fly safely. If there is no power allocated to the water system, the engine will overheat. Rooms such as kitchens and bathrooms also must be powered by the water system to be fully utilized.

The amount of rooms that the water system can cover is determined by the power allocated to it, according to the following table. Which rooms of the ship are covered can be assigned from the ship's control deck.

Power	Rooms Covered
1	3
2	6
3	10

Malfunctions. Coolant Leak or Pipe Failure occurs when the air system malfunctions.

Coolant Leak occurs when a pipe carrying coolant is ruptured. Common coolant is flammable and can cause liver failure if ingested in large amounts. An area that is coated in leaking coolant catches fire with any ignition.

Additionally, a lack of coolant risks the engine overheating. If the malfunction isn't fixed within 10 minutes, the engine overheats. The engine can't be started up until the malfunction is fixed.

Pipe Failure occurs when a pipe becomes clogged, detached, or ruptured. This causes fluid, often water, to cease flowing to certain areas of the ship. This might also cause a leak of water or other fluid at the point where the pipe is ruptured.

Weapons System

The weapons system controls all the ship's offensive mechanisms. Guns, missiles, lasers, and all other weapons are powered by the weapons system.

Functions. The weapons system is required to operate normal and special weapons.

Ship weapons function with certain types of mechanics, including damage tables. These weapons require the ship's power to function in some way, such as targeting or rotation. They are often large weapons that can fire at great distances. See the Ships section of chapter 2 for examples of ship weapons and their rules.

Power. The weapons system must have at least one power allocated to it to utilize any of the ship's weapons. Some weapons also have a minimum amount of power that must be allocated to the weapons system to function.

Additionally, the amount of power allocated to the weapons system determines the size of the ship's weapon die, according to the following table. This die is used to make attacks with some ship weapons. See the Ships section of chapter 2 for ship weapons and their rules.

Power	Weapon Die
1	d12
2	d10
3	d8
4	d6
5	d4

Malfunctions. Disabled Weapon, Load Failure, or Targeting Error occurs when the weapons system malfunctions.

Disabled Weapon occurs when a weapon is damaged to the point of being unable to fire. If the ship has multiple weapons, the GM determines which weapon is disabled, or selects it randomly. The disabled weapon cannot be used to make attacks.

Load Failure occurs when a weapon's loading mechanism breaks or fails. The affected weapon is determined by the GM or determined randomly. The affected weapon can still be triggered, but does not fire effectively. A weapon that has a fragile loading/firing mechanism may be damaged or may explode if triggered.

Targeting Error occurs when the ship's targeting system gets misaligned. This results in a +10 penalty to all rolls made with the ship's weapon die.

Ships in Combat

Using ships in combat can get complicated. However, their mechanics can be broken down into a handful of groups.

Movement

In combat, ship movement works similarly to vehicle movement. A ship has a velocity, and moves by that amount at the start of every count. Unless specified otherwise, a ship's acceleration is based on its travel speed, and is relative to objects around it.

When moving in zero gravity, subtract the amount of hours shown in the ship's travel speed from 150. The result is the ship's acceleration, in feet, that the ship can move relative to an object that is not accelerating, such as a space station or an inert ship.

A person at the control deck of the ship can use up to 3 counts to pilot the ship. When they do so, they can change the velocity of the ship

by (the ship's acceleration per count used), and turn the direction that the ship is facing.

If a pilot attempts to control the ship in a way that has some difficulty, the GM might require a successful Piloting check. The ship itself may provide a bonus to this check. These checks occur most often when a pilot attempts to make sharp turns at high-speed.

Attacks and Defenses

Most ships never encounter combat in their regular routine. However, for galactic scoundrels, a ship's weapons and defense mechanisms, or lack thereof, can be the difference between life and death.

Attacks. A ship's weapons can be used to make attacks. To do so, a creature must be at a reasonable place to control the weapon, usually the control deck of the ship. A weapon will always say how many counts it takes to operate.

Ship weapons function in multiple ways, but in general, the weapon may have some sort of mechanic that determines if or how long it takes to strike its target. When it strikes, the weapon deals damage to the target.

Some ship weapons use the ship's weapon die to determine their effectiveness.

Defenses. Every ship can reduce incoming damage with its armor class. A ship's armor class is a flat value determined by the ship's model. This value is subtracted from all damage dealt to the ship.

In addition to armor class, some ships have additional defenses to defend against attacks. These defenses have various mechanics, but generally reduce the damage of incoming attacks, or completely prevent them from striking.

Some ship defenses use the ship's defense die to determine their effectiveness.

Ship Damage

The amount of harm a ship has taken is represented by its damage. Each ship has a breakpoint, based on its model. It also has a current amount of damage, which starts at zero.

When a ship takes damage, the amount of incoming damage is added to the ship's current damage. If the ship's current damage ever equals or exceeds the ship's breakpoint, the ship's structure is completely compromised and the ship is destroyed.

A ship's damage can be reduced through repair. A source of repair will always specify how

much damage it removes from the ship. A ship's damage cannot be reduced to below 0. Repair is described in the Fuel and Repair section after this one.

Malfunctions

A ship's systems are fragile, and encounter troubles when the ship takes large amounts of damage. These issues are called malfunctions. They cause various problems for the ship or its inhabitants.

A malfunction can occur when the ship takes damage equal to or above its armor class, after all defenses and reductions are resolved. When this happens, roll 2d6 on the following table to determine the target of the malfunction. If the ship doesn't have the system that is targeted, no malfunction occurs.

Malfunctions last until they are repaired. The rules for repair are in the Fuel and Repair section later in this chapter.

2d6	Damage Target
2	Communications System
3	Detection System
4	Air System
5	Defense System
6	Fuel Tank
7	No Malfunction
8	Engine
9	Weapons System
10	Flight System
11	Teleportation System
12	Water System

System. If the target is a system, a system malfunction occurs. Each system's description provides options for malfunctions, which the GM selects from.

Fuel Tank. If the target is a fuel tank, one of the ship's fuel tanks is damaged. When this occurs, the ship's fuel burn rate increases by 20 percent until the tank is repaired. If the fuel tank(s) are damaged multiple times, this increase multiplies for each instance of damage.

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A ship with multiple separated fuel tanks (which most multi-person ships have) can combat fuel tank damage. They can do so by closing off the damaged tank and relying on the other tank(s) for fuel until the damage is repaired. This is accomplished by a person using 4 counts while at the ship's control deck or while at a reasonable position to close off the fuel tank.

Engine. If the target is the engine, the efficiency of the engine is disturbed. The engine immediately loses 1 power. If the ship has any unallocated power, the power is taken from that pool. Otherwise, a random system is selected to take the power from.

Long-Distance Travel

While vehicles are the more common transportation method, ships are used to travel vast distances that dwarf those of vehicles. A taxi may drive you 3 blocks, and a ship may teleport you across the stars. This section provides the rules for traveling long distances using ships.

Interplanetary Travel

Even within solar systems, ships often travel via teleportation. However, smaller distances, such as journeys to a planet's moons, as well as the travel required after every teleportation.

Interplanetary distances are measured in astronomical units, AUs. One astronomical unit is equal to about 93 million miles, and can be traveled by light in about 8 minutes. Most solar systems have radii from 10 to 10,000 AU, but naturally-habitable planets are rarely found beyond a 50 AU radius of its center.

Note that the distance between objects within a solar system rarely remains static. Objects orbit at different speeds, resulting in ever-changing distances within solar systems. This may act as a benefit or a hindrance to the party's travel, at the GM's discretion.

Travel Speed

All ships have a travel speed, which represents how fast the ship can move through space. This rate is given as an amount of time that the ship takes to travel 1 AU. The peak speed that state-of-the-art ships have accomplished is 1 AU per 10 hours, which is slightly over 1 percent the speed of light.

Each ship uses its travel speed to calculate how fast it can travel astronomical distances. Additionally, this rate often influences judgements as to the distance at which it becomes more efficient for a ship to teleport than physically travel.

Note that, in space, there is little resistance to prevent a ship from continuously accelerating, and this is what most spaceships do. Most ships continuously accelerate for half of a journey, reach their fastest speed halfway through a journey, and then spend the second half constantly decelerating. The ship's travel speed may become somewhat illogical over long distances due to this, but is used for the sake of simplicity.

Teleportation

Warp drives have allowed the galaxy's societies to reconnect. They harness the power of magic to teleport ships and their occupants between planets and solar systems.

Warp drive technology is incredibly powerful, but incredibly imperfect as well. They require massive amounts of energy to function and the time needed to gather this energy prohibits warp drives from teleporting back-to-back.

Additionally, when operated over galactic distances, the slight error in the precision of warp drives accrues to result in ships landing far off-target. Between nearby systems, this may land a ship within a couple-dozen hours of travel to their destination. Over extremely long distances, ships can land on the opposite sides of solar systems as their targets, or in dead space, far outside the entire system.

Using Warp Cores

When a ship's warp core has power allocated to it through the ship's teleportation system (see the Ships section prior to this one for rules on power allocation), it is ready to teleport.

When the warp core is activated, the ship must not be accelerating using its thrusters. Additionally, the ship must have fuel equal to 10 percent of its maximum capacity, and this fuel must be available to be consumed by the war core.

The warp core can be activated from the ship's control deck with one minute of work. During this minute, the target destination is inputted, and the required fuel is directed to the warp core. Then, the ship teleports.

A ship can never be teleported into a space that is occupied by solid, liquid, or plasma

matter. If the target destination is occupied by such matter, it teleports into a nearby unoccupied space. If no such space is available in the teleportation's error distance of the target destination, the teleportation fails. A failed teleportation doesn't waste any resources; it fails before any fuel or power is consumed.

Short-Range Teleportation
In special circumstances, a ship's warp core may be used to teleport the ship a very short distance, such as in combat. In such cases, when the teleportation distance is a measure of feet or miles, the teleportation is accurate to the target location.

Interplanetary Teleportation
When using a ship's warp drive to teleport between locations in a solar system, the warp drive is accurate enough to land the ship within a 1 hour flight of its destination, provided it has a d4 teleportation die when it teleports.

If the ship's teleportation die is larger than a d4 when it teleports interplanetary distances, the final flight time increases by 1 hour for each size above a d4 that it is.

Interstellar Teleportation
The distances between stars and their systems are measured by galactic units (GU). This unit is used in the error calculations of interstellar teleportation. The closest stars are about 1 GU apart from each other. The average distance between two stars is between 10 and 25 GU.

When the ship teleports over galactic distances, error becomes a great concern. This error is based on the distance, in galactic units, that is being teleported, the ship's teleportation die, and the ship's type of warp drive.

Upon teleporting, roll the ship's teleportation die on the table on the next page, and consult the column corresponding to the ship's warp engine type. The result is the number of AU that the ship is off-target for every amount of GU that was being teleported.

For example, consider a ship with a type 3 warp engine and a d6 teleportation die that attempts to teleport 60 GU. If the teleportation die rolls a 4, the ship is off-target by 3 AU per 25 GU. This means the ship teleports to a location 9 AU from its target destination (60 divided by 25, rounded up).

Teleportation Error Table				
#	Error	Rig	Gap	Drag
12	8 AU per	5 GU	1 GU	15 GU
10-11	6 AU per	10 GU	5 GU	20 GU
8-9	5 AU per	20 GU	15 GU	25 GU
6-7	4 AU per	30 GU	30 GU	30 GU
4-5	3 AU per	40 GU	40 GU	35 GU
2-3	2 AU per	45 GU	50 GU	40 GU
1	1 AU per	50 GU	55 GU	40 GU

Fuel and Repair

Vehicles and Ships can't run endlessly. They will run out of power, break down, or both, after enough time. Fuel and repair are required to keep vehicles and ships running.

Fuel
Vehicles and Ships require some source of power. Some smaller vehicles run on electric power. Other vehicles and all ships use fuel to run their engines. The use of energy or fuel by vehicles and ships is measured in multiples of type C cells (or Cs).

Every vehicle and ship has a given fuel capacity. This capacity specifies an amount of Cs and whether that capacity is for energy or fuel. A vehicle or ship cannot hold any more energy or fuel than its capacity.

Vehicles use specific types of fuels, while the fuel used by ships is very diverse and vague. What specific fuels are used by ships is defined by the GM, if they need to be defined at all.

Fuel Usage
When a vehicle or ship is in operation, it spends its energy or fuel. Each vehicle and ship has a fuel burn rate. This rate is measured in an amount of Cs per unit of time. This rate is used to subtract fuel from the vehicle or ship while it is active. This refers to when the engine is turned on (note that many ships' engines are always active and are thus always consuming fuel).

Additionally, some functions of a ship require additional fuel to perform. For example, some

heavy weaponry output massive amounts of energy, which must come from the engine. This requires the burning of more fuel for a brief time. Such functions will always specify how much extra fuel they use.

Refueling

Obtaining more fuel for vehicles and ships usually comes at a cost. Energy-powered vehicles can charge at constructed charging stations, or through direct links to power grids. These methods charge at a rate of 100 Cs per minute. The cost of this charging is given in the Vehicles and Ships section of chapter 2.

Fuel can be purchased at gas stations, some garages, and most starports. The cost of refueling is given in the Vehicles and Ships section of chapter 2.

Repair

Vehicles and Ships frequently encounter damage from combat and harmful environments. Removing this damage is the process of repair.

The easiest method of repair is to buy it. Repair times and values for hired ship repair can be found in the Animals and Workers section of chapter 2.

Repair can also be performed manually. A person with a d12 or smaller die for mechanical or smithing tools can perform repair on vehicles and ships. To perform the work, the repairer must have access to the damaged part or area of the vehicle or ship.

General Damage Repair

The current damage of vehicles and ships can be reduced through general repair. After 10 hours of work, the repairer can roll a Fixing check using their tools. The vehicle or ship's damage is reduced by (10 minus the result).

Ship Malfunction Repair

Malfunctions, once detected, can be fixed through repair.

System Malfunctions. After 5 hours of work, the repairer can roll a Fixing or Coding check (whatever is appropriate to the malfunction), which might use their tools. By default, the threshold of this check is 8, but the GM may change it to fit the situation as needed. On a success, the malfunction is fixed.

Fuel Tank Damage. After 2 hours of work, the repairer can roll a threshold 8 Fixing check using their tools. On a success, the fuel tank damage is repaired (one instance if there are multiple).

Engine Damage. After 1 hour of work, the repairer can roll a threshold 8 Fixing check using their tools. On a success, the engine's provided power is restored by 1, to a maximum of the engine's normal power production.

Long-Term Activity

A character may run a business to gain additional income. Another may be training their skill with mechanical tools to eventually run their own ship. The whole party may be funding the construction of a customized home base for themselves.

These are all examples of long-term activities, things that take large amounts of time to complete. Long-term activities are ways for characters to spend their time between moments of action.

Using Long-Term Activity

Not every game of TGN will have room for long-term activity, due to its nature. Some games are designed to be fast-paced, jumping from conflict to conflict with little rest. Other games may only run for a single, shorter adventure, and simply won't take place over enough time to use long-term activity.

This section and its rules are primarily useful for longer games. They become extremely useful for stories that take place over long periods of time with long breaks in-between the moments of action.

However, downtime activities can be used in any game that uses extended rests. This is because an extended rest lasts the time of 5 downtime activities, and most downtime activities can be performed while resting.

As the GM, consider whether your game has time for downtime activities or other long-term activities. Consider adding sections into your story that allows for downtime. Stories focused on investigation lend themselves particularly well to periods of downtime.

Long-Term Projects

Among other activities, downtime can be used to work on long-term projects. These long-term projects are tasks that cannot be effectively pursued during adventures.

Some long-term projects, such as businesses are self-functioning, meaning they continue to function even while players aren't working on them. This is often because other people are working to keep the project going, such as the employees of a business.

The primary way to interact with long-term projects is downtime activities. See the rules for downtime in the section following this one.

Business

Some people have the aspirations to run their own businesses. They may have a novel product or service to sell to customers, or may be looking to get in on an already existing market. Whatever the case, owning a business is a financial risk, but can have great rewards.

Business in TGN is resolved in increments of 240 hours, called work periods. This doesn't mean that all businesses are open for 240 hours in a row, it is just the interval for which profits and costs are calculated.

Starting a Business

Anyone can start a business if they have the funds to do so. To determine how many funds are needed, the business' upkeep cost must be determined. This cost is an estimate of how much money the business requires to function for a work period. This cost includes the price of materials, employee wages (besides you), property rent, taxes, or any other cost that regularly applies to the business.

Some examples of upkeep costs are given below. These examples assume average prices for all considered costs. A business' upkeep cost may be more or less due to specific circumstances, such as unusually high taxes.

Business Example	Upkeep Cost
Farming	500
Retail Store	2,000
Industrial Production	10,000

Once the business' upkeep is determined, you can find how much money is required to start the business. The starting cost for a business is equal to 4 times its upkeep cost. This money must be fully spent on the business before it can begin selling its goods or services. You can do so by spending 5 days engaging in the Business downtime activity. Once this time and money is spent, the business has been started.

After a business is started, its success over time is determined by business outcomes.

Business Outcomes and Modifiers

A business' success is determined by business outcome rolls. These are percentile rolls that are made at the end of each work period. Use the result on the following table to determine the business' outcome for that work period.

d100	Business Outcome
Less than 10	The business makes no profit, and requires additional funds equal to its upkeep cost to stay running. It has also become infamous among locals. Subtract 10 from the business' next outcome roll.
10-19	The business makes no profit, and requires additional funds equal to its upkeep cost to stay running.
20-29	The business makes no profit, and requires additional funds equal to half of its upkeep cost to stay running.
30-49	The business makes no profit, and requires additional funds equal to one quarter of its upkeep cost to stay running.
50-69	The business makes no profit, but covers its own expenses.
70-79	The business makes a profit equal to one quarter of its upkeep cost.
80-89	The business makes a profit equal to half of its upkeep cost.
90-99	The business makes a profit equal to its upkeep cost.
100 or more	The business makes a profit equal to its upkeep cost, and has become popular among locals. Add 10 to the business' next outcome roll.

