

Chapter I: Introduction to InterVallum

Welcome, traveler of the stars! This is a guide intending to help people from any species survive the vast amount of systems they can venture to in the galaxy. This guide will also help you find your skillset and train to not just survive but thrive in almost any condition. InterVallum plays similarly to d20-based games (where the 20-sided die is the primary one used) however takes a unique spin on the sci-fi genre of RPGs by providing a fresh new range of player customization and a new challenge/difficulty system (this includes mechanics from healing to creatures and combat).

Dice Rolls and Rulings

InterVallum is a d20-based system, meaning that most of the rolls that you will be doing during your sessions will be with one or more 20-sided dice, or d20. When more than one d20 needs to be rolled, it will be denoted as "Xd20". When you roll a dice for an Obstacle, save or an attack roll, you must also consider any **modifiers**. You can have positive or negative modifiers added to your rolls based on your **core stats** such as dexterity or scrape and/or **weapon modifiers**. Some weapons can have bonuses that give bonuses to their 'accuracy' (AKA a modifier for the to-hit roll). Either case, when you do have to roll for an Obstacle, do so and add your modifiers if any. The result is what you use to determine if you pass the obstacle or not. It is normal if a character is not good at a lot of things; each character is not a superhero or mighty adventurer of old and are rather just an unusual bunch of normal people living throughout the galaxy. Their cooperation with the team will help ensure their success, but just like every other person, each InterVallum character has their own weaknesses and strengths. Characters can as an action Help another player in a skill check if they so choose. In order to help another player, the assistant must be trained in the skill being rolled. A person making a skill check with help rolls the skill check with 1 stack of opening.

At points in combat, your GR will direct you to make Initiative rolls to determine what order you will go in combat. If you and an ally have the same result on your initiative roll, you will both be taking your turns during the same initiative slot, and the **Coordinated Strike** action can be used. Using this action requires all allied entities to use this action when they are on the same initiative turn. At this point, one chosen person makes an attack against a target with 1 stack of opening for every ally using the Coordinated Strike action.

Most things can be done without a lot of pressure outside of combat. Once the fighting starts, however, time management is critical to strategy. Combat is considered to start after initiative is rolled and the first entity is about to start their turn. On each of your turns, you have one Action, one Bonus Action and one Reaction. In addition to these actions, you can move up to your movement speed on each of your turns in combat. During each of your turns, you can use your action to:

- Attack: See the below paragraph on how attacking works.
- Swap weapons: You can store an equipped weapon and replace it with a weapon from an adjacent inventory.
- Reload: Some weapons require you to use your action to reload.
- Dash: Dashing lets you move up to double your movement speed for the turn that you used your action to Dash.
- Parry: Using the parry action adds your Dexterity modifier to your Scrape against melee weapons until the start of your next turn.
- Use an Item: Using objects takes time and can range from opening doors or starting the engine of a vehicle.
- Hide: You can use your action to make a Stealth skill check to try and hide.
- Unjam: You can use this action to unjam one equipped weapon you have that is jammed.

Your bonus action and reaction are special actions that are only activated by special abilities. All players have the 'Reaction Shot' Reaction, detailed in Chapter III.

Rolling a to-hit roll, also known as an attack roll, is a little bit different. Like Obstacles (skill checks) and saves, you roll a d20 (unless specified elsewhere) but add bonuses from your Shooting or Melee skill bonuses. You are comparing this result to an enemy's **scrape**. If you roll lower than the enemy's scrape, they take **no damage** (this is usually described by the GR as "dodging or deflecting an attack with finesse/ armor/ etc.") If you roll higher than their scrape, you hit them with your attack. At this point, you will roll the corresponding **damage die** listed with your weapon and continue your turn. If you roll for an attack with a ranged weapon and the die roll is a 1, it is **jammed**. Jammed weapons take one action to unjam. If a creature is not wearing armor or has no innate armor, their Scrape becomes 10.

Critical Hits occur when you make an attack roll and roll a 20 on the attack die. When you roll a critical hit, it automatically hits as if you had rolled higher than the enemy's scrape. You then roll the damage die, add any bonuses then *double* that total for your critical hit damage. An optional rule a GR may use is that instead of doubling the total on a crit, the number of damage dice is doubled.

Opening and Disadvantages are factors that can completely change the outcome of a roll. Openings are when your character has an 'opening' such as doing something easy or having an easy shot. When you have an opening, you roll two of your dice (usually d20) and when calculating the total use the higher roll as your die roll. Disadvantages do the opposite; if you got surprised or incapacitated you might be at disadvantage. When you need to make a roll at disadvantage, roll two dice like an opening but you **MUST** pick the *lower* roll to use in calculating your total. Both openings and disadvantages can stack, up to 4 stacks of opening or disadvantage. One stack is normal behavior as listed above, 2 stacks means you roll yet another dice and act accordingly, 3 stacks means you will either **automatically succeed or fail** based on if you had an opening or disadvantage respectively. It is to be noted that things which are trivial such as opening doors are not considered 3 stacks of openings; openings usually only reach 3 stacks if something changed right before the action requiring the roll occurred, such as an ability or environmental change. Having 4 stacks of opening or disadvantage will **automatically critically succeed or fail** based on what kind of stacks were given.

At some points, you may want to attack an enemy at a specific body part. In order to do this, you make an attack roll like normal but gain 1 stack of disadvantage. If you hit, your attack will deal an additional 1d4 damage of your weapon type, and your GR may add additional effects to the outcome.

Occasionally you may have to deal with resistance, immunity, vulnerability, shielding, ship shields or temporary stamina.

Resistance is gained in relation to one or more types of damage. Whenever something with resistance takes damage that is the same damage type(s) it is resistant to, it takes only half of the damage rounded down. Immunity targets a specific damage type(s) like resistance but prevents all damage of that type or prevents related effects of that type from occurring (like preventing a robotic system from taking electric damage and avoiding the electricity from messing with the system.) Vulnerability can also consist of one or more damage types but works conversely to immunity. Entities that take damage of a type they are vulnerable to have that damage doubled. Below is a list of common damage types you may encounter:

- Slashing
- Whacking
- Stabbing

- Vacuum (Depressurization, Space Exposure)
- Suffocation
- Heat
- Cold
- Electrical
- Poison

Encounters with stranger objects or weapons may expose you to new damage types.

Shielding refers to personnel shields either being worn or sitting as a mobile generator. Shields in this form usually do one of three things: reduce incoming damage by a flat amount, give a specific entity resistance to a specific damage type, or destroy projectiles. Ship Shielding refers to a shield surrounding a ship. Whenever a system would be damaged and a ship has ship shielding, the shielding takes that damage instead. If the ship shielding is reduced below 0, the ship loses its shield and must wait the recharge time listed on its shield generator to regain this benefit. Temporary stamina refers to additional stamina gained using special items or abilities. Temporary Stamina is counted separately from your normal Stamina as its own pool. Whenever a creature with temporary Stamina takes damage, temporary stamina is deducted first. Temporary Stamina does not stack, but if you would gain an amount of Temporary Stamina higher than your current amount the new amount replaces the old. Temporary Stamina is removed at the end of a Short or Long rest unless otherwise denoted.

Stamina and healing are two aspects of InterVallum that may vary from other similar systems. Stamina is essentially the health system for InterVallum and is described later on in this document. The primary way to restore Stamina is to use healing items or abilities.

There are points in your adventure when you may want to have your party take a breather. These are known as Rests, usually consisting of a Short or Long Rest. These rests last 2/8 hours respectively. Specific class abilities and some items become useable again after one kind of rest, as described by the item/ability. At the end of a Long Rest that was not interrupted, you also have a chance to regain some lost Stamina. You can regain an amount of stamina equal to $1d12 + \text{your Grit modifier}$ (explained later in this document, minimum 0). Any additional points past your Stamina max are ignored.