If the outcome requires additional funds to keep the business running, these funds must be paid before the next business outcome roll. If

the business ends a work period with debt, that debt is doubled, in addition to possible debt it may incur further.

If the business ever has debt exceeding 100 times its upkeep cost, it shuts down. When this happens, you can choose to have the business sell its assets, which reduces the debt by 1d100 percent. You are left to pay any remaining debt.

Business outcome rolls aren't entirely up to chance, however. Business modifiers are numbers that you add to the result of your business outcome rolls. Some business modifiers are shown after the outcome table. The GM can also assign other business modifiers as needed to fit the circumstances.

Market Demand. The desire for your good or service greatly affects how your business performs. If you are trying to sell water to residents of a river town, you will not find great success. On the other hand, if you take that same business to a dessert town, you will have much more success.

This business modifier can be any number from 0 to 20, and can be positive or negative. A negative modifier represents a low-demand market, such as the river town example. A positive modifier represents a high-demand market, such as the desert town example.

The market demand modifier can be affected by many elements, such as market size, competing businesses, and the scarcity of goods or services. In general, a market that already has ample access to a good or service will have lower demand.

Legality also affects the market demand for goods and services. Illegal products are generally harder to acquire than legal ones, and thus will have higher demand.

Place of Business. The location where you conduct your business impacts who uses it.

If your business has a physical storefront, then the GM can determine a modifier, between -10 and 10, that represents how likely it is to attract customers.

Additionally, if your business has a digital way to advertise and sell its products or services, you gain a +5 modifier to your outcome rolls. This bonus only applies if your target customers have the means to interact with the business digitally.

Engagement. You can increase your business's chance of success by spending time engaging with it. This is accomplished by the Business

downtime activity. For each day you spend engaging in the business, you gain a +1 bonus to your next business outcome roll.

Momentum. Your business' previous success or failure also affects how it performs in the future. From the first time you roll on the business outcomes table, each roll affects your next.

If the business makes a profit, add 10 to your next business outcome roll. If the business requires additional funds, subtract 10 from your next business outcome roll.

Illegal Business

Often, legal regulations and laws hinder a business' potential performance. Taxes cut into profits, regulations limit production speed, laws restrict the best materials, etc.

You can choose to operate their business illegally, ignoring laws and regulations. When you do so, you can dramatically improve the business' success, at the risk of getting caught.

When you use illegal practices, you can choose to gain any combination of the following benefits.

- The business can handle illegal goods or offer illegal services.
- You gain a +15 modifier to all your business outcome rolls.
- You gain money equal to one quarter of your upkeep cost at the end of every work period, regardless of your business outcome.

Illegal practices risk getting caught by the local authority. For each of the above benefits that the business takes, there is a cumulative 5% chance at the end of each work period that the illegal practices are noticed by the local authority. If this happens, the business may get shut down or fined, and you may be investigated or pursued by the authority.

Construction

Most parties find a sort of homebase with their ship. Others acquire a residence in an existing building. However, sometimes a party wants to construct their own base to tier specifications. If you wish to do this, you can undertake a construction project. You might also do this for some other reason, such as the desire to build a place for a business they plan to start.

Note that construction only involves the construction of a property. It does not provide furniture, technological devices, or other

additional equipment. Such furnishings must be acquired separately.

Construction Costs
Building structures requires money to purchase materials as well as to pay for laborers and equipment. If you do not pay these construction costs, the project cannot continue; workers quit or have nothing to build with.

You must pay at least 10 percent of the construction cost to start the project. Then, after each 10 percent of the project's construction time, another 10 percent of the cost must have been paid for the work to continue. You can pay construction costs as far in advance as you wish if you have the funds to do so. You must use the Construction downtime activity to make one instance of payments, in any amount.

The table below provides examples of the construction costs for various structures.

Building	Construction Costs
Bunker	1,000,000
Guildhall	10,000,000
Hideout	5,000,000
House	500,000
Mansion	100,000,000
Office	2,000,000
Outpost	200,000
Palace or castle	500,000,000
Space station, personal	1,000,000,000
Store	100,000
Temple	2,500,000
Tower, small	800,000

Note that these are average costs for such structures. A specific project may incur a higher or smaller price due to its circumstances. For example, building with materials that are especially abundant in the area may reduce the cost by 10 percent. Conversely, paying workers to build in a hazardous location may increase the cost by 5 percent.

Construction Time
The amount of time it takes to construct a building depends on its size. Use the examples on the table to determine how many workdays are required to complete the project.

A workday represents 24 hours. This is the average time of a work cycle for galactic citizens, meaning they work for some amount of time within that cycle, and perform other activities for the rest of it.

In some cases, this time may be increased or decreased by various factors. For example, a construction project may be delayed by a few days due to poor weather, or may take 10 percent longer if the construction site is hazardous.

Additionally, in some societies, citizens don't work every day back-to-back, instead taking break days every so often, in which case those break days push back when the construction is completed.

Building	Construction Time
Bunker	120 workdays
Guildhall	60 workdays
Hideout	100 workdays
House	60 workdays
Mansion	150 workdays
Office	90 workdays
Outpost	100 workdays
Palace or castle	1,200 workdays
Space station, personal	500 workdays
Store	60 workdays
Temple	400 workdays
Tower	100 workdays

Supervising Construction
The above construction times and costs assume that you are overseeing the project using the Construction downtime activity. If you do not supervise the construction, small mistakes and holding points will slow down the project. For each day that you don't use the Construction downtime activity to oversee the project, the construction time is increased by 1 day.

Instead of you overseeing the project, you can instead hire a construction manager to run the project. The construction manager alleviates the time penalty for not spending downtime to supervise the project. Hiring a construction manager adds (500 per workday of construction) to the project's construction cost. If you hire a construction manager, you must still pay the construction cost using the Construction downtime activity.

Crafting

You can craft customized objects. To do so, you must have a d10 or smaller Fixing die, and you must have any die size for a set of artisanry tools or other equipment that would reasonably allow you to craft the object.

The object that you can craft is only limited by what you could reasonably accomplish with your skills and tools, at the GM's discretion.

Crafting Time

You must use downtime to invest time into crafting the object. The amount of time required to complete the object is measured in days of the Crafting downtime activity.

To determine the required crafting time for an object, divide its expected value by 10. The result is the number of days required to complete the crafting of the object.

Multiple people can work on a crafting project, and doing so speeds the process up. For each additional person beyond the first who works on the project, meaning they also use the Crafting downtime activity, each day of work counts as one additional day.

For other people to contribute to a crafting project, they must also have the required die sizes for crafting. Additionally, the GM may limit how many people can work on the same project, such as with tiny or simple objects.

Material Costs

You must acquire materials to craft the object. The cost of these materials is equal to half of the object's expected value. You must have these materials when you start the project.

Crafting Checks

Some objects that you attempt to craft may be very complex, fragile, or otherwise difficult to create. In such cases, the GM may require one to three successful Fixing checks in order to craft the object. The threshold for these checks is also determined by the GM. If you are using a

set or artisanry tools for the project, you can roll your die with your tools as an advantage on these checks.

Failing a crafting check can have various consequences. The crafting time of the project may be increased, you may have to acquire additional materials, or in severe cases you may have to restart the project entirely. A failed crafting check could alternatively affect the quality of the object once it is finished. For example, an object may be more fragile or might not function exactly as you intended it to.

Programming

You can create your own software or design a server. To do so, you must have a d10 or smaller Coding die, and you must have a computer of some type to code on.

There are two primary types of programming projects; creating software and compiling servers.

Creating Software

You can create programs to utilize without buying them. Choose what type of program you wish to create. The type of program determines how long it will take to complete the software, measured in days of the Programming downtime activity.

Examples of software and the time it takes to create them are shown on the table below.

Software	Days Required
Antivirus Software	5
Artificial Intelligence	200
Data Corruption Virus	25
Data Storage Memory	1
User Interface	2

Compiling a Server

You can compile a group of software to interact fluidly in a server. To do so, you must have all of the hardware required for the server, as well as the programs you intend to add to it. You must link a network computer to the server housing rack, using a link cable, to work on it.

The amount of time you must spend to compile the server is measured in days of the Programming downtime activity. The amount of workdays required is equal to the number of pieces of software the server will have, plus 5.

Once you complete the required work, the server is fully operational. You have full access to use and edit any function of a server you create.

Training

Besides enhancement, some die sizes can be decreased through training. Doing so is a lengthy process, and requires an instruction method.

An instruction method is the source that you get your training from. It can be a person, written text, collection of online information, or another reasonable source of knowledge and technique.

What Can be Trained

Not every die can be trained. The only dice that can be trained are for armor, shields, weapons, artisanry tools, or kits. You can train in single items, not categories. When you begin a training project, select one set of armor, shield, weapon, set of artisanry tools, or kit. You must have an example of the selected item to train with.

You can only gain die sizes in order, one at a time. If you don't have a die size for the subject of your training, you must train to gain a d20 with that subject. If you do already have a die size for your subject, you must train to gain the next-lower size for that die.

Training Time

The amount of time that training takes is measured in days of the Training downtime activity. The amount of days required for training is based on the die size that is being gained, according to the following table.

Die Size Gained	Days Required
d20	20
d12	40
d10	70
d8	100
d6	150
d4	200

Only after the required days of training are accomplished is the die size gained.

Additionally, large interruptions to the required training time make continuing that training more difficult. For every 10 days that no training is accomplished, one additional day is added to the total amount of days required for the training.

Downtime

Sometimes, an adventure keeps evolving without time to rest. Other times, adventures have sections separated by time. These periods of free time within adventures, as well as those between adventures, are called downtime.

Specifically, downtime is any stretch of 24 or more hours in which the players aren't following leads, exploring new locations, fighting monsters, or otherwise adventuring.

During downtime, you can engage in downtime activities. These activities are various non-adventurous things that you can do during downtime. Unless specified otherwise, you can engage in downtime activities while resting.

You can engage in one downtime activity every 24 hours, selecting any one that you are able to perform. Some activities require money to engage in, or have other stipulations. The rest of this section gives examples of downtime activities and their rules.

Some downtime activities give you the chance to gain influence with factions. See the Factions section earlier in this chapter for rules on influence.

Business

You spend your time running a business. You assign work to employees, manage finances, or inspect assets to assure quality.

This downtime activity is used for businesses. See the rules for them in the Long-Term Projects section.

Construction

You supervise a construction project. You take time to organize documents and plans, pay construction costs, or spend time at the construction site providing guidance and corrections.

This downtime activity is used for construction projects. See the rules for them in the Long-Term Projects section.

Crafting

You work on the creation of an object. You research designs or build and assemble parts.

This downtime activity is used for crafting projects. See the rules for them in the Long-Term Projects section.

Crime

You engage in illegal activity to earn money. You steal, scam, or threaten your way into profit. This downtime activity cannot be performed while resting.

When engaging in crime, first determine what type of crime you are willing to commit. This determines the possible cut you can earn. The type of crime you commit is restricted based on the number of days of downtime you are willing to commit to the crime, according to the table on the next page.

Additionally, determine whether you are performing the crime with an accomplice or accomplices. You can only achieve type 5 and 6 crimes with the help of accomplices.

Type	Days Required	Cut
1	1	10
2	2	50
3	5	200
4	10	1,000
5	15	3,000
6	25	10,000

#	Crime Outcome
1	You get a profit equal to the entire cut, plus an additional profit equal to a quarter the cut.
2-3	You get a profit equal to the entire cut.
4-6	You get a profit equal to half the cut.
7-10	You get a profit equal to one quarter the cut, and a complication occurs.
11-15	You earn no profit, and a complication occurs.
16-20	You are caught. Depending on who catches you, you may be fined an amount equal to the cut, jailed for a short time, or something else may occur.

#	Crime Complication
1	A bounty is put out equal to the cut for information about your crime.
2	An unknown person contacts you, threatening to reveal your crime if you don't comply with their wishes.
3	The victim of your crime or a close friend is a powerful figure in the area, and wants revenge.
4	Your cut comes in the form of an easily identifiable object that no fence in the area is willing to buy.
5	One of your accomplices is caught.
6	One of your accomplices steals your cut from you and disappears.

Then, determine what method you will use to complete the crime. To do so, choose a main skill, or a set of artisanry tools or kit for which you have a die. Roll this die on the crime outcome table below.

If a complication occurs, roll a d4 on the following table. If you have accomplices to the crime, roll a d6 instead.

Describing Crime

Whether or not you describe exactly what your crime entails is up to you and the GM. You may define what exact crime you are committing, who the victim is, where and when it occurs, who your accomplices are if you have any, or any other aspect of the crime.

If you choose to describe your criminal activity, outcomes and complications may begin to make less sense, because they don't fit with the crime you described. At the GM's discretion, outcomes and complications can be adjusted to fit the situation. In the case of complications, a more appropriate option can be selected by the GM instead of a randomly rolled one.

Fighting

You fight to earn money or social status. You use your fists or a weapon and fight against someone else, either directly or in competition. This downtime activity cannot be performed while resting.

When you engage in fighting, select either your Force die, or a die you have with a weapon. The selected die will be used to determine your

success in fighting. Then, choose whether you are fighting for money or for status.

Fighting for Money

To fight for money, you must fight in an establishment that allows for paid fighting. You may also be able to fight for money in a place that allows for betting on fights.

When you fight for money, select a die size, from a d4 to a d20, to fight against, which represents the skill of your competition. Then, roll a 3 checks using your selected die opposed by the competition's die.

Consult the table on the next page based on how many checks you win and your opponent's die size to determine your earnings. If you lose all the checks, you don't earn anything. If you win all the checks, you gain a d20 advantage on your selected die if you engage in this downtime activity again within the next 3 days.

Opponent Die Size	1 Win	2 Wins	3 Wins
d20	5	10	20
d12	15	25	50
d10	25	60	100
d8	50	120	200
d6	75	250	500
d4	100	500	1,000

Fighting for Status

To fight for status, you must choose a specific faction for which you want to gain influence. The faction must have some amount of respect for fighting for you to gain influence from it. Otherwise, they don't care about your fighting and you can't gain influence with them in this way.

To gain influence through fighting, you must perform your fighting around members of the chosen faction or in a place that is important to them, such as a guildhall or a favored tavern.

When you fight for status, select a die size, from a d4 to a d20, to fight against, which represents the skill of your competition. Then, roll a 3 checks using your selected die opposed by the competition's die. If you win 2 or more of the checks, you win the fight.

If you win, you gain 1 influence with the chosen faction. You may gain or lose additional influence based on your competition's skill relative to your own.

If the competition's die you selected was smaller than the die you used, you gain one additional influence.

If the competition's die you selected was larger than the die you used, you lose one influence.

Gambling

You try your luck at games of chance to earn money. You may attend a casino, bet on a beast race, or play an underground card game.

When you gamble, choose an amount of money that you are willing to bet, at least a value of 10. Then, choose any combination of your Logic, Speech, and Stealth dice to use. You could choose just one of them, any two, or all three.

Roll a check using all of the dice you chose to use. The threshold for these checks is (1d10), determined separately for each check. The amount of successful checks determines your possible profits.

- If you don't succeed on any checks, you lose the money you bet.
- If you succeed 1 check, you can keep the money you bet.
- If you succeed 2 checks, you can keep the money you bet and earn more equal to half of the money you bet.
- If you succeed 3 checks, you can double your money.

The amount of money you can earn is then limited by how many checks you fail.

- If you fail 1 check, the amount of money you get is halved.
- If you fail 2 checks, the amount of money you get is reduced to one quarter.

If you fail a check, you can choose to increase your bet by 25 percent and reroll the check with a d20 disadvantage. You must choose whether or not you do this before you roll any further checks, and you cannot do this for the same check more than once.

Programming

You spend time working on a program or server you're making. You write, compile, and troubleshoot pieces of code.

This downtime activity is used for programming projects. See the rules for them in the Long-Term Projects section.

Research

You search for information. You use online texts, written works, and perhaps personal knowledge to try and find answers.

When you research, select a topic or question that you want to learn about and roll 3 Logic checks. The threshold for these logic checks starts at 1, but is affected by the resources you have available to you for research.

- If you have physical texts about the topic, the threshold increases by 3.
- If you have an online database to search, the threshold increases by 5.
- If you have a person who knows about the topic that you can question, the threshold increases by 2.
- The GM can also add a positive or negative modifier to the threshold based on how obscure the topic is.

If you fail all of the checks, you learn no useful information about the topic. For each successful check, you learn more about your topic.

The scope of information you can learn from researching is up to the GM. Succeeding on all 3 checks may grant you the exact information you seek, or it may provide a vague point in the right direction. The GM may also determine that a topic is so vague that useful information can't be found about it through research.

Researching Enchantments

At the GM's discretion, you may be able to discover enchantments through research. To do so, you must declare what enchantment you want to research. The enchantment must be of a level that you can cast, and cannot be higher than 3rd level. To successfully discover the enchantment, you must succeed on all three Logic checks of the research.

Additionally, when you research enchantments, you must spend one day of work on this downtime activity for each level of the enchantment you are researching. These extra days don't add more Logic checks to the research.

Service

You spend time in service to a community. You volunteer at a temple, club, guildhall, or other gathering spot.

To engage in service, you must have a faction that will allow you to perform this service. You must spend time with members of the faction or at a place that is important to the faction.

When you engage in service, roll your Speech die on the following table to determine the outcome of your service.

#	Service Outcome
1	You gain 1 influence with the faction and a favor from one faction member.
2-5	You gain 1 influence with the faction.
6-11	You gain a favor from one faction member.
12-20	Your service is appreciated.

Gaining a favor from a faction member means you helped that person out in some way, and now you can ask them to return the favor at a later point. The identity of this NPC is determined by the GM, or they can allow you to create the NPC.

The NPC is not willing to risk their own life or perform highly-illegal activities for you, unless they were already inclined to do so. They might be willing to buy an item for you, introduce you to a high-status NPC, or bend the rules to give you access to a location or information. The exact scope of what the NPC is willing to do is determined by the GM.

Socializing

You spend time getting to know others. You hang out, chat, joke, and otherwise build rapport with them.

When you socialize, you make use of your Speech die. Choose whether you are socializing to make new contacts or to increase your influence with a faction.

Socializing for Contacts

To socialize to make new contacts, you must spend your time in a public social gathering spot. This may be a bar, a plaza, or a festival.

Roll your Speech die on the following table to determine the outcome of your socializing.

#	Socializing Outcome
1	You make 2 positive contacts.
2-7	You make 1 positive contact.
8-15	Your efforts fail to make you any lasting contacts.
16-20	You incur 1 negative contact

Contacts are NPCs who have a positive or negative relationship with you. They are starting points to making allies and developing enemies. A single day of socializing is not likely to form a close relationship with someone, positive or negative.

The identities of contacts should be based on the place where you socialized. Contacts made at a dive bar and a gala will likely be quite different to each other. The GM can assign a specific NPC to be a contact, create a new NPC to be a contact, or allow you to create the NPC.

If you spend multiple days socializing in the same place, and make positive contacts multiple times, you can choose to increase your relationship with a positive contact instead of finding new ones. The GM may also determine that incurring a negative contact multiple times makes a single NPC more antagonistic towards you. How much each additional day of socializing affects a contact is up to the GM.

Socializing for Influence

To socialize in order to gain influence with a faction, you must be in a place to talk with members of that faction, such as a headquarters or a guildhall.

To gain influence with a faction, you must spend 3 days socializing with them. Once you do so, roll your Speech die on the following table to determine the outcome of your socializing.

#	Socializing Outcome
1	You gain 2 influence with the faction.
2-9	You gain 1 influence with the faction.
10-15	Your efforts fail to gain you any influence.
16-20	You lose 1 influence with the faction.

Trade

You buy or sell an obscure item, likely in exchange for money. You research, haggle, and maneuver your way into a good price.

The downtime activity is not for the simple buying and selling of common goods, which can occur at any time in a story. It is used for trades that are more complicated, high-priced, or time-consuming. Examples of items that warrant this downtime activity are illegal goods, expensive works of art, and magical items of any kind.

Additionally, to engage in trade, you must have an idea of where you can buy or sell the item in question. If you don't know where to find a buyer or seller, you cannot trade with that item.

When you trade an item, choose what you want to trade. Then, select whether you are trading the item legally or illegally. If the item is an illegal good, you must trade it illegally.

Based on the item you are trading, how rare it is, and who would be trading with you, the GM may determine that additional time is needed to set up the deal. You may need to spend an additional cycle of downtime at a later date to attend the deal and trade the item.

Next, roll on the Buying Price or Selling Price table, whichever is appropriate to your situation. This determines the offered price of the trade. If you are trading the item legally, roll a d4 on the table. If you are trading the item illegally, roll a d6 on the table instead.

#	Buying Price
1	You can purchase the item for 80 percent of its value.
2	You can purchase the item for 90 percent of its value.
3	You can purchase the item for its full value.
4	You can purchase the item for one and a half times its value.
5	You can purchase the item for twice its value.
6	You can purchase the item for its full price. There is a 50 percent chance that the item you purchase is a fake.

#	Selling Price
1	You can sell the item for one and a half times its value.
2	You can sell the item for its full value.
3	You can sell the item for 90 percent of its value.
4	You can sell the item for 75 percent of its value.
5	You can sell the item for half its value.
6	You can sell the item for 90 percent of its value. If you choose not to, the would-be-buyer holds a grudge against you.

Additionally, roll a Speech check against a threshold of 8. If you succeed, you can shift the price result of your trade up or down one row on the table. On a critical success, you can shift the outcome one or two rows.

Once the price of the item is determined you can decide whether or not to trade it. If you choose not to trade the item, you cannot attempt to use this downtime activity to trade the same item again for 120 hours.

You may be able to trade multiple of a single item, based on how rare it is. The GM determines whether this is possible, and if so, whether you can accomplish this with a single trade or not. If not, you must engage in this downtime activity an additional time to trade each copy of the item.

Training

You spend time training. You hone your skill with a weapon, toolset, or other item through research, study, and practice.

This downtime activity is used for construction projects. See the rules for them in the Long-Term Projects section.

Work

You work to earn money. You work in an office, store, factory, field, or other workplace for a wage.

When you work, select what type of work you want to perform, and what lifestyle it best corresponds to. The following table gives examples of jobs and their lifestyles.

Lifestyle	Example Job
Squalid	Low-level physical labor
Poor	Construction, Restaurant service
Modest	Guild artisanry, Performance
Comfortable	Office reception

Achieving a wealthy or aristocratic lifestyle usually involves connections or promotions and is not suitable for downtime. Additionally, the GM may determine that a job takes multiple days of downtime to acquire. Few people can interview for an office job and get paid the same day, for example. These extra days of job acquisition may be able to be spent engaging in other downtime activities, at the GM's discretion.

Once you determine the job's lifestyle, select a die that you can use for your work. This can be any die, but should be related to the job, such as selecting your Speech die for a restaurant service job. If the selected die doesn't apply to the job, the GM might require you to select another die, or might impose a penalty to your work outcome roll.

Finally, roll that die on the following table to determine how much money you earn relative to the living expense of the job's lifestyle. If you spend more than 5 days working, roll once for each 5-day interval of working.

#	Work Outcome
1	You earn twice the living expense of the job's lifestyle per day spent working.
2-4	You earn one and a half times the living expense of the job's lifestyle per day spent working.
5-11	You earn the living expense of the job's lifestyle per day spent working.
12-20	You earn 90 percent of the living expense of the job's lifestyle per day spent working.

Ancient Magic

Over 1400 years ago, magic was widespread throughout the galaxy. Every individual could cast magic with ease, and powerful mages used their powers to rule over planets and systems. Before the time of spaceships, teleportation gateways allowed for on-demand travel through the galaxy.

Then, the Blackout occurred. All magic was dispelled and any individual using magic was killed or greatly injured. Within a day, the galaxy's civilizations were cut off from each other, isolated. Any individual who had studied or learned about magic was gone, dead.

Over time since the Blackout, magic has been slowly re-discovered. Magical items have been scavenged, created temporarily, or mimicked, and teleportation magic has been harnessed to reconnect the universe. However, magic still proves wild and hard to control. Complicated effects take hours to conjure, and the risk of chaotic side effects come with every use of magic.

Magic remains one of the least-understood topics among the citizens of the galaxy, even though it is vital to the every-day functions of the galaxy.

Using Magic

Magic is proposed to be the most powerful force in the universe. People across the galaxy attempt to take fractions of this power for their own every minute of every day. For adventurers especially, magic-use is a frequent tool used to pursue various goals.

Who Can Use Magic?

Not every creature in the galaxy can use magic. Instead, the chaos of magic can primarily be harnessed by Intelligent creatures. The skill-level and usage of magic may differ from creature to creature, but all Intelligent creatures have the capability for magic.

Some non-Intelligent creatures can use magic too, in uncommon cases. When they do, the creature's stat sheet will describe specifically what magical abilities it has.

Some non-Intelligent creatures have magical attributes aside from the formal types of magic. If a creature has this sort of magical ability, it is likely considered a Mystical creature.

Types of Magic

There are three types of magic used by players and most other creatures, classified based on the differences in their usage and effects.

Spells are the most common type of magic, evoking diverse effects with great speed. They are quick to cast and are incredibly diverse in their uses and powers.

Enchantments are placed upon objects to give them temporary magical effects. They retain their power due to the expenditure of the enchanter's magical power. Enchantments are temporary and fragile, always linked to the enchanter.

Rituals consume materials to achieve wide-ranging effects. They are time-consuming to cast, and require often-costly components. Rituals can have incredibly powerful effects when they are meticulously pursued.

The Risk of Magic

Since the Blackout, magic remains violent and chaotic. Most uses of magic threaten to invoke this chaos, and when they do, wild surges occur. Wild surges have their own section later in this chapter, but affect all magic users.

Any creature that uses magic risks invoking wild surges. Because of the danger surrounding these surges, the majority of galactic citizens refrain from using magic. The primary users of magic are those who study magic or specific areas of it, those who seek to create magical items, and those who wish to use the power of magic as their own.

Magical Dice

Like many other abilities and skills, your skill with magic is represented by dice with sizes. These magic-related special dice are called magical dice. You do not have magical dice by

default; you only gain access to magical dice when features specifically give you them.

Magical dice function like other special dice, and their sizes can be reduced through enhancement. Many features that give you access to magical abilities will also give you a magical die to use with those abilities. For example, the Fire Magic enhancement gives you a d20 Flame die to use with the spells it describes.

Often, features that give you access to magic will be related to specific magical dice. These features will either require that you already have the magical die, sometimes of a certain size, or they will give them to you when you gain them.

Magical dice are mainly used for casting spells, enchantments, and rituals (topics discussed later in this chapter). Some other rules require "a magical die," in which case you can use any magical die that you have. The GM might also determine that magical dice can be used in other circumstances.

Essence and Stress

In TGN, your resistance to magical chaos is measured by your *Essence die*. This die functions unlike most other dice, because a larger Essence die is better. When you roll your Essence die, high numbers are better.

Stress _____

When you use or misuse magic in certain ways, or in certain circumstances, the chaotic nature of magic may lash back at you dangerously. This magical harm is measured by *stress*.

Your stress is a value that can be 0 or any higher number. You can gain or lose stress through various effects, and having lower stress is favorable.

Your stress can be reduced by resting, as described in the Exploring section of chapter 3.

Taking stress might force you to roll an Essence check, as described below.

Essence Checks _____

In some cases, the toll of stress threatens to surge. Each creature has a surge point, which represents how much they can endure without risk of wild surges. For players, this surge point is equal to your level, by default. You might choose to increase it through enhancement.

If your current stress is increased to greater than your surge point, you must immediately roll an Essence check. To make an Essence check, you roll your Essence die. To succeed the check, you must roll above the amount of stress you have *beyond* your surge point.

For example, if your surge point is 3, and your stress is increased to 7, you must roll an Essence check. You must roll above a 4 (current stress - surge point) to succeed this check. If you roll a 4 or smaller, you fail the check.

If you succeed on an Essence check, nothing happens. If you fail an Essence check, three things immediately happen.

- Your current stress is reduced by the number you rolled.
- You become spellbound.
- A wild surge occurs.

You remain spellbound until you gain an extended rest. The condition ends early when the wild surge's effect ends. This may be immediate, or it may take longer than it would to gain an extended rest.

Death by Magic
If you fail an Essence check while you are already spellbound, a wild surge still occurs as usual. However, once any immediate effects have been resolved, you are lethally overcome by the chaos of magic and die. The death itself may be peaceful, violent, or weird, at your and the GM's discretion, but is magical in nature.

Death by magic is unlikely to occur because you must be spellbound, and are unable to perform most actions that would normally cause you to take stress. You are more likely to die by magic if outside magical sources are causing you to take stress.

Spells

There are many magical abilities that you can gain by purchasing enhancements. Most of these abilities give you a special die for that use of magic. Such effects are called spells.

When you gain spells, you will likely be provided with a small number of abilities that you can use. These abilities may require you to roll your special die as a part of their use. Some abilities may also have limited uses.

Casting Spells

The feature that you gain a spell from will describe how it is used, as well as its effects. A spell may or may not make use of the special die that you gained it with.

All spells are linked to a magical die. The magical die that a spell is linked to will be specified by the rule that gives you access to it.

If a magical die of yours becomes unavailable, such as if its size is increased or you lose access to it, it impacts the spells linked to it. If you know spells that require the magical die to be a certain size or lower, you lose access to them if your magical die is increased beyond that size. If you completely lose access to a magical die, you cannot cast any of your spells that are linked to it.

Many spells have limited uses. If you expend all of your uses with a spell, you cannot cast it until you gain at least one of those uses back. The exception to this rule is spells that allow you to cast a spell past the maximum amount of uses, at the cost of taking stress. Spells that have this rule will specify so in their description.

Stress and Essence Checks from Spells

In special cases, you may take stress during the resolution of a spell. If this occurs, it may force you to make an Essence, as per the rules for Essence and Stress earlier in this chapter.

Additionally, some spells cause you to take stress if you use them repeatedly. These spells usually have a specified amount of times that you can cast them safely between gaining some level of rest. Then, each additional time you cast the spell, you take some amount of stress.

If casting a spell increases your stress past your surge point, you must roll an Essence check like usual. If you succeed, the spell occurs like usual. However, if you fail, the regular effects of failing an Essence check take place, including a wild surge. The GM determines whether your spell still takes place, fails, or is distorted.

Enchantment

In the First Galactic Era, the prowess of magic-users was no better displayed than with magical items. Countless items were enchanted by artificers to take on various properties. It was these enchantments that greatly contributed to the prospering of the era.

Now, enchantment is far more difficult to perform, and learning how to accomplish it can be a mission of its own. Additionally, Post-Blackout enchantments are now a challenge just to maintain. Each enchanted item that an enchanter creates takes a toll on their magical ability, and enchantments are fragile, ready to explode in wild side effects at any time. No modern enchantment is permanent.

Despite this, enchanted items are very popular amongst some mage circles, arcane experimenters, and adventurers. A talented enchanter can provide powerful buffs for their and their friends' equipment. Additionally, the lack of materials required to perform enchantments also makes them a cheap alternative to magic users who can't afford to delve into ritual magic.

How Enchantments Work

Enchantments are defined properties that can be learned and placed upon non-magical items. These items then take on those properties until they are disenchanted.

Enchantments are connected to the magical power of the enchanter. A powerful and prolific magic-user can have many enchantments active at once.

Who Can Enchant?

The complex gestures, chants, and focus required to enchant items limits enchanting to Intelligent creatures. Other creatures lack the mental capabilities to perform enchantments.

Some creatures do have enchantment-like effects or abilities. These are not considered enchanting unless they are labeled as such. This can result in magical items that were created by non-Intelligent creatures.

Additionally, in order to perform enchantment, you must possess a magical die that is a d12 or smaller size. Enchanting relies on the magical power that enchanters already possess. Your magical die is used in determining the power of your enchantments as described below.

Linked Dice

Every enchantment is linked to a magical die that the enchanter possesses when they cast the enchantment. Different magical dice can be chosen for this link for each enchantment an enchanter casts. If you are unsure whether a special die you have is eligible for enchanting,

the GM determines which dice are considered magical.

The magical die that an enchanter chooses for an enchantment is called that enchantment's linked die. This linked die is referred to in the rules for enchanting as well as the effects of enchantments. Any mention of the linked die refers to the magical die that the enchanter choses when they cast an enchantment.

Learning Enchantments

Enchantments are different from other modern magic because they have defined effects and there is, theoretically, a finite amount of them. In order to cast any enchantments, you must first learn those enchantments.

Sources of Enchantments
To learn an enchantment, you must first have a source from which to learn it from. You can learn enchantments primarily from two sources; written texts and oral teaching.

Written texts are records of the effects, procedures, and history of enchantments. They are most often found in magic-focused societies, but are still quite rare. Putting the complex steps of enchanting into words is very challenging. Some of these texts are also kept guarded or hidden by their holders for religious, political, or security reasons.

Some historical documentation of enchanting remains from the Pre-Blackout era. These older texts can also be sources of learning enchantments.

Acquiring written texts of enchantments is the difficult part. The GM may allow the use of the Research downtime activity to discover enchantments. Once you do so, if the text was indeed written well by an enchanter, you can use them to learn the enchantment.

Oral teaching of enchantments requires first locating an enchanter that knows the one you wish to learn. This can be difficult due to the scarcity of famous enchanters. Additionally, more powerful enchantments are rare, making finding enchanters that know them even more difficult.

Enchanters that are in the public eye might refuse to teach others, or might charge a fee to do so. Institutions that teach magic also exist in some societies, which may teach enchanting to their members.

Once you find an enchanter to teach you and they agree to teach you, you can learn the enchantment from them.

Enchantment Levels
Some enchantments are more powerful, and thus more complex and difficult to perform, than others. These aspects are measured by an enchantment's level. Higher levels of enchantments are more powerful.

To learn an enchantment, you must have a grasp of magic to match the enchantment's level. Refer to the table below to determine what size of a magical die you must have to learn an enchantment. If you don't have any magical dice of the required size, you cannot learn the enchantment.

Enchantment Level	Required Die Size
1	d20
2	d12
3	d10
4	d8
5	d6

This requirement only applies to learning an enchantment. When you cast an enchantment you have learned, you can use any die size, as described in the rules for Casting Enchantments in the next section.

Casting enchantments can change the size of the magical dice you link to them. Changes to the size of your magical dize does not affect your eligibility to learn new enchantments. This requirement refers to the normal size of the magical die, not its current size.

How to Learn Enchantments
Once you have a source to learn an enchantment from, you can begin learning it. Learning enchantments takes time. The amount of time you must spend studying an enchantment to learn it is 5 hours for each level of the enchantment. This studying can be performed while resting.