Upon reaching 0 or less Stamina, you enter the dying state. In this state you are unconscious. If the damage you took that reduced you to 0 dealt additional damage equal to your maximum Stamina, you die instantly. If your Stamina was reduced to 0 by Heavy Weapons or Vacuum damage, you cannot gain assistance from others and cannot be healed by them until you either recover or die. In any case, during each turn after you hit 0, you roll 1d20. On a roll of 10 or higher, you gain a success. If you roll 4 successes, or are healed past 0, you stabilize (but remain unconscious). Rolling a 20 on any of your rolls returns you to 1 Stamina and wakes you up immediately. Rolling less than 10 or taking damage while at 0 adds one failure. At 4 failures you die. When you are stabilized and revived, you still retain your number of failed rolls. These failed rolls are removed at the end of the next Long Rest.

It must also be noted that you might not be constantly rolling for every action you want to take. Depending on who your Galaxy Ruler is, you may in fact very rarely encounter combat that much. Like other role-playing games, there is roleplaying, exploration and more that do not require rolls and are simply described and acted out. When playing your character, do not worry about having to roll; just do what you want as your character, the Galaxy Ruler will let you know if or when you need to roll. Speaking of your character, the next chapter will cover character creation as you cannot play any roleplaying game if you don't have a character.

Leveling Up

Leveling up in InterVallum occurs when characters reach a certain XP threshold, or by the Galaxy Ruler's decision. When your character gains a level, your class will grant you additional bonuses based on your level. You will also roll a die determined by your class and add that number plus your **Stamina** modifier to your total **Stamina**. If you do not want to roll, your class information will also give you a set number you can increase your health by.

Level 1	0 XP
Level 2	400 XP
Level 3	1000 XP
Level 4	2800 XP
Level 5	6600 XP

Level 6	14500 XP
Level 7	23100 XP
Level 8	34100 XP
Level 9	48100 XP
Level 10	64100 XP
Level 11	85100 XP
Level 12	100000 XP
Level 13	122000 XP
Level 14	142000 XP
Level 15	167000 XP
Level 16	200000 XP
Level 17	225000 XP
Level 18	268000 XP
Level 19	303000 XP
Level 20	355000 XP
Level 21	404000 XP
Level 22	450000 XP
Level 23	500000 XP
Level 24	550000 XP
Level 25	600000 XP
Level 26	650000 XP
Level 27	700000 XP
Level 28	750000 XP
Level 29	800000 XP
Level 30	850000 XP

A note about levels and level capacity. While InterVallum has 30 levels for players, the classes are not made to exceed 20 levels like other RPGs. The levels above 20 are something that should only be handed out in special cases. Instances where players would exceed 20 would be things such as wiping out an entire fleet in a XP based campaign, unifying the entire galaxy under one reign and being awarded a level, etc. Essentially, base gameplay is not made to accommodate players of this kind while retaining a sense of balance. If you do wish to go to level 30, here are some suggestions on what to give your players in these levels, as base classes will stop giving rewards at 20.

1) Multiclassing. This is an optional rule. A player can pick another class to start levelling up in. Each level from 21 to 30 counts as levels 1 through 10 for that class. The only thing they gain in this case is class abilities, nothing else.

2) Health and Skills. You may instead choose to give your players additional health as if they were normally levelling up, and extra skill points to assign to their base stats. It may be also ruled by the GR that base stats may naturally exceed 30 in this case.

3) Another character. Your GR may also allow you to start playing another character, with each level above 20 going into that character (who starts at level 1).

Additionally, your GR may decide to completely forgo XP in order to run a 'milestone' campaign, where characters level up depending on the GR's decision rather than by accumulating XP. Both methods are completely valid for an InterVallum campaign, with a group being able to level up through milestones on average about 3 to 10 session intervals.