Once you have studied for the required time, you learn the enchantment and can cast it as normal.

Casting Enchantments

Once you learn an enchantment, you are ready to cast. There is no limit on how many total times you can cast an enchantment once you learn it.

Enchanting

To cast an enchantment, you must have a nonmagical object that fits the enchantment's object type. The object must be within your reach for the entire enchantment process.

The time required to complete the enchantment depends on its level. You must spend (10 x the enchantment's level) minutes enchanting the item, and you must maintain concentration during this period. You can enchant items while resting.

Once this time has elapsed, the enchantment takes hold on the item and you. When this happens, increase the size of your linked die by one size.

If your linked die is a d20, you can cast an enchantment with it once. You cannot reuse that die for enchanting while that enchantment lasts. If your linked die is any other size, you can use it for enchanting multiple times. However, each time you cast an enchantment with a linked die that isn't a d20, increase the size of the linked die. This increase lasts until the enchantment that used the linked die ends.

For example, if you have a d12 Arcana die and cast an enchantment using it, your Arcana die increases to a d20. You could cast an enchantment using your Arcana die one more time, and then it cannot be used for enchantment until at least one of the lasting enchantments ends.

Lasting Enchantments

Enchantments have the possibility of lasting for as long as their enchanter lives. However, the drawbacks of enchantments also remain while the enchantment lasts.

For as long as an enchantment remains, your magical die remains increased. Any ability that uses that die must use the increased size of the die. Additionally, if an ability requires that you have a certain size of your die, you cannot use that ability if enchanting increases your die's size beyond that requirement. This is most common with enhancement prerequisites.

For example, say you have a d8 Flame die and an ability that has a prerequisite of a d8 or smaller Flame die. Then, you cast an enchantment using your Flame die, increasing its size to a d10. Until your Flame die returns to normal, you cannot use the ability, because you do not currently have a d8 or smaller Flame die.

The effects of enchantments refer to the linked die. This refers to the linked die's size when you cast the enchantment, before its size is increased. The enchantment then uses that die size for as long as it remains enchanted, regardless of whether your linked magical die changes size later.

Disenchantment

Enchantments can be removed through disenchantment. Disenchantment can occur either voluntarily or through breakage.

Voluntary Disenchantment

The enchanter can voluntarily remove an enchantment they have cast. If they have the item in hand, they can do so with 1 minute of work. Without the item in hand, the enchanter must spend 1 hour working on the disenchantment. This work can be performed while resting.

After the work is performed, the enchantment is removed from the item. If the linked die isn't a d20, the enchanter's linked die is reduced by one size.

Breakage Disenchantment

Enchanted items can be broken like any normal object. When an enchanted item is broken, breakage disenchantment occurs. This causes a violent backlash of magical energy. The following effects immediately occur in this order.

1. The enchantment is dispelled.
2. A wild surge occurs, targeting the creature holding the item. If no creature is holding the item, the effect targets the item itself.
3. The enchanter takes stress equal to the enchantment's level.
4. If the enchantment's linked die wasn't a d20, the enchanter's linked die is reduced by one size.

Power and Die Management

If cast an enhancement multiple times using the same linked die, the power of the enchantment decreases, because your linked die is one size larger each time. This means the order in which you cast enchantments matters. Additionally, keeping track of your linked die's size can become confusing if you are frequently enchanting and disenchanting using it.

For, example, if your linked die is a d10, and you enchant two items, then your linked die becomes a d20. You have the first item using a d10, and the second item using a d12. Then, say you disenchanted the first item. Your linked die would decrease to a d12, and you would still have the second item using a d12.

In this case, you could cast the enchantment again, resulting in you having two enchanted items using a d12 of the same linked die. The only way to enchant an item again with a d10 linked die would be to disenchant both items so your linked die returns to its initial d10 size.

The easiest way to keep track of this management is to record what items have what linked die sizes. Remember that once you enchant an item, its linked die size remains independent of any other enchanting or disenchanting you do.

Enchantment Effects

This section lists various enchantment effects, organized by enchantment levels.

This is by no means a complete list. While it is believed that the amount of enchantments is finite since the Blackout, there is no reliable way to find them all. Enchantment effects are constantly being discovered and researched.

Affinities

Some enchantment effects have extra effects when used with certain types of magic. These extra effects are called affinities.

An enchantment with an affinity will describe what type of magical die is required to access its effects, as well as what those effects are. If you have the described die and you choose it to be your linked die for that enchantment when you learn it, that enchantment has the affinity when you cast it.

If you do not have the required die for an affinity, you can still learn the enchantment. However, without linking the required die, the enchantment doesn't have its affinity for you.

Enchantment Type

Most enchantments have a certain type of object that they can be placed on. Many enchantments are for combat equipment, but others are for clothing or miscellaneous items. An enchantment can't be placed on an object that doesn't fit its object type.

Level 1 Enchantments

Cloaking
Level 1 enchantment

The wielder of the item can use 1 count to turn the item invisible, or to end its invisibility. The invisibility lasts until the item takes damage, or until it is no longer wielded.

Illusion Affinity. If the linked die is an Illusion die, the item remains invisible even if it takes damage.

Gravity
Level 1 enchantment, armor or clothing

The wearer of the item can use 1 count to activate it. For the next minute, the creature can stand normally on surfaces as if they were level ground, regardless of their orientation to local gravity. If they aren't in contact with a surface, they fall according to gravity.

This property can be activated (7 minus half the linked die's maximum result) times. It regains a single use every hour.

Grounding
Level 1 enchantment, weapon

When the wielder of the item scores a critical hit with it, the target must roll its Force die against the linked die. If it fails, the target is knocked prone.

Earth Affinity. If the linked die is an Earth die, the wielder of the item can roll the linked die as an advantage on checks they make to avoid being pushed or knocked prone.

Light
Level 1 enchantment

The wielder of the item can use 1 count to make it emit dim light in a 30 foot radius, or to make it stop emitting light.

Light Affinity. If the linked die is a Light die, the item instead sheds bright light in a 30 foot radius, and dim light for an additional 30 feet beyond that.

Location
Level 1 enchantment

You are always aware of the direction to the item from you. If you are within 1,000 feet of it, you also know the exact distance to the item.

Detection Affinity. If the linked die is a Detection die, you always know whether the item is being carried or worn. If it is, you gain a mental image of the creature that is carrying or wearing the item.

Returning Weapon
Level 1 enchantment, thrown weapon

When this weapon is thrown as an attack, the weapon returns to the attacker's hand immediately after the attack. Additionally, the weapon can be thrown up to its long range without a disadvantage on the attack roll.

Speed
Level 1 enchantment, armor or clothing

The wearer of the item has its speed increased by 5 feet.

Level 2 Enchantments

Fire Weapon
Level 2 enchantment, weapon

The wielder of the item can roll the linked die as an advantage on their attack roll with it. This property can only be used once every 10 counts.

Additionally, if the wielder of the weapon rolls a critical hit with it, the target is set on fire.

Flame Affinity. If the linked die is a Flame die, the weapon gains a +1 damage bonus.

Frost Weapon
Level 2 enchantment, weapon

The wielder of the item can roll the linked die as an advantage on their attack roll with it. This property can only be used once every 10 counts.

Additionally, if the wielder of the weapon rolls a critical hit with it, the target is trapped by ice, and its speed is reduced to 0 until the end of its next turn.

Frost Affinity. If the linked die is a Frost die, the weapon gains a +1 damage bonus.

Haste
Level 2 enchantment, armor or clothing

The wearer of the item can reduce the cost of an action it takes on its turn by 1 count, to a minimum of 1 count. This property can be used (7 minus half the linked die's maximum result) times. It regains one use every 10 minutes.

Invisibility
Level 2 enchantment, armor or clothing

The wearer of the item can use 3 counts to turn invisible, along with their equipment and any objects they are carrying. Roll the linked die on the table below. The invisibility lasts for the resulting duration, or until the wearer or item takes or deals damage.

Duration	10 min	5 min	1 min	10 counts
Die Roll	1	2-5	6-9	10-12

This property can be used 5 times, and regains a single use every hour.

Illusion Affinity. If the linked die is an Illusion die, the invisibility lasts twice as long as normal.

Lightning Weapon
Level 2 enchantment, weapon

The wielder of the item can roll the linked die as an advantage on their attack roll with it. This property can only be used once every 10 counts.

Additionally, if the wielder of the weapon rolls a critical hit with it, the target gets shocked by lightning and loses 1 count.

Storm Affinity. If the linked die is a Storm die, the target loses 2 counts on a critical hit, instead of 1.

Transfer
Level 2 enchantment

The wielder of the item can use 1 count and choose a creature it can see within 100 feet of it. The item flies to that creature and hovers in their space until they grab it or leave the space.

Wind Gust

Level 2 enchantment, weapon

The wielder of the item can make a special attack with the item against a creature within 30 feet of it. The target must roll its Force die against the linked die. If it fails, the target is pushed 10 feet away or knocked prone.

Air Affinity. If the linked die is an Air die, the range of the special attack increases to 60 feet.

Level 3 Enchantments _____

Greater Speed

Level 3 enchantment, armor or clothing

The wearer of the item has its speed increased by 5 feet.

Additionally, on its turn, the wearer can move up to its speed as a part of its action, without spending additional counts. This property can be used (7 minus half the linked die's maximum result) times. It regains one use every 10 minutes.

Protection

Level 3 enchantment, armor or clothing

If the item is armor, the wielder gains a -1 bonus to their defense rolls with it.

Affinity. If the linked die is a type of die that is used to deal damage, the wearer of the item gains resistance to that type of damage. For example, if the linked die is a Flame die, the wearer gains resistance to damage from fire.

Repulsion

Level 3 enchantment, armor or manual shield

When the wielder of the item uses it to defend against an attack, they can use 1 count as a reaction to push the attacker up to 15 feet away.

Shield Generation

Level 3 enchantment, armor or manual shield

The wielder of the item can roll the linked die as an advantage on their defense roll with it. This property can only be used once every 10 counts.

Additionally, when the wielder of the item rolls a critical defense on their defense roll with it, they gain 3 shield points.

Winter's Frost

Level 3 enchantment, armor or clothing

The wearer of the item can walk over ice and snow as if it were normal terrain.

Additionally, the wearer of the item can use 3 counts to cause ice to coat the ground in a 15-foot radius around it. The ground in the area becomes tricky terrain. The ice lasts for (7 minus half the linked die's maximum result) minutes, or until it is melted by magical fire.

Frost Affinity. If the linked die is a Frost die, creatures within the radius of ice must roll an Agility check against the linked die when it appears. On a failure, a creature falls prone.

Level 4 Enchantments _____

Flame Burst

Level 4 enchantment, armor, shield, or weapon

The wielder of the item can use 4 counts to make the item emit flames. A set of armor emits flames in a 10-foot radius around it. A shield or weapon can shoot the flames in a 15-foot cone originating from it.

Roll the linked die on the following damage table. Each creature within the area of the flames is subjected to the damage. A creature can roll a magical defense against the damage.

Damage	5	3	2	1
Die Roll	1	2-5	6-9	10-12

Alternatively, a creature can roll its Agility die against a threshold of (half the maximum value of the linked die). On a success, a creature can use 1 count as a reaction to move up to its speed, and takes half damage if it ends this movement outside the area of the fire.

This effect can be activated 3 times, and regains an expended use every hour. If a creature defends against the effect using a Frost die, the item cannot be activated for a minute.

Flame Affinity. If the linked die is a Flame die, the enchantment's effect can be activated 2 additional times between rests. Additionally, while the item is worn or held, the wielder is protected against extreme cold.

Greater Haste

Level 4 enchantment, armor or clothing

The wearer of the item can reduce the cost of an action it takes on its turn by 2 counts, to a minimum of 1 count. This property can be used (7 minus half the linked die's maximum result) times. It regains one use every 10 minutes.

Greater Invisibility
Level 4 enchantment, armor or clothing

The wearer of the item can use 3 counts to turn invisible, along with their equipment and any objects they are carrying, for 1 hour. It ends early if they use 1 count to do so.

This property can be used 3 times, and regains a single use every 10 hours.

Illusion Affinity. If the linked die is an Illusion die, the item can be used an additional 2 times.

Sickening Radiance
Level 4 enchantment, armor, shield, or weapon

The wielder of the item can use 1 count to activate or deactivate the item's aura. While the aura is active, a creature that starts its turn within 20 feet of the wielder is poisoned until the start of its next turn.

The item's aura can be active for (20 minus the linked die's maximum result) counts, after which it automatically deactivates. The item regains one count of use every 10 minutes that it remains inactive.

Level 5 Enchantments

Ground Tremor
Level 5 enchantment, weapon

The wielder of the weapon has a +1 damage bonus to their attacks with it.

Additionally, the wielder of this item can strike the ground with it as a special attack. Each creature within 10 feet of the wielder must roll its Agility or Force die against the linked die. On a failure, a creature falls prone and takes (1d4 - 1) damage. This property can be used 3 times, and regains a single use every hour.

Earth Affinity. If the linked die is an Earth die, the tremor lasts until the start of the wielder's next turn. A creature that enters the area for the first time on a count or starts its turn there must roll the check against taking damage and falling prone.

Healing
Level 5 enchantment, armor or clothing

The wearer of the item can use 5 counts to heal itself or a creature within 5 feet of it. Roll the linked die. The target's current damage is reduced by (5 - the rolled number), to a minimum of 0 reduction.

This property can be used (7 minus half the linked die's maximum result) times. It regains a single use every 2 hours.

Teleportation
Level 5 enchantment, armor or clothing

While a creature wears the item, it can use 3 counts to teleport up to 50 feet into an unoccupied space that it can see.

Additionally, a creature wearing the item can use 5 counts to teleport up to a mile into an unoccupied space it can see. Once this property of the enchanted item is used, it cannot be used again for 10 hours.

Rituals

Warded temples, floating islands, miracle elixirs, and curses. Such things are all possible effects of rituals, if more powerful rituals. This type of magic is not suited to combat, due to the time, materials, and effort required to cast them. However, where in combat these are limitations, in ritual casting they are what allow for great diversity and power.

All Intelligent creatures that have some sort of magical die can attempt to cast rituals. More powerful casters tend to be more effective and safe in their efforts. Ritual casting is a challenge, with more powerful and complex rituals being more challenging to cast.

Ritual casting, while lengthy, is not a constantly-demanding process. It can be performed while resting. You can speak normally during the casting, though you cannot move more than 5 feet from your ritual focus, which must remain relatively fixed. When you must make a check during a ritual, this represents a period of active mixing, chanting, and gesturing.

Casting Rituals

In order to cast any ritual, you must have a ritual focus. This is a mystical object that you use to focus the magic incantations around. A ritual focus is used in every ritual and is not consumed by the casting. Cauldrons, charms, staffs, totems, and wands are all examples of ritual foci, and usually have a value of 50 to 200.

Ritual Components

When you cast a ritual, you must have at least 3 components. These components are the dust, the fuel, and the material(s). You must have at least one portion of each of these components when you begin casting the ritual, and they are consumed at certain times during the ritual.

Finding ritual components can be somewhat straightforward or very difficult. Dusts and fuels can often be found in various stores. Ritual materials are more obscure, rarely sold, and can sometimes entail entire adventures.

Because a ritual's fuel, and possibly other components, are liquids, ritual casters often have some sort of basin, pot, or other container to hold their components in during a ritual. Such a container can be the caster's ritual focus, but does not have to be.

Dust

This component determines the ritual's target. This may be a creature, an area, or some other target. Certain types of dust have an additional effect with more portions of dust.

The threshold for dust is 10 by default. It is decreased by one for each additional portion of dust used, to a minimum of 1.

Fuel

This component determines the ritual's duration and what type of materials can be used, based on their type of effect. Each fuel is compatible with either burst, duration, or one-shot effects. See the Material rules following these for more information about types of ritual materials.

Adding more portions of fuel changes the occurrence of the ritual's effect, based on the fuel and its type of effect. Fuel types and their impacts on the ritual's effect are shown in the Ritual Components section after this one.

The threshold for fuel is 10 by default. It is decreased by one for each additional portion of dust used, to a minimum of 1.

Material

This component determines the ritual's effect. Ritual effects are organized into three categories: Burst, Duration, and One-Shot.

A **burst** effect has an instantaneous effect, and can occur multiple times. The amount of times and how they are spaced out is determined by the ritual's fuel.

A **duration effect** begins when the ritual completes and lasts for a certain amount of time. The duration of the effect is determined by the ritual's fuel.

A **one-shot** effect has an effect that occurs once, and then is over. When the effect occurs is determined by the ritual's fuel.

Materials are the only ritual component that can be mixed together. Doing so may combine, cancel out, or otherwise alter the final effects of a ritual. You can declare what your goal is for mixing materials, though the GM has the final say on its effect. For example, mixing a material that causes light with a material that causes darkness may cause the ritual to do nothing, or it may cause alternating light and darkness.

If a ritual's effect targets a creature, and that creature is unwilling, it can make a check using an Arcana die or Ritual die, or a Logic check with a d20 disadvantage. If the ritual has a burst effect, it can roll this check against each burst. The threshold of this check is the lowest threshold out of the ritual's material components. On a success, the creature resists the ritual's effect.

Material components have their own individual thresholds for ritual checks. These thresholds are listed in the Threshold column of the Ritual Materials table later in this chapter.

Ritual Checks

When you cast a ritual, you must roll a series of checks called ritual checks. For these checks, you must choose a die and roll it for each check. If you have an Arcana die, you can use this die for ritual casting. Some features also give you a specific Ritual die to use for ritual casting.

Alternatively, if you have another obviously-magical die, such as a Flame die or a Necromancy die, you can use it for ritual casting. However, these dice are considered ineffective dice for ritual casting. You have a d12 disadvantage on rolls you make with an ineffective die during the ritual. However, this disadvantage is negated if the ritual obviously relates to the die being used, such as a Flame die being used in a ritual to summon fire.

Each check is rolled in relation to one of the ritual's components, in a specified order. First, you roll a check for the dust, then for the fuel, and lastly one check for every material. If you have multiple materials, each check is related to one material, and you can choose which order to make them in. The threshold for each ritual check depends on the component, as

described in the Ritual Components rules above.

The relevant component to each check is consumed by the spell just *before* the check is rolled. This means the component is consumed whether the check succeeds or fails, but later components can be saved if a prior check fails.

Failure and Side Effects _____

If you fail a ritual check, the ritual doesn't necessarily fail. For the ritual to take effect, you must only succeed on half the ritual checks you make, rounded up. However, for every ritual check that you fail, you take 1 point of stress.

If you fail more than half the ritual checks, the ritual completely fails. When this occurs, a wild surge immediately occurs, and the ritual ends without any other effect. The components consumed up to that point are wasted.

Your ritual casting is also interrupted if you take damage, gain any condition, or if you move more than 10 feet away from your ritual focus. Additionally, you can choose to stop at any point during the casting of a ritual. Interrupting or stopping the casting ends the ritual without any of its effects. Any components that have already been consumed stay consumed, but any left over components remain unspent.

Casting Time and Checks _____

Mixing components and weaving complex magical incantations is a timely process. For each portion of Dust, Fuel, and Materials you use in a ritual, the ritual takes 10 minutes to complete. This means the minimum casting time for a ritual is 30 minutes, and increases by 10 minutes for any additional proportion or additional material you add to the ritual.

If the timing of the checks during a ritual is important, they take place at the end of the time related to that check. This means the first check occurs after 10 minutes for each portion of dust has passed. The next check occurs after 10 minutes for each portion of fuel has passed. Then, the remaining checks occur every 10 minutes, corresponding to each material used in the ritual. Once the final check is rolled, the ritual is completed.

Ritual Totems

When a ritual is completed, its effect doesn't have to immediately occur. It can, if the ritual caster chooses so. However, the caster can

alternatively choose to delay the effects until a later time using ritual totems.

What are Ritual Totems? _____

Ritual totems are items that a ritual caster "stores" a ritual's effect inside of. The totem can then be broken at a later time to release the ritual's effect.

A ritual totem can be any palm-sized, nonmagical object. Ritual casters tend to use unique yet breakable items, so they can easily tell their totems apart and break them. Items such as pieces of glass, wooden sticks, or cloth dolls are all common ritual totems.

Imbuing Ritual Totems _____

To imbue a ritual's effect into a ritual totem, you must have the totem within reach when you complete the ritual. When you imbue a ritual's effect into a totem, the ritual's effects do not occur.

A ritual totem can contain an imbued ritual effect regardless of how far away from it you are, and regardless of how long ago you cast the ritual. The only way in which a ritual totem becomes unimbued is if it is destroyed, or if you die.

You can have a number of ritual totems imbued at the same time equal to your level. You cannot imbue another ritual totem while you have your maximum amount of ritual totems.

Destroying Ritual Totems _____

Once you have created a ritual totem, you can later release its effect by destroying the totem. The ritual totem's damage threshold and breakpoint is determined by the GM according to what object the ritual totem is, but it takes damage just like a normal object of its type.

When you destroy a ritual totem that you have created, the ritual's effect is released from it and takes effect. If the ritual requires you to choose one or more targets, you choose them when you break the totem, unless specified otherwise.

If a creature other than you destroys a ritual totem of yours, you immediately take 1 stress, and a magical side effect occurs, targeting the creature that destroyed the totem.

Ritual Components

This section provides options of dusts, fuels, and materials for rituals. It also provides suggested values for dust and fuels. Materials don't have listed values as the majority of them cannot be commonly bought.

At the GM's discretion, some ritual components, especially materials, may be altered, replaced, or completely unavailable. The materials offered here are suggestions that can be changed, swapped, added to, or removed, depending on what is needed for the story.

Dust	Target	Value per Portion
Chalk	The ritual targets any loose object that fits within a chalk circle that you draw during the ritual. The circle is 1 foot across per portion of chalk.	5
Diamond	The ritual targets one creature that you are familiar with. Doubling the amount of dust allows you to target an additional creature. If a target is currently in a different solar system than you, there is a 10 percent chance that the ritual's effect doesn't reach them.	500
Emerald	Choose an object within reach whose dimensions don't exceed 5 feet per portion of dust. The first creature to touch the object is targeted.	800
Gold	The ritual creates an elixir that can be drunk as 2 counts. There is enough elixir for one dose per portion of dust.	300
Iron	The ritual targets one object for each portion of dust. The object can be one that is familiar to you, or the closest instance of a generic object that you can describe.	150
Ruby	The ritual targets each creature within a radius centered on you and as well as you. The radius is 10 feet per portion of dust.	1,000
Salt	Choose an area within sight whose dimensions don't exceed 5 feet per portion. The first creature to enter the chosen area is targeted.	20
Sapphire	The ritual targets one creature within sight for each portion of dust.	250
Silver	The ritual targets one creature within reach for each portion of dust.	100
Sugar	The ritual targets you. Additional portions have no additional effect.	5

Fuel	Effect Occurrence	Value per Portion
Burst Fuels		—
Acid	When activated, the effect occurs 2 times within the next minute, plus one additional time for each portion.	50
Alcohol	When activated, the effect immediately occurs, and then occurs once for every portion, with 1d10 minutes between each occurrence.	10
Oil	When activated, the effect occurs 1d4 times per minute for a minute, plus an additional minute per additional portion.	12

Duration Fuels		—
Fresh Blood	When activated, the effect lasts for 1 hour per portion.	Not Sold*
Gasoline	When activated, The effect lasts for 2d10 minutes, plus 1d10 minutes per additional portion.	20
Tree Sap	When activated, the effect lasts for 1 minute per portion.	5
One-Shot Fuel		—
Ink	You can activate the ritual's effect with one minute of concentration once within the next hour. This time limit is extended by 1 hour for each additional portion.	50
Melted Wax	You can activate the ritual's effect as 5 counts once within the next minute. The time is extended by 1 minute for each additional portion.	10
Water	The effect immediately occurs. Additional portions have no additional effect.	10

*A willing, incapacitated, or dead creature can provide 1 portion's worth of fresh blood by taking 1 damage. Blood is considered fresh for 10 hours after it is taken from the body.

Ritual Material	Effect	Threshold	Effect Type
Article of Clothing	Colors objects until washed.	6	Burst
Icicle	Summons ice on each loose object within 5 feet of the target.	6	Burst
Living Fish or Equivalent	Grants the ability to breathe underwater.	6	Duration
Tongue	Grants the ability to speak a chosen language.	6	Duration
Zinc	Purifies food and drink.	6	One-Shot
Bone Dust	Puts a willing target into a death-like coma. They appear dead to all mundane medical examinations, but do have an invisible magic aura around them.	5	Duration
Cured Leather	Grants the target 3 shield points.	5	Burst
Eyeball	Grants vision in a familiar location.	5	Duration
Fire Slug	The target shoots fire from it.	5	Burst
Living Bug or Equivalent	Imposes a disadvantage on the target's next main skill check. The size of the disadvantage equals that of the ritual caster's ritual die.	5	Burst
Living Reptile or Equivalent	Imposes a disadvantage on the target's next check using a magical die. The size of the disadvantage equals that of the ritual caster's ritual die.	5	Burst
Living Rodent or Equivalent	Imposes a disadvantage on the target's next attack or defense. The size of the disadvantage equals that	5	Burst

of the ritual caster's ritual die.

Old Scroll	Identifies a property and command word of an artifact.	5	One-Shot
Prothentenus Crystal	The target becomes incorporeal until the end of its next turn.	5	Burst
Unicorn's Horn	Cures disease, poison, and toxins.	5	One-Shot
Coin, heads	Doubles the size of the target.	4	Duration
Coin, tails	Halves the size of the target.	4	Duration
Faerie Dust	Levitation.	4	Duration
Lapis Lazuli	Teleports the target up 100 feet into an unoccupied space of its choice that it can see. If the target is an object, the ritual caster chooses the destination.	4	Burst
Obsidian	*This ritual's target must be a blade.* Grants the target a permanent +1 damage bonus and its Breakpoint is halved. This cannot target the same weapon twice.	4	One-Shot
Quartz Crystal	Reveals invisible objects and creatures to the target momentarily.	4	Burst
Rare Leaves	Reduces the target's damage by 1.	4	Burst
Stained Glass	Imposes a level of exhaustion on the target that can only be removed through curse-lifting magic.	4	One-Shot
Wyvern's Stinger	Poisons the target.	4	Duration
Caster's Blood	Deals both the caster and the target 1 damage, which is not removed by resting or healing. This damage can only be removed through curse-lifting magic.	3	Duration
Dragon Scale	Grants resistance to damage from fire.	3	Duration
Kraken's Tooth	Grants a swim speed of 100 feet.	3	Duration
Mermaid's Scale	Grants immunity to siren's song.	3	Duration
Moonstone	Reveals the target's true form if it is shapeshifted.	3	Burst
Natural Pearl	Grants invisibility.	3	Duration
Personal Charm	Reveals memories of the charm's holder.	3	One-Shot
Basilisk's Blood	Cures petrification.	2	One-Shot
Beholder Stalk	Shoots a beam from the target that imposes a random condition.	2	Burst
GM's Choice	Lifts a curse from the target. Different materials are required for every curse, but all have the same effect.	2	One-Shot
Old Tome	Identifies all of an artifact's properties and their command words.	2	One-Shot
Jade	Teleports the target to the location of the ritual's	2	One-Shot

	completion.		
Black Opal	Teleports the target to a location of their choosing.	1	One-Shot
Endrixan Tree Root	Slows natural aging. The effect lasts longer with a larger root.	1	Duration
Limb of a Large or Larger Creature	Regenerates a lost limb of the target.	1	One-Shot

Wild Surges

Since the Blackout, magic has remained chaotic and dangerous. Most uses of it have a chance of stoking the chaotic nature of magic to the point where it bursts. These bursts are called wild surges.

Wild Surges

When a wild surge occurs, roll a d100 on the following table. The result may have an immediate, lasting, or delayed effect.

Once you resolve the wild surge, meaning any immediate effects are settled, normal play continues. The effect may continue to have effects at later points in time, or continuously, depending on the effect.

Effect Table

d20	Effect
1	**Mind Wreck.** You take 2d4 damage and are paralyzed for the same number of counts.
2	**Spatial Warp.** You are teleported to a random unoccupied space within 1 mile of your current location.
3	**Gravity Sinkhole.** Each creature and loose object within 30 feet of you takes 1d4 damage and is pulled to the nearest unoccupied space to you. If any loose objects larger than your fist are targeted, you must succeed a threshold 10 Agility check or take 1 damage per such object.
4	**Hunger.** Until you gain a rest, any food you attempt to eat turns to ash in your mouth.
5	**Shapeshift.** You transform into a harmless, Small, non-Intelligent animal. You retain your mental capabilities, but can only utilize the features of your form. You stay in this form until you gain a rest or until you fail a Health check in your form.
6	**Music Mouth.** Until you gain a rest, any time you attempt to speak, you are interrupted by random music playing loudly from your mouth, audible up to 500 feet away. This prevents you from speaking and using abilities that require you to do so.
7	**Abandoned Senses.** You are blinded and deafened until you gain a rest.
8	**Rising Flames.** For the next hour, any time you take damage or stress, flames lash out at a random creature within 100 feet of you. The creature must succeed a threshold 5 Force check or take 1d4 damage and be set on fire.
9	**Blink.** For 1 hour, roll a d10 at the end of each of your turns. If the result is even, you disappear into a harmless magical space for a number of counts equal to the result. If your next turn arrives but you have not yet reappeared, your turn is delayed to when you reappear. If your space is occupied when you reappear, you take 1 damage and are shunted to the nearest unoccupied space.
10	**Detonation.** An fiery explosion occurs in a (3d4 x 10) foot radius, originating from you. You and each creature in the area must roll a threshold 8 Agility check. You have a d20 disadvantage on this check. On a failure, a creature takes 3d6 damage

11 **Electricity Drain.** All energy cells within 50 feet of you are instantly depleted of all their energy, leaving them at 0 percent.

12 **Harmful Summons.** A non-Intelligent creature of the GM's choice appears in an unoccupied space within 100 feet of you. The creature is hostile towards you for 1 hour, or until it fails a Health check. A creature can act upon this hostility according to its own abilities and tactics. Once its hostility ends, the creature is free to act as it pleases.

13 **Stolen Haste.** For 1 hour, add 2 counts to the cost of every action you take.

14 **Flash Freeze.** Ice appears on every surface within 30 feet of you, which melts after 1 hour in normal conditions. While the ice lasts, the ground in the area is considered tricky terrain. If a creature fails its Agility check to move over the terrain, it falls prone.

When the freeze hits, each creature within that range (including you), must succeed on a threshold 8 Force check or be restrained until the ice melts. It or another creature within 5 feet of it can use 3 counts to repeat the check, freeing the restrained creature on a success.

15 **Motion Sickness.** Until you gain a rest, if you move on your turn, you are poisoned until the end of your next turn.

16 **Metal Allergy.** Until you gain a rest, touching metal burns your skin, even through clothing such as gloves. You take 1 damage when you touch metal for the first time or if you end your turn touching metal. This allergy takes effect over 1 minute, meaning you have 1 minute to stop touching metal before you start taking damage.

17 **Angular Movement.** Until you gain a rest, you can only move in a straight line when you use movement on your turn or as a reaction. You can choose a new direction at the start of each of your turns.

18 **Gloved.** Your hands take on the appearance of wool mittens for 1 hour. You cannot control your hands while they are transformed like this.

19 **Take Flight.** You are thrown upward at a random angle. If you rise unimpeded, you reach a maximum height of (4d6 x 10) feet before falling. If you strike a solid surface before you reach maximum height, you take 1d6 damage and immediately begin falling.

20 **Magic Lockout.** The use of magic abandons you. Until you gain a rest, you cannot cast spells, enchantments, or rituals.

21 **Aura of Dread.** Until you gain a rest, you and each creature within 30 feet of you has a heightened sense of despair and pointlessness. Each affected creature has a d20 disadvantage on all its Awareness, Logic, and Speech rolls.

22 **Overgrowth.** Vegetation sprouts to life around you and grows to an unnatural degree. You and each creature within 15 feet of you must succeed on a threshold 8 Force check or be restrained. A creature that enters the space of the overgrowth or moves between spaces within it must also make the check.

A restrained creature or a creature within 5 feet of it can use 3 counts to repeat the check. On a failure, the creature takes 1 damage. On a success, the restrained creature is no longer restrained. This doesn't prevent it from getting restrained again from the overgrowth.

Each 5-by-5-foot space of the overgrowth has a damage resistance of 3 and is destroyed if it takes 10 or more damage. If it is set on fire, a 5-by-5-foot area burns away in 1 minute.

23 **Adrenaline Hit.** You gain a d12 advantage on all Agility and Force checks for 1 minute. After this minute, you suffer a d12 disadvantage on Agility and Force checks until you gain a rest.

24 **Siren.** At random times within the next 24 hours, a loud siren emanates from you for a few seconds, audible up to 500 feet away.

25 **Flood.** A 5-foot radius sphere of water appears around you. If you aren't experiencing zero gravity, the water immediately falls according to gravity.

26 **Pocketpiece.** One random, nonmagical object that is on your person and that can fit in your hand becomes mildly magical. At any time, you can use 1 count to cause the object to disappear from your hand to a harmless magical space, or to cause it to return to your hand. This ability lasts for 120 hours.

27 **Snowstorm.** A small cloud forms in the air directly above you and begins snowing. This snow falls continuously at a rate of 1 inch per hour for the next 3d6 hours.

28 **Icarus.** A pair of wings sprout from your back, granting you a flying speed equal to your base speed. The wings remain for 10d10 minutes, after which they disappear and your speed is halved for 10d10 hours.

29 **Touch of Midas.** For the next minute, anything you touch turns to gold. It stays this way for 2d4 counts, and then returns to its normal form. If you touch a creature, it must succeed a DC 5 Force check or be paralyzed and immune to damage for the same amount of time.

30 **Liquid Air.** For the next 2d4 minutes, you can swim through the air as if it were water. However, you also can't breathe air for the same amount of time.

31 **Rooted Feet.** Magical plant roots emerge from the ground and tangle around your legs. You are restrained for 2d10 counts by the vines. Targeting the roots with necromancy or fire magic destroys them, but also risks hurting you.

32 **Doppelganger.** You are teleported up to 20 feet into a random unoccupied space. At the same time, a perfect copy of you and everything on your person appears within a random unoccupied space within 20 feet of where you were.

The doppelganger acts like you in every way, but seeks to convince everyone else that it is the real version of you. This might involve fighting you, acting neutral, manipulation, or anything else the doppelganger thinks will help it appear believable.

If the doppelganger fails a Health check, it disappears, along with any items it appeared with. The doppelganger also disappears 8 hours after it appears, whether you are still alive or not.

33 **Projectile Produce.** The next time you shoot a firearm, a small piece of fruit replaces the ammunition. This does not change the effectiveness of the shot.

34 **Rejuvenation.** Your Health die becomes a d20. It remains this way until you gain a long or extended rest.

35 **Anvil.** Choose one object on your person. The object is immediately repaired to perfect condition.