An optional rule that your GR may also use, is that stat points can be granted per level instead of based on the class. In this case, additional stat points are not given for levels above 20.

Chapter 2: Character Creation

Before you can step on a planet, much less take off and see the stars up close, you must create a character. This character does not need to be defined by anything specific and is your creation of who you would want to be in a universe such as InterVallum. Do you want to be a handsome human pilot who can talk anyone out of their credits? Or do you want to be a Krogg soldier who can use their fists to pound any substance into a soup? Maybe you want to be the janitor cleaning up that soup? InterVallum's character system is designed to cover an extremely wide range of playstyles that would be expected of in science fiction roleplaying games and more.

Character Creation Process

Making your character is done in a couple of steps, first choosing your **species** then picking your **class**, **occupation** and **stats**.

Your **species** will determine a few things such as physical and mental capabilities, as well as establishing your character's appearance and how they interact with their environment.

Your **class** determines your abilities, such as firearm proficiency or survivability.

Your **occupation** also helps determine what you are good at, as well as giving your character a deeper background and some initial equipment, access and funding.

Your **stats** determine your ability to complete tasks in that area. The more you have of a stat the easier it will be. As your stats increase over the course of a campaign, they gain **modifiers**. Modifiers are numbers that are added to your rolls when you must roll an Obstacle or ability/attack roll that corresponds to the stat(s) with modifiers. The below table will show you what amount of points in a stat are needed for a specific modifier. If you choose to have a stat at 0, you will **have two stacks of disadvantage** on any check or roll related to that stat. **Note that all stats can only be increased to a *total* of 30** (Except your **Stamina** which has no limit). You can only go above 30 by certain effects that specify such. You can increase your stats by either acquiring stat points or through some perk bonuses.

0-5	-2
6-10	-1
11-15	0 (No modifier)
16-20	+1

21-25	+2
26-30	+3
31+	+4

When it comes to determining stats from a "how skilled would I be" standpoint, 11-15 is considered a normal/average knowledge or capability in the stat. 6-10 would classify someone as having a disability in that statistic. 16-20 represents professionals in that stat or skill set. 21-25 represents a veteran in that field, having lots of experience and skill with such. 26-30 represents having unnatural/supernatural capability in that stat.

Your character can become **trained** or even an **expert** at certain skills. When a character is trained at a skill (for instance, dexterity-based acrobatics) they can add double of their stat bonus to rolls for that skill. Training and expertise cannot extend to other kinds of the same skill, for instance, training in dexterity-based Acrobatics does not mean you are trained in the Acrobatics skill that uses your Pilot modifier. Becoming an expert at a skill means you triple the stat bonus for that skill. You cannot become trained or an expert at a skill that has a negative modifier.

Assigning Stat points: When you make your character, determine what level your character will start at. When you first make your character, you may freely assign 100 points total to your **Dexterity, Charisma, Strength, Intelligence, Street Smarts, Pilot, Grit, Perception, Technology and Heal/Repair** stats. You cannot exceed 25 in any stat until you level up (except by species or class bonuses). Your **Scrape, Stamina, Mental** and **PSI** are non-assignable and increase depending on factors described below. Each time you increase a stat by 1, you spend one of your available points. If you increase a stat above 20, each increase above 20 to 25 costs 2 points. Increasing between 26 to 30 costs 3 points each time you increase a stat in this range.

Note: starting at later levels. Your Galaxy Ruler (or GR) may decide to let your character start at a certain level. When picking stat points for the first time this way, assign the initial points from 1st level first (25 limits still applying but

just for this pool of points) then add any stat bonuses given for your species/class for leveling up to the current level.

Your **Stamina** is how long you can stay up in a fight. Essentially your health pool, your stamina is determined by what class you pick and is outlined as such there.

Your **Mental** is mental capability, from keeping sanity in stressful situations, ability to counter psionic forces, capability in virtual/neuro environments. This stat is equal to your **Intelligence + Street Smarts** divided by 2 (rounding down in all fractional cases).