36 **Blind Spot.** A random creature within 30 feet of you turns invisible. If there are no creatures within this range, you turn invisible. However, the creature is only invisible to you; all other creatures can still see them. This effect lasts for 3d6 hours.

37 **Invisibility.** You turn invisible for 3d4 count.

38 **Can't Stop, Won't Stop.** For the next 2d4 minutes, you can move up to your speed for each count spent on your turn. However, you *must* use all of this movement on each of your turns.

39 **Awaken.** The next plant you touch gains sentience and the ability to move. It follows you peacefully until it is destroyed.

40	**Fear.** For the next minute, you are frightened of any object you hold.
41	**Sunrise.** Daylight emanates from you in a 300-foot radius. Because of this, you have a d20 disadvantage on Stealth checks. This effect lasts for 1 hour.
42	**Sunset.** Light within a 300-foot radius of you is dimmed. The visibility in this radius is reduced by 2 levels. Because of this, you have a d10 advantage on Stealth checks. This effect lasts for 1 hour.
43	**Improv's Worst Nightmare.** The only word you can say, in whatever language you speak, is "no." This effect lasts for 1d4 hours.
44	**Polly.** A parrot or similar creature appears in your space and begins attacking you. It cannot deal damage, but remains until it is killed or until it is fed a cracker.
45	**Synaptic Static.** Your Logic die becomes a d20 for (1d6 x 10) minutes. If it was already a d20, it instead becomes a d4 for the duration.
46	**Totem Shatter.** Every ritual totem on your person is immediately broken as if you chose to do so.
47	**Spoils.** For the next 4d6 hours, any food you eat is rotten and you do not gain sustenance from it. This prevents you from gaining a long or extended rest.
48	**Telepathy.** You gain a mental link to a random creature within 100 feet of you. For the next 2d10 hours, you and that creature can speak to each other telepathically while you are within 100 feet of each other.
49	**Tongues.** For the next 1d4 hours, you can understand any spoken language, and any creature that hears you speak can understand you.
50	**Gibberish.** For the next 2d10 minutes, you and 2 random creatures within 50 feet of you can only speak in gibberish.
51	**Heads Up!** You can't look down for the next 3d6 minutes.
52	**Useful.** You gain resistance to damage from being struck by flying pizzas.
53	**Flowers.** For 2d4 minutes, flowers appear on the ground behind you as you walk.
54	**Shift.** Your eyes shift to some other appearance. They return to normal after 2d4 hours.
55	**Beacon.** A 1-foot diameter column of light extends directly upward from your head for 500 feet, or until it collides with a surface. The column sheds bright light within a 30 foot radius. The light lasts until you gain a long or extended rest.
56	**Linguist.** You learn a random language that you have heard before.
57	**Flammable.** Until you gain an extended rest, you have vulnerability to damage from fire.
58	**Profession.** You gain a d20 die for a random set of artisanry tools.
59	**Disguise.** You take on an illusory disguise of a humanoid creature that you haven't seen before. The disguise lasts until you gain an extended rest.
60	**Stop, Drop, and Roll.** You are set on fire.
61	**Change of Heart.** Your heart moves to the other side of your chest. This has no direct impact on your physical health.
62	**Repulsion.** For (2d4 x 10) minutes, creatures that start a count within 10 feet of you are teleported to an unoccupied space at least 10 feet away from you.
63	**Diminution.** You shrink by 2d8 inches until you gain an extended rest.
64	**Growth.** You grow 2d8 inches until you gain an extended rest.

65 **Perfect Pitch.** You gain a d12 die for a random musical instrument.

66 **Cyborg.** Your skin gains a metallic sheen until you gain a rest. This grants you a damage threshold of 3 against physical attacks.

67 **Color Blindness.** Your vision loses color. You can only see in grayscale until you finish an extended rest.

68 **Retreat.** You experience hallucinations of frightened people fleeing from you. The hallucinations last for 1d12 minutes.

69 **Careful.** A floating, spectral shotgun appears in your space, pointed at you, and remains there for the next minute. Whether it ever fires is up to the GM.

70 **Sunlight Sensitivity.** Until you gain an extended rest, you are sensitive to sunlight. Whenever you are in direct daylight, you have a d10 disadvantage on your main skill checks and attack rolls.

71 **Corrosion.** The next nonmagical metal object you touch immediately rusts, taking 2d4 damage.

72 **Necromancy.** The next time you kill a creature, it rises as a zombie under your control for 1 hour. After this time, if it is still alive, the zombie becomes hostile towards you.

73 **Solitude.** You cannot rest while there are other people nearby. Your resting is interrupted if an Intelligent creature spends more than a minute within 100 feet of you. This effect lasts until you gain an extended rest.

74 **Horns.** Two horns grow from your head. They last until you gain an extended rest.

75 **Annoying.** You get the hiccups. They last for (2d10 x 10) minutes.

76 **Exhaustion.** You gain a level of exhaustion which can only be removed through curse-lifting magic.

77 **Amputation.** For 2d10 minutes, you can detach one of your arms as 2 counts, or reattach it. If your arm is detached when this time ends, it stays detached.

78 **Cold-Blooded.** Your blood turns blue. You begin bleeding normally after gaining a rest.

79 **Mundanity.** Until you gain a rest, you cannot use magical items, including artifacts, enchanted items, magitek items, and ritual totems.

80 **Tail.** You gain a tail with a length of half your height. It can be used to grab and hold light objects, but cannot be used to attack. The tail lasts until you gain an extended rest.

81 **Person.** A random Intelligent creature that you have never seen before appears in a space closest to you that is unoccupied. They have no special allegiance to you and no special abilities other than what they normally are capable of. They disappear after (1d10 x 10) minutes, or after they fail a Health check.

82 **Keeper of Time.** A seemingly-sentient pocket watch appears on your person. It can speak one language that you know.

83 **Unstable Form.** For the next 2d4 minutes, at the start of each of your turns, you teleport (1d4 x 5) feet into a random unoccupied space.

84 **Leaves.** Your hair turns into leaves. It returns to normal after 2d4 hours.

85 **Deceit.** For the next hour, you can only tell lies when you speak.

86 **Vampiric Drain.** Each creature within 20 feet of you immediately takes 2 damage. Your current damage is reduced by an amount equal to the total amount of damage dealt.

87 **Creation.** A random object appears within 5 feet of you every minute. This effect continues for (1d10 x 10) minutes.

88 **Deflection.** The next time you magically attack another creature, the attack is deflected back at you. You must roll your own defenses against the attack.

89 **Temperature.** For the next hour, you experience extreme temperatures. The temperature alternates between extreme heat and extreme cold every 10 minutes, after you roll against gaining exhaustion.

90 **Confusion.** For the next hour, any time you see more than one other creature, you perceive them as being in swapped positions. Additionally, for this time, whenever you hear a creature's name spoken, you hear a random name.

91 **Silence.** You and creatures within 30 feet of you are deafened, and sound doesn't travel within this range. This effect lasts until you gain a rest.

92 **Lock.** For the next hour, you are unable to open any door or container.

93 **Petrification.** You and every object you are holding or wearing turns to stone. You become petrified for (4d6 x 10) hours. You return to normal after this time, or if the petrification is cured by magic. If part of your petrified form was broken off, you are still missing that part when you return to your normal form.

94 **Stage Fright.** Until you gain a rest, you have a d20 disadvantage on Speech checks while other creatures are looking at you.

95 **Magnetic.** Until you gain a rest, all metal objects are attracted to you by a strong force. You cannot drop, throw, or otherwise remove such an object from your person. A creature must succeed on a threshold 3 Force check to pull a metal object away from you.

96 **Beacon.** All creatures within 500 feet of you know your exact location relative to themselves. Creatures that can see you have a d20 advantage on attack rolls against you.

97 **Balance.** For the next hour, all terrain is treated as tricky terrain for you. If you fail an Agility check to move in the tricky terrain, you fall prone.

98 **Blinding Motion.** For the next 2d10 minutes, you are blinded while you speak or use movement.

99 **Prison.** For the next 4d6 minutes, you cannot travel further than 20 feet from your location as of this effect beginning.

100 **Surge.** Roll twice on this table, once at the start of your next turn and once in a minute from now.

Magical Items

Magical effects such as spells or rituals are only part of the world of magic. The other part lies in magical objects. These objects harness or are imbued with magic is such a way as to produce magical effects through their use.

Magical items were one of the most powerful aspects of the First Galactic Era. Items such as magical weapons or vehicles allowed societies to thrive in ways that only recent technology has been able to replicate since. Magical item creators, sometimes called artificers, were among the most prestigious citizens in the galaxy during this time, and worlds ran on their inventions.

When the Blackout occurred, an estimated 98% of existing magical items were destroyed. This is widely believed to be the second-most catastrophic effect of the disaster, behind the shattering of teleportation gateways. It is also believed to be the most lethal part of the Blackout, as magical items violently exploded and artificers were torn apart by their own creations.

In the modern era, magical items are still among the most powerful sources of magic in the galaxy. However, they are more difficult to create and maintain. Enchantment magic is temporary and draining on the enchanter. Magitek has emerged as a completely new form of technology-derived magic, but remains rare and unstable. Artifacts of the First Galactic Era remain scattered amongst the cosmos. These are just the main types of magic items, which are diverse and versatile.

Types of Magical Items

Any item that has some sort of magical property or effect is considered a magical item. Magical items are further divided into categories, distinguished by their creation and use. There are 4 main categories of magical items: artifacts, enchanted items, magitek, and ritual totems.

Artifacts

Remnants of before the Blackout, artifacts are magical items that survived to modern days. They have permanent effects and generally have few drawbacks to their use. Artifacts have their own rules later in this section, which describe their use and provide examples of artifacts.

Enchanted Items

Created by magic-users for often personal use, enchanted items have temporary effects. They also constantly draw from the enchanter's magical power, making them a tradeoff. The rules for learning and casting enchantments, as well as examples of them, are described in the Enchantment section earlier in this chapter.

Magitek

The most recent type of magic item, magitek, uses precise technology to channel magic into items. Magitek items run on arcane cores and have dangerous side effects when they sustain damage. Magitek has its own rules later in this section, which describe the use of magitek items and provide examples of them.

Ritual Totems

Used to delay the effects of rituals, ritual totems are often the most-overlooked, and debatably the least-powerful, type of magical item. They are used to store the effects of rituals, and destroyed to release those effects. Ritual totems allow for great versatility in the use of rituals. The rules for ritual totems are described in the Rituals section earlier in this chapter.

Other Magical Items

Magical items can exist that don't fit into these categories. For example, if a dragon imbues a sword with the fire of its breath, it wouldn't fit well into any category. The effect is permanent, so it isn't an enchantment, but it isn't exactly an artifact, because it wasn't created Pre-Blackout.

Such magical items can be treated independently of the main 4 categories of magical items. These items will always provide rules for their use.

For the purposes of other magic, these items count as magical items, but not as any specific type of magical item. For example, an effect that detects "artifacts" wouldn't detect the fire-breath imbued sword mentioned above, but an effect that just detects "magical items" would.

Artifacts

Most magical items from the First Galactic Era were destroyed in the Blackout. However, those that weren't destroyed retained their magic. These Pre-Blackout magical items are called Artifacts.

The most prominent difference between Pre-Blackout and Post-Blackout magical items is that modern magical items have temporary effects, while artifacts are permanently magical. The properties of artifacts remain just as powerful today as they were before the Blackout, if not slightly changed by it. They don't require a source of power and aren't linked to their creators. Artifacts simply exist.

Artifacts are highly prized possessions, because they cannot be produced anymore. Some artifacts are also prized for their power. Leaders of nations wield artifacts as displays of their power and status. Other artifacts are traded amongst politicians or sold on the black market.

Another reason that artifacts are valued is their durability. Breaking artifacts is a great challenge for those who would seek to do so, even utilizing the power of modern technology. Damage can be dealt to artifacts, but doing so rarely leaves lasting marks. Even learning how it is possible to destroy an artifact is a difficult task.

Not all artifacts in the galaxy are believed to be found. Ruins of societies that were wiped out in the Blackout still hold artifacts that refuse to decay with their surroundings. Artifacts still sit abandoned in the lairs of legendary monsters. Some artifacts might even be held by individuals who have no concept as to their power and value. Finding artifacts is a great feat, and some pursue it as a career, to mixed success.

Using Artifacts _____

Artifacts are the easiest type of magical item to use, primarily because they are already created. They are also easy to use, because you can pick up a magical item and utilize its effects if you know what they are.

You must know an artifact's properties to use them. Because of this, Intelligent creatures are the main users of artifacts. However, if the GM determines that a non-intelligent creature could comprehend an artifact's properties, it could use those properties.

Prerequisites

The only thing that could limit your ability to use an artifact is if it had a prerequisite. If an artifact has a prerequisite, you must meet that prerequisite in order to use any of the item's properties. If you do not meet an artifact's prerequisite, it functions as a nonmagical item for you.

Identifying Artifacts

To use an artifact, you must know what it does, and what its command words are, if it has any. This knowledge can be gained from you being told it, seeing the artifact used, or through identification.

Identification refers to any method that can be used to analyze a magical item. Some features and effects specifically state that they can be used for identification. In other cases, the GM decides whether a proposed method works. Common methods of identification are rituals using specific materials, divining spells, and Logic checks made by experienced enchanters.

If the GM decides that a Logic check can be rolled to identify an artifact, the following table provides suggested thresholds for such a check, based on the artifact's rarity. This table assumes that the creature already has experience with artifacts.

Identification Checks	
Rarity	Threshold
Mundane	7
Rare	5
Exotic	3
Legendary	1

Partial Knowledge

If an artifact has multiple properties, it is possible for some but not all of an artifact's properties to be known. This most often occurs when a creature sees an artifact in use, but doesn't witness every property of the artifact. Additionally, when a Logic check is rolled to identify an artifact, the GM might reveal only some of an artifact's properties if the check result slightly misses the threshold.

Regardless of what properties an artifact has, you can only use the ones you know about. This means partial knowledge of an artifact results in only partial use of it. The creature using an artifact might not even be aware that it is not using all of the artifact's properties, because they are unaware of them.

Distributing Artifacts _____

As the GM, giving artifacts to the party can be difficult to balance, given they have few drawbacks. Object type and rarity are two ways to distinguish artifacts.

Object Type

The object type of an artifact describes what type of object the item is. In general, artifacts that are armor, shields, and weapons will have a greater impact on the game's balance than those that are clothing or miscellaneous items.

Note that artifacts come from a time where technology did not match that of the present. Artifacts rarely, if ever, come in the form of firearms, powered weaponry, charge shields, or powered armors.

Rarity

Not all artifacts are unique. Some artifacts are items that were created in mass amounts during the First Galactic Era. The rarity of an artifact describes generally how common, or rather uncommon, that artifact is. The 4 rarities are listed below from least to most rare.

- Common
- Rare
- Exotic
- Legendary

Artifacts with higher rarity will generally have greater impacts on the game because they are more powerful. It is generally suggested that common items are handed out the most, and a very small amount of legendary artifacts.

Common Artifacts

Autonomous Instrument
Common artifact, miscellaneous

When this instrument's command word is spoken, it plays a 2d4-minute song on its own.

Bedazzling Blade
Common artifact, miscellaneous

You can use 3 counts to shoot multicolored sparks out of the weapon at a point you can see within 120 feet of you.

Druid's Flower
Common artifact, miscellaneous

This pleasant-smelling flower never wilts.

Fire Stick
Common artifact, miscellaneous

When you strike this stick against a flammable object, it is set on fire. Hitting a creature or an object it is wielding with the stick requires an improvised weapon attack.

Mending Clothes
Common artifact, clothes

Regular wear and tear put into these clothes is mended every few hours. If pieces of the clothes are separated from the rest, they fail to mend.

Message Stones
Common artifact, miscellaneous

These stones come in sets of two, three, or four. Whenever someone holds the stone and speaks into it, any creature holding one of the other stones in the set can hear them, provided they are within 1,000 miles of the speaker.

Transcriber Scroll
Common artifact, miscellaneous

When this scroll's command word is spoken, words that are spoken within earshot appear in writing on the scroll. If the command word is spoken again, the scroll stops recording. If the scroll becomes full of text, it begins at the top again, overwriting the old text.

Walking Doll
Common artifact, miscellaneous

This small child's doll walks forward when its command word is spoken. If the command word is spoken again, the doll stops.

Rare Artifacts

Astral Armor
Rare artifact, armor

This armor is built to be worn in space. While you wear the armor, you do not suffer the negative effects of being in a vacuum.

Additionally, when you are experiencing zero gravity, you can use 3 counts to change your velocity by up to 20 feet and change the direction you are moving.

Armor of Protection
Rare artifact, armor

This set of armor provides special protection against a specific kind of harm. The wearer of the armor gains resistance to one of the types of damage listed below, chosen by the GM.

d6	Resistance
1	Damage from blades
2	Damage from bludgeons
3	Damage from falling
4	Damage from fire
5	Damage from frost
6	Damage from projectile weapons

Enthralling Instrument
Rare artifact, instrument

This instrument, when played by a creature that has a die size for it, enthralls those who listen. Creatures that can hear the instrument have a d20 disadvantage on Awareness checks.

Guardian Weapon
Rare artifact, blade or bludgeon

This weapon can be used to protect those nearby. You have a -1 bonus to all your attack rolls with the weapon.

When a creature within the reach of your weapon that you can see is targeted by an attack, you can use 1 count as a reaction to roll

an attack roll with the weapon. The damage that the target takes is reduced by the damage of your roll.

Immovable Rod
Rare artifact, rod

This 3-foot rod has the ability to lock itself in space. As 1 count, you can click the rod's button, which causes it to stop moving, or causes it to start moving again.

The rod cannot move relative to whatever frame of gravity you are experiencing. If you are in zero gravity, the rod stops moving relative to the acceleration of other things. Forcing the rod to move when it is fixed requires a successful threshold 1 Force check by a creature with a d8 or smaller Force die.

Necromantic Whip
Rare artifact, whip

This whip has draining magic within it. You have a +1 damage bonus to your attacks with it.

Ensnaring Strike. When you make an attack with the whip, you can choose to target a creature within 20 feet of you, instead of the whip's normal range. If the target takes damage, it is held, and you can pull it up to 10 feet closer to you. The target remains held until you make another attack with the whip, or until the start of your next turn.

This special strike can be used 3 times, and it regains a single use after every hour.

Lash of Enfeeblement. When you roll a critical hit on an attack with the whip, you can force the target to roll its Health die against a threshold of 3. On a failure, the target gains a level of exhaustion.

Rope of Entanglement
Rare artifact, rope

This 50-foot length of rope has the ability to move on its own. As 2 counts while you are holding the rope, you can speak the rope's command word and choose a free object within 50 feet of you. One end of the rope flies to the object and ties itself around the object. You can do this for each end of the rope.

Alternatively, you can speak the rope's command word as 4 counts and choose a creature within 50 feet of you. One end of the rope flies to the target and attempts to entangle it. The target must succeed a threshold 8 Force or Agility check (its choice) or be restrained. The target can repeat the check as 2 counts, freeing itself on a success.

You can speak the rope's command word as 2 counts to cause it to detach one or both of its ends. The rope also detaches if 3 or more damage is dealt to the part of the rope that is tangled around an object or creature (at the risk of damaging the object or creature too).

Sentry Shield
Rare artifact, shield

This shield has the ability to detect danger and alert you of it. It functions as a metal shield.

Detect Creatures. As 3 counts, you can use the shield to magically detect any creatures within 30 feet of you. You learn the direction and distance to each creature, as well as the direction each one is moving, if at all.

Sentinel Alertness. You cannot be surprised while you are conscious, and you can take one additional reaction between each of your turns.

Tiny Servant
Rare artifact, miscellaneous

This small device, which is reminiscent of modern robots, can perform minor tasks autonomously. When you speak the servant's command word, you can issue a command to it, which cannot exceed 10 words. The servant then does its best to carry out the command.

The servant has a speed of 5 feet, can lift no more than 5 pounds, and can sense no further than 100 feet away from itself. The servant obeys the instruction to the word, without regard for inflection or intention. The servant cannot attack, and if it takes 10 or more damage, it deactivates.

The servant continues to follow its instructions until it is commanded again. If the servant's instruction is a task that can be completed, and it does so, the servant stops moving until commanded again.

Exotic Artifacts _____

Animated Shield
Exotic artifact, shield

This shield can spring to life and protect you autonomously. It functions as a layered metal shield.

As 2 counts, you can cause the shield to float around you within your space, defending against attacks. While it does so, you cannot

use the shield as a defense, but you gain a -5 bonus to all your defense rolls. The shield continues to float around you until you use 2 counts to stop it, or until you gain a major condition or die.

Bow of Haste
Exotic artifact, longbow

This longbow grants great speed to its user. You have a -2 bonus to all your attack rolls with this weapon.

Burst of Speed. While you wield the longbow, your speed increases by 5 feet.

Additionally, you can choose to move up to three times your speed on your turn, without spending any counts. Once you do so, you cannot use this property again for 20 counts.

Quick Draw. When you take the Attack action to make an attack with the bow, you can make an additional attack with the bow by spending one additional count on the action.

Flying Carpet
Exotic artifact, miscellaneous

This 6-by-8-foot carpet can fly. Up to three Large creatures, 6 medium creatures, or 10 Small or smaller creatures can fit safely on the carpet. The weight on the carpet also cannot exceed 2,000 lb.

While sitting at the front of the carpet, you can cause it to fly into the air. The carpet is a flying vehicle with an acceleration of 20 feet and can cover.

Healing Amulet
Exotic artifact, amulet

This amulet bears some symbol of historical importance. It channels restorative magic.

Cure Wounds. While holding the amulet, you can use 3 counts to touch a creature within 5 feet of you. The creature's damage is reduced by 2d4. Once you use this property, it cannot be used again for 10 hours.

Relieve Poison and Disease. While you have the amulet on your person, the effects of any diseases you have are suppressed. Additionally, you have resistance to damage from poison.

Ice Shard Mantle
Exotic artifact, armor

This mantle is composed of never-melting ice. The mantle functions as hide armor, and you have a -2 bonus on all your defense rolls with it.

Call Winter. As 6 counts, you can use the mantle to summon shards of ice that rain down upon your enemies. Choose a point within 40 feet of you. Each creature within 5 feet of the point must roll a threshold 5 Agility check.

On a failure, a target takes 1 damage and is restrained by ice. A creature can use 2 counts to roll a threshold 3 Force check, freeing itself or a creature within 5 feet of it on a success. A restrained target that takes any damage from fire is also freed.

Frost Armor. As 3 counts, you can grant yourself 3 shield points, which last for 1 minute. If you take damage from a melee attack while you have these shield points, you can use 1 count as a reaction to deal 3 damage to the attacker. The attacker can use its defenses against this damage.

The mantle can grant shield points 4 times. It regains a single expended use every 2 hours.

Portable Home
Exotic artifact, miscellaneous

This palm-sized miniature house has the power to grow and shrink. As 5 counts, you can set the miniature on a flat surface that is at least 100-square feet.

The miniature grows into a full-sized house. The house's maximum area is 1,000 feet, but is also limited by the space it is placed in. The house, at its maximum size, contains multiple rooms including a kitchen, bathroom, 2 bedrooms, and a common area. The amount of rooms may be reduced if the house is limited in size.

As 5 counts, you or any creature you designate when you place the home can cause the home to shrink back to its miniature form. To do so, no creature can be within the home, and you or the creature must be adjacent to it.

When the portable home shrinks, any outside objects that were brought into it are shunted into an adjacent space. Additionally, furniture or objects removed from the portable home are teleported back into it when it shrinks.

Winged Boots
Exotic artifact, boots

These boots have a pair of wings on each of them. While wearing the boots, you gain a flying speed equal to your base speed and can hover.

The boots can be used to fly for up to 1 hour continuously, expended in increments of 1 minute. The boots regain 10 minutes of flight time every hour they are not in use.

Legendary Artifacts

Dawnhammer

Legendary artifact, maul or warhammer
Prerequisite: a d10 or smaller die for bludgeons

This hammer holds great light within it. You have a -2 bonus to all your attack rolls with this weapon.

Radiant Strike. When you hit a creature with the Dawnhammer, you can deal an additional 1d6 damage to it. When you do so, the creature is also blinded until the end of its next turn.

This special strike of the Dawnhammer has 3 uses. It regains all of its uses upon experiencing a sunrise.

Rising Dawn. You can use 3 counts to cause the Dawnhammer to emit daylight in a 100-foot radius around itself. The daylight lasts for 1 minute.

Roll your weapon die for the Dawnhammer. Each creature besides yourself within the daylight must roll its Awareness die against your roll. On a failure, a creature is blinded for 1 minute, and can repeat the check at the end of each of its turns to end the condition on itself. An Undead creature is also frightened of you while blinded by this effect.

Once this property of the Dawnhammer is used, it cannot be used again until the hammer experiences a sunrise.

Night-Walk Armor

Legendary artifact, armor
Prerequisite: a Shadow die

This sword is made of shadows. You have a -3 bonus to all your defense rolls with it. While you wear the armor and are in dim light or darkness, you can use 2 counts to teleport up to 50 feet into an unoccupied space that is also in dim light or darkness.

Staff of the Archdruid

Legendary artifact, staff
Prerequisite: a Nature die

This magical staff, carved from a living oak tree, is imbued with the power of nature itself.

Meld into Nature. As 3 counts, you use the staff to disappear into natural vegetation within your space. While melded into the vegetation, you can take the Sprint action to move along that vegetation, using a speed of 50 feet. You can reappear from the vegetation as 3 counts, provided the vegetation you occupy is in an unoccupied space.

Natural Magic. Reduce your Nature die by one size while you wield the staff.

Shepard Tongue. While you wield the staff, you can speak to non-intelligent animals as if you shared a language.

Tree of the Wild. You can only take this action if you have a d8 or smaller Nature die. As 10 counts, you can plant the staff into a large patch of dirt and cause it to transform into a massive oak tree. The transformation takes place over the 10 counts of this action.

The resulting oak tree is 200 feet tall and has a 15-foot diameter trunk, centered on the space you occupied when you took this action. The tree grows by 20 feet at the start of every count. When the transformation begins, any creature that occupies a space within the 15-foot diameter, including you, can either ride on top of the tree as it grows or can use 1 count as a reaction to move into the nearest unoccupied space outside of the tree's diameter.

The tree has immunity to all damage, and prevents you from using the staff. A creature with a d8 or smaller Nature die can use 10 counts to roll a threshold 1 Nature check while touching the tree. On a success, the staff emerges from the wood of the tree and presents itself to you. On a failure, nothing happens, and you cannot attempt this action again for 10 hours.

When the staff is retrieved, the oak tree remains. However, without the staff, the tree loses its immunity to damage.

Vorpal Sword

Legendary artifact, sword
Prerequisite: a d10 or smaller die for a sword

This sword has a deadly edge. You have a -3 bonus to all your attack rolls with this weapon.

Devastating Strike. When you roll a critical hit with the sword, you can roll an additional weapon die on the sword's damage table and add the resulting damage to the attack. This roll doesn't benefit from advantages or benefits.

Inflict Wound. When you damage a creature with the sword, you can inflict a wound upon it. While it has the wound, the creature has a d10 disadvantage on its attack and defense rolls, as well as its Agility and Force checks. The wound lasts until the creature gains a rest or receives magical healing.

You can use this property of the sword three times between rests. Inflicting multiple wounds

on a single creature increases the disadvantage die by one size.

Sever Limb. When you deal 10 or more damage to a creature with the sword, you can force it to roll a threshold 8 Force check. If it fails, you sever one of its limbs.

Magitek

Magical items cannot be produced now like they were before the Blackout. However, in recent decades, a brand new discovery has been made; magitek. It combines precisely-crafted items with focused magic to produce magically-enhanced items. Magitek items remain functional independent of their creators, and can have powerful effects. Despite this, magitek is uncommon for two reasons.

First, magitek items rely on a link to their users to function. A user must attune to their magitek items in order to use them. While attuned, the user risks harm to themselves if the item is mistreated. This gives a higher risk to using magitek items when compared to other magical items.

Secondly, knowledge of the process required to create functional arcane cores, the devices that power magitek items, is a secret kept by a small number of groups. Most of these groups are governments that refuse to disseminate tactical info to their enemies, and the couple corporations that know the process aren't eager to give up their near-monopolies. Because of this secret, functioning magitek items are mostly found in the hands of the rich or being sold on the black market.

Magitek is arguably the greatest feat of the Modern Era. It harnesses the chaos that is magic and delicately channels its power into predictable effects. And yet, due to their drawbacks and high price tags, magitek items are a rarity in the galaxy. They are more common amongst criminals, travelers, and adventurers, and most common citizens have only ever heard of magitek.

Attunement

In order to use a magitek item, you must attune to it. To do so, you must spend 10 minutes focusing on the item while it is in hand. This can be performed while resting.

You can perform this same process to un-attune from a magitek item. You also automatically un-attune from a magitek item if you are more than a mile away from it for 1 hour, or if you die.

Only one person can be attuned to a single magitek item at a given time. A creature is prevented from attuning and can detect that someone is already attuned to a magitek item as soon as it tries to attune.

Overloading

The workings of magitek items are quite delicate, and when they are disturbed, the item's attunement is put under tension. This is called overloading.

An overload occurs every time a magitek item takes damage. Certain items might also have specific cases where they overload as well. When an overload occurs, an effect occurs based on the item's attunement type.

There are 4 types of magitek attunement. A magitek item's attunement type determines what occurs when the item overloads.

Essence Attunement. When the magitek item overloads, you take stress equal to the damage taken by the item.

Haste Attunement. When the magitek item overloads, you are stunned for a number of counts equal to the damage taken by the item.

Health Attunement. When the magitek item overloads, you take damage equal to the damage taken by the item.

Strength Attunement. When the magitek item overloads, you gain a level of exhaustion.

Arcane Cores

Magitek items are powered by arcane cores. These devices are palm-sized devices of roughly-spherical shapes, composed of complex metal exteriors through which light glows. At the center of arcane cores are concentrated motes of magical energy.

How arcane cores are created is the secret kept desperately hidden by their sellers. An arcane core can be broken open if 30 damage is dealt directly to it. The magic within arcane cores dissipates almost instantly when they are broken, however. This makes it near-impossible to analyze the inside of arcane cores.

Arcane Core Types

Every arcane core is of a certain type. An arcane core's type determines what type of magitek item it is compatible with. An arcane core cannot power, and often cannot fit properly into a magitek item that doesn't match its type.

Arcane Core Quirks

In addition to their type, each arcane core has a quirk. An arcane core quirk is a minor effect that is applied to whatever magitek item the arcane core is used to power. These effects can be any combination of cosmetic, functional, beneficial, or detrimental.

Arcane core quirks are the only recognizable element of the chaos of magic within magitek items. Due to the secrecy of their creation, it is unproven whether arcane core quirks are by design or side effects. However, some arcane core quirks have negative effects on the item's use or its user, which generally points to a chaotic nature.

The following table lists the types of arcane cores, as well as examples of arcane core quirks for each type.

Type	Example Quirks
Armor	The armor grants a -1 bonus to all defense rolls made with it.
	The armor gives you a d20 advantage on checks made to escape grapples.
	The armor takes 1 damage if it touches wood. It can only take this damage once every hour.
Gadget	Fall damage you take is reduced by 1 while the gadget is on your person.
	The gadget constantly emits dim light in a 5 foot radius.
	You have a -1 bonus to your Piloting checks while the gadget is on your person.
Shield	Your jump distance increases by 3 feet while you hold the shield.
	The shield smells strongly of honey.
	When the shield takes damage, it has a 25% chance of taking 1 additional damage.
Weapon	The weapon deals 1 additional damage on a critical hit.
	When you hit with the weapon, a quiet bell ring emits from it.
	The weapon must be immersed in water for at least 5 minutes every hour. If it isn't, the weapon has a -1 damage penalty.

Using Arcane Cores

In some cases, magitek items are found with an arcane core already inside them. However, this doesn't always have to be the case. Arcane cores are rare, debatably more prized than magitek items themselves.

As the GM, consider how many arcane cores you will give out, compared to how many magitek items you give out. Magitek items only function with arcane cores, so the amount of arcane cores the players have determines how much magitek they use, not the amount of magitek items.

Consider how offering more magitek items than arcane cores allows for more versatility in magitek use, while limiting how many items are used simultaneously. A party with 10 magitek items but only 6 arcane cores, for example, effectively has 6 magitek items, which can be swapped out for other items outside of combat.

Alternatively, consider how offering more arcane cores than magitek items may affect the game. In this case, the amount of magitek items you grant limits the players' use, and this allows for picking and choosing between the quirks of a party's arcane cores. However, this is not the recommended balance, because players might simply sell the precious arcane cores for extra cash (though this may be okay with you).

Ultimately, the amount of magitek items and arcane cores that you give out is entirely up to you. You may decide based on what fits the story, the considerations offered above, or something completely different; whatever suits your game the best is always the right choice.

Magitek Items

Not every item is magitechnical. Magitek items must be specially crafted by skilled artisans. The designs required to channel the power of arcane cores are extremely precise.

Magitek items can theoretically be any type of item, but most are combat equipment. It is easy to recognize magitek items because they all have a space for an arcane core to fit into.

The rest of this section lists examples of magitek items, organized by rarity.

Magitek Item Rarity

A magitek item's rarity represents how common it is to see, sometimes due to how many of them exist. There are 4 levels of rarity.

- Common
- Rare
- Exotic
- Legendary

In general, less common magitek is more powerful. It is also recommended that the GM offer the party more magitek items of lower rarity than higher rarity.

Magitek Item Affinity

Some magitek items have additional power when used with certain special dice. Such powers are called affinities. If a magitek item has an affinity, it will describe what die it is for. If you have the required die, the magitek item has the additional property for you.

Common Magitek Items

Arcane Weapon

Common magitek weapon, health attunement

This weapon is charged with arcane energy. You have a -2 bonus to your attack rolls using the weapon.

Additionally, when you make an attack with the weapon, you can choose to gain a d20 advantage on the attack roll. Once you use this property, you cannot use it again until you gain a rest.

Blazing Blade

Common magitek weapon, health attunement

This longsword can burst into magical flames.

Wreathe Flames. As 1 count, you can cause magical flames to wreathe the sword's blade, or cause them to dissipate if already active

Whenever you hit a creature with the sword while the blade is wreathed in flames, it takes 1 additional damage. If you score a critical hit on the attack, and your target doesn't roll a critical defense, the target is also set on fire.

Frost Overload. If you make an attack against a creature and it defends using a Frost die, the blade takes 1 damage.

Frost Shield

Common magitek shield, essence attunement

This shield can conjure barriers of ice.

Summon Ice. While you wield the shield, you can use 2 counts to place a wall of ice in an unoccupied space adjacent to you. The wall is 5-feet tall, is somewhat transparent, and grants cover. It has a damage threshold of 3, vulnerability to damage from fire, and a breakpoint of 10. The ice barrier lasts for 10 minutes, until it is broken, or until it is melted by magical fire.

You can use this property of the shield 3 times between gaining rests.

Flame Overload. If you take damage from fire, and you use this shield as a defense, the shield takes 1 damage.

Gravity Boots

Common magitek gadget, strength attunement

These boots allow you to walk even in a lack of gravity.

Gravity Offset. While you wear the boots, your speed cannot be reduced due to a gravity modifier.

Gravity Grounding. When you are experiencing zero gravity, you can cause the boots to attach to any surface. Doing so, or causing the boots to detach requires no action.

Impact Overload. If you take fall damage, the boots take 1 damage.

Jump Armor

Common magitek armor, haste attunement

This armor allows you to leap into the air. While wearing the armor, you can jump up to 50 feet horizontally, and up to 20 feet vertically, with or without a running start. Additionally, you have a damage threshold of 5 for fall damage while you wear the armor.

Lightning Hook

Common magitek gadget, essence attunement

This grappling hook is connected to its launcher by a lightning tether. You can 3 counts to shoot its grappling hook up to 100 feet. When you do so, choose an anchor point that you can see. The grappling hook automatically hooks onto the anchor.

While you hold the grappling hook gun, you can cause the hook to reel in as 1 count, or cause it to stop reeling. When you reel it in, the hook is pulled in by 10 feet every count. If the

hook is currently anchored, you are instead pulled towards the anchor at 10 feet per count.

The grappling hook stays anchored until you use 2 counts to detach it. A creature within 5 feet of the hook can also use 3 counts to make a threshold 3 Force check, dislodging the hook on a success.

Alternatively, when you shoot the grappling hook, you can target a creature within 100 feet of you. Roll an Agility check opposed by the target's. If you win, the target gets shocked by the hook and loses 1 count.

Rebound Laser Gun

Common magitek weapon, health attunement

This self-destructive laser gun has the power to redirect damage. It functions as a laser pistol, but doesn't require an energy cell.

Absorb Energy. When you take damage from a physical source, reduce the damage you take by 1d4, to a minimum of 0 damage. The gun gains charge equal to the amount of damage avoided.

Discharge Energy. When you make an attack with the laser gun, you gain a damage bonus to the attack equal to half of the charge stored in the gun. The gun's charge is then set to 0.

Charge Overload. If the amount of charge stored in the gun ever exceeds your level, it loses all its charge and the gun takes damage equal to the charge stored in it.

X-Ray Surveillance Device

Common magitek gadget, strength attunement

This device can see through materials. As 3 counts, you can plant the device on a surface and activate it. It projects a 3-by-3-foot view of whatever is on the other side of it, as if there were no wall there. This device only works in one direction; the other side still appears as normal.

The device cannot see through lead, and cannot reach through a surface that is thicker than 1 foot. If you attempt to activate the device on such a surface, the device fails and takes 1 damage.

Rare Magitek Items

Arc Lightning Bands

Rare magitek gadget, haste attunement

This ball of arcing bolts of lightning is used to discourage movement.

Lightning Cage. As 3 counts, you can cause the bands to shoot towards a creature you can see within 20 feet of you. The target must roll a magical die or an Agility check against a threshold of 2.

On a failure, the lightning arcs around the target. While it does so, the target takes 1d4 damage if it uses any movement. You can also use 5 counts to deal 1d4 damage to the target.

The lightning cage lasts for 10 minutes, or until you use 3 counts to cause them to return to your hand, provided you are within 20 feet of the target. You must maintain concentration on the lightning cage. If your concentration is broken, the bands take 3 damage and drop to the ground in the target's space.

This property can be used twice between gaining rests.

Flame Spark Shield

Rare magitek shield, essence attunement

This shield has the ability to spark fires. It functions as a metal shield.

Ignite. As 2 counts, you can touch the shield to a flammable object and set it on fire.

Strike Fire. As 5 counts, you can strike the bottom of the shield on the ground and cause a 5-feet long, 5-feet tall, 1-foot wide wall of magical fire to appear in the space adjacent to you. The fire ignites any flammable objects within its space. The wall of fire lasts for (2d6) counts, or until it is extinguished through magical means.

When the wall of fire appears, if a creature occupies the space it appears in, that creature must roll a threshold 7 Agility check. On a failure, the creature takes 1d4 damage and is set on fire. On a success, the creature takes half as much damage and is not set on fire. Then, whether they succeed or fail, the creature can use 1 count as a reaction to move into an unoccupied space adjacent to its own.

While the wall persists, a creature must make the above check whenever it enters the wall of fire's space for the first time on a count or when it starts its turn there.

Frost Overload. If you use the shield to defend against a frost-based effect and you

don't reduce the damage to 0, the shield takes damage equal to the damage you take.

Hoverboard
Rare magitek gadget, essence attunement

This skateboard-like vehicle can hover. You can activate or deactivate the hoverboard as 2 counts. While it is active, the hoverboard levitates about a foot above the ground, and you can use it as a land vehicle with an acceleration of 20 feet.

Magic Missile Launcher
Rare magitek weapon, health attunement

This device can launch missiles made of arcane force.

Missile. You can make a special attack with the launcher to fire 3 missiles from it. You can direct each missile to fly towards a creature you can see within 100 feet of you. Roll an attack using a d12 on the table below for each missile.

Damage	3	2	1	—
Die Roll	1	2-7	8-11	12

Hydra Strike. When you use the launcher to make a missile attack, you can choose to launch an extra 3 missiles from it, as a part of the attack. When you do so, the launcher takes 1 damage.

Once you use this property, you cannot use it again until you gain a rest.

Momentum Bat
Rare magitek weapon, health attunement

This bat gains extraordinary power with momentum. It functions as a scrap bat.

Inertia. If you move at least 10 feet immediately before making an attack with the bat, you gain a +1 damage bonus on that attack for each 10 feet you moved.

Stagnant Overload. If you make an attack with the bat and miss, and you have not used any movement on that turn, the bat takes 1 damage.

Transforming Prosthetic Arm
Rare magitek gadget, haste attunement

This prosthetic arm has coupling parts that allow it to attach anywhere from the elbow to the shoulder, and it has no distinction between left or right. The arm only takes damage if it is specifically targeted by an attacker.

Prosthetic Link. You can attach or detach the arm as 3 counts. While it is attached to you, you can control it and feel things through it as if it were a normal arm. The arm also cannot be removed from you while you are alive and attuned to it.

Limb Transformation. As 1 count, you can cause the arm to transform into its alternate form, or back into its normal form. The alternate form is an item, and your hand is considered occupied by that item while the arm is transformed.

d6	Alternate Form
1	Baton
2	Flashlight
3	Automatic Grappling Hook
4	Laser Pistol
5	Metal Shield
6	Shortsword

The alternate form of the arm is determined by the arm's creator. The GM can choose an option from the table, or roll to determine it randomly. If the item normally requires an energy cell to function, the arm's version doesn't.

Unstable Cloaking Device
Rare magitek gadget, essence attunement

This device can generate invisibility, but risks giving it away to others.

As 3 counts, you can use the device to turn invisible. Other creatures are considered blinded when regarding you. This invisibility lasts for 1 minute, or until you end it as 1 count.

The quirk of the cloaking device is that it may transfer its invisibility to other creatures upon being rattled. If a creature physically touches you, such as when it hits you with a melee attack or unknowingly moves into your space, roll a d20. On an even result, the invisibility is transferred to that creature. Additionally, on an 11 or higher, the device takes 1 damage.

The invisibility can be transferred between creatures any number of times until it ends after a minute. If you are not the one who is invisible, you cannot choose to end it early.

You can activate the device's invisibility 3 times between gaining rests. You can activate

the device while another invisibility is ongoing, as long as you do not have that invisibility.

Exotic Magitek Items

Artifice Armor
Exotic magitek armor, essence attunement

This suit houses smaller constructs that can spring to life. It functions as an assault suit, but doesn't require an energy cell.

As 3 counts, you can cause the armor to eject a construct into an unoccupied space within 5 feet of you. When you do so, choose one of the constructs described below. The construct has a breakpoint of 8 and deactivates after 1 minute. You can summon up to 4 constructs between gaining rests, and you can have multiple active at once.

Drone. The construct is a flying drone, about 1 foot across. You can use 1 count to direct the drone to fly up to 50 feet. The drone also has a camera on it that streams what it sees to the helmet of the artifice armor, allowing you to see as if you were in its space.

If the drone is ever further than 500 feet from you, it deactivates.

Turret. The construct is a gun mounted on a stand, and is facing in a direction of your choice. Whenever a creature other than yourself enters a 50-foot long, 5-foot wide line originating from the turret, the turret fires at it, using your die for the armor on the damage table shown below. The turret cannot score a critical hit.

Damage	3	2	1	—
Die Roll	1	2-7	8-11	12-20

Once the turret fires 10 times, hit or miss, it deactivates.

Worker. The construct is a 1-foot humanoid robot. You can use 1 count on your turn to direct the worker's course of action. The worker has a speed of 5 feet, can lift up to 20 pounds, and cannot make attacks. It acts on each of your turns.

If the worker is every further than 500 feet from you, it deactivates.

Impulse Suit
Exotic magitek armor, health attunement

This suit of powered armor can impart massive force. The suit functions as an assault suit, but doesn't require an energy cell.

Defensive Shift. When you are attacked by a creature you can see, you can use 1 count as a reaction to move 5 feet. If this movement puts you in a space where the attacker couldn't target you with their attack, their attack misses. If the attacker can still target you, the attack continues, but you gain a -10 bonus to your defense roll using the suit.

You can take this reaction 3 times between gaining rests.

Kinetic Blast. As 3 counts, the suit emits a powerful wave of energy. Roll your die for powered armor on the damage table.

Damage	3	2	1	—
Die Roll	1	2-7	8-11	12-20

Each creature within a 15-foot cone originating from you must roll a threshold 5 Force check. On a failure, a creature takes the rolled damage and is pushed 10 feet away from you. On a success, a creature takes no damage and isn't pushed.

Once you use this property, you can't use it again for 10 counts.

Shatter Maul
Exotic magitek weapon, strength attunement

This maul can cause destructive air waves. You have a -2 bonus to your attack rolls with the shatter maul.

Quake Weapon. When you hit a creature with the shatter maul, you can force it to roll a threshold 5 Force check. If it fails, you can knock it 5 feet away from you or knock it prone.

Shockwave. As 5 counts, you can send out a powerful shockwave in a 30-foot cone originating from you. Roll your die for the bludgeons. Each creature within the area must roll a Force check against your roll.

On a failure, a target takes 1d6 damage, is knocked 15 feet away from you, is knocked prone, and is deafened for the next 20 counts. On a success, a target takes half as much damage, is only knocked 5 feet away, is not knocked prone, and is only deafened for 5 counts.

The shockwave deals 2d6 damage to any objects in the cone of its effect.

You can activate the maul's shockwave 3 times between gaining rests. If you have an Air die or a d4 die for the maul, you can use it an additional 2 times between rests.

Thunder Jump. As 2 counts, you can use the maul to launch yourself up to 50 feet in any direction. When you do so, you do not take fall damage until the start of your next turn.

Tesla Shield
Exotic magitek shield, haste attunement

This shield generates electricity that arcs into attackers. It functions as an advanced flare shield.

Lightning Flare. When you use the flare shield as a reaction to defend against an attack, you can cause lightning to arc towards the attacker if they are within 30 feet of you. You can cause this to happen whether or not the flare shield successfully negates damage, but it does occur after any damage is dealt to you.

The attacker must roll a threshold 5 Agility check. They have a d10 disadvantage on this check if you avoided taking damage from their attack. On a failure, they take 1d4 damage, and they take half as much damage on a success.

Legendary Magitek Items _____

Defective Timepiece
Legendary magitek gadget, haste attunement

This time keeping device holds the power of time within it. You cannot use multiple properties of the defective timepiece at the same time.

Accelerate Foe. As 4 counts, you can select a creature that you can see and cause it to slow down. The target can roll its Essence die against a threshold of 10, avoiding the effect if it succeeds.

If it fails, the target slows down to half its normal speed for 1 minute. All actions that the target takes cost twice the normal amount of counts, though effects it causes do last twice as long. While it is slowed, attacks against the target have a d8 advantage, and the target's attack rolls, defense rolls, and Agility checks all have a d20 disadvantage.

For the target, it does not experience itself as moving slower. Instead, it experiences everything else around it as moving twice the normal speed. At the end of each of the target's turns, it can repeat the check, ending the effect on a success.

You must concentrate on this effect to maintain it. If your concentration is broken, the defective timepiece takes 5 damage. Once you

activate this effect, you cannot activate it again until you gain a rest.

Decelerate Creature. As 4 counts, you can cause time to slow down for yourself or one willing creature that you can see. For 1 minute, the target moves much quicker relative to everything else.

On each of the target's turns, it can take two actions in a row, and only spend (the average between the two action's costs) counts on the turn. Additionally, the target has a d8 advantage on all its attack rolls, defense rolls, and Agility checks, and attacks against the target are made with a d20 disadvantage.

You must concentrate on this effect to maintain it. If your concentration is broken, the defective timepiece takes 5 damage. Once you activate this effect, you cannot activate it again until you gain a rest.

Halt Time. As 1 count, you can slow your perception of time to such a pace that it feels stationary.

You can take turns for 20 counts while every other creature, effect, and phenomenon stands still. During these 20 counts, you can perform any action or movement that you normally can. Once the 20 counts end, time resumes its normal pace for you.

If you create an effect that isn't limited to you and your person, such as firing a gun or summoning a fireball, that effect freezes in time, and only takes effect when time returns to normal. Such an effect that originates in your space freezes as it leaves your space.

If you take an action that forces an interaction with another creature, such as a melee attack or speaking telepathically, the defective timepiece takes 5 damage, and time returns to its normal speed.

Once you use this ability, you cannot use it again until you gain an extended rest.

Force Shield
Legendary magitek shield, strength attunement

This shield can emit high amounts of force. The shield functions as a fiber-plastic shield. You have a -2 bonus to your defense rolls with it.

Defensive Shove. When a creature makes a melee attack against you and you use the shield as a defense, you can use 1 count as a reaction to push the attacker up to 15 feet away from you immediately after the attack.

Force Field. As 5 counts, you can activate a force field from the shield. This force field has a radius of 10 feet, but the shield is not at its

center. Instead, the shield is part of the edge of the force field, and must remain there while the force field lasts. The shield cannot be moved while it is emitting the force field, relative to its frame of reference.

The force field blocks physical things from moving past it. Attacks using weapons, as well as projectile magic, hits the force field instead of those on the other side of it. Only effects that originate inside the forcefield can affect things within it, and the opposite for those outside.

The force field can take damage, and has a breakpoint of 30. If the force field is damaged to or beyond its breakpoint, it is destroyed, and the shield takes 1 damage.

The force field lasts for 10 minutes, or until it is destroyed. You can also deactivate the force field early as 3 counts. Once you activate the force field, you cannot activate it again until you finish a rest.

Galthredet Revolver

Legendary magitek weapon, health attunement

This revolver has six chambers that can each imbue shots with special effects. When you make an attack with the revolver, choose one of the shots described below to augment the attack.

Once you use one of the Galthredet's shots, you cannot use that shot again until you reload the revolver. Reloading the revolver requires 2 more counts than usual.

Blunderbuss. If the attack hits, the target must roll a Force check against your attack roll. If it fails, you can push the target up to 15 feet away from you or knock it prone.

Disease. If the attack hits, the target must roll its Health die against a threshold equal to the damage it took. If it fails, the creature is poisoned for 10 counts.

Fierce. You gain a +2 bonus to the damage of the attack. If you roll a critical hit, add 1 more damage.

Grim. If the attack hits, the target must roll a Logic check against your attack roll. If it fails, the target is frightened of you for 10 counts.

Precision. You can attack up to the revolver's long range without a disadvantage, and you gain a -3 bonus to the shot.

Snare. If the attack hits, the target is held, and pulled 5 feet closer to you every count. You can end the condition and the pulling at any time (no action required). The target can roll an Agility or Force check against your attack roll at

the end of each of its turns, ending the effect early if it wins.

Multishot Overload. You can combine shots of the Galthredet revolver. When you make a shot with the revolver, you can activate multiple shots. You can select any and all shots that are currently available and resolve them all on the same attack.

When you use more than one shot on an attack with the Galthredet, the revolver takes damage equal to the number of shots you used immediately after the attack.

Vortex Armor

Legendary magitek armor, strength attunement

This state-of-the-art suit has the power to warp space itself. It functions as a vanta suit, but requires neither an energy cell nor a fuel cell to function.

Spatial Warp. As 2 counts, you can teleport up to 100 feet into an unoccupied space that you can see within 500 feet of you.

Reflexive Shunt. When you are targeted by a physical attack, you can use 1 count as a reaction to cause the space around you to warp. When you do so, reduce the damage you take by 1d4.

Then, immediately after the attack, you can teleport up to 10 feet into an unoccupied space you can see.

Vortex Anomaly. As 5 counts, you can create a sinkhole of gravity. You place this vortex in an unoccupied space that you can see. The anomaly extends from that point 50 feet in all directions.

Each creature caught in the anomaly must roll a threshold 3 Force check. On a failure, a creature takes 1 damage. A creature must also make this check when it enters the anomaly or starts its turn there.

Creatures within the anomaly also experience a pull towards its center, the vortex. The anomaly is considered rough terrain, and creatures within it cannot move or be moved away from the vortex. Creatures that are 25 feet or closer to the vortex are pulled 5 feet towards it at the start of their turn.

If a creature enters the vortex's space, it immediately takes 20 damage and is teleported to a random location within 1,000 feet of the vortex.

The vortex lasts for 10 counts, and you must concentrate on it. If your concentration is broken, the vortex disappears and the vortex armor takes 5 damage.