Your **Scrape** is what determines if you can dodge an attack, ability or escape a situation. Your scrape is determined by what armor you get from your **past** or **occupation**; armor stats are outlined in *The InterVallum Manifest of Items and Effects*. If you are wearing no armor, your Scrape is equal to 6 + double your Dexterity modifier (with a minimum of 6).

Your **Psi** (short for Psionic) is your ability to tap into the psionic fields around you. This stat also determines what you can do if you are a psionic-trained person. Your Psi is equal to your **Mental**, **but only if you have psionic capability** (otherwise it is 0).

Your **Pilot** is your ability to drive vehicles or starships. It determines your capability in handling vehicles and determines if you can push vehicles to or above their limits or perform stunts with them. In order to fly a starship without penalty, you must receive special training from a **past**, **occupation** or a **class ability**. You can pilot ships without training in Piloting but cannot hyper jump or make complex movements, as well as suffering GR ordained disadvantages in and out of combat. If you are capable of pilot, you can fly your ship close to structures or other ships but suffer 1 stack of disadvantage on attack rolls and system ability rolls with that ship.

While some stats like Strength and Charisma are easy to define, others can be more ubiquitous. They are outlined below.

Your **Heal/Repair** determines how well you can determine wound sources, conduct autopsies and gauge general health of creatures. This skill is also used to heal or repair living/robotic creatures respectively. In order to be able to **Heal** or **Repair** creatures, you must gain those abilities from a **Past, Occupation, or class ability**. Medical items or items that can repair robotic creatures can be used regardless of the skill.

Your **Grit** determines how well you can last physically. You die if your base Grit reaches less than 1. Grit lets you have an iron belly, survive endurance challenges, avoid getting poisoned and more. Your **Grit** modifier can also affect your health when raised high enough.

Your **Technology** determines how well you can handle yourself with computers, advanced machines and the like. This would also be the stat to invest in if you want to hack or be able to maintain things such as ships, etc.

Your **Street Smarts** is your general wisdom of navigating the universe. You can find a destination in a city or station; you can use your surroundings and resources at hand to your advantage a bit better. You may not be too smart, but you know how to use what you learn.

Your **Perception** is how observant your character is of their surroundings. Having a low perception score does not mean you have poor eyesight or constantly miss obvious objects, neither does having a high perception score mean that you can see everything. Perception is also used when determining your capability with precision weapons or other equipment.

Species

The first step to making your InterVallum character is your species. All playable species are outlined on the following pages. If you want to play as a different species, talk to your GR about if they could be added and how they would work mechanically. When selecting a species, it will give you pluses and possible minuses to your stats. Note that these do not count towards any limit, except for lowering Grit past 1.

Selecting a species can have an impact on other aspects of your character like class selection and occupations, manipulations, etc. It is advised to read through the rest of the character creation section, so you can understand how your chosen race might affect what you want to play. If you just want to quickly put together a character, picking a **human** is your best bet, as they cover the widest range of capabilities.

Human

Humans. The most prolific and prevalent species of the entire galaxy. Humans can be found on a *lot* of planets and can do just about everything there is to do in the galaxy.

As a human, you get the following stat adjustments:

Dexterity + 1

Strength + 1

Intelligence + 1

Street Smarts + 1

Grit + 1

Technology + 1

Pilot + 1

Charisma + 1

Your language(s) that you know and speak is **common**.

Optional Species Trait: **Ingenious**. You have special traits that shine forth from other people when put to the test. Your stat adjustments are instead as follows:

Grit + 2

Street Smarts + 1

Charisma +1

In addition, **Ingenious** humans gain the below bonus.

Feature: **Gifted**. You can select one perk that costs 2 or less, and you learn it regardless of when your chosen class later learns perks. Perks and their effects are detailed after the Occupation segment of Chapter II.

In either case, your movement speed is 30 feet / turn.

Krogg

The Krogg are a very prevalent species as well. These humanoid creatures are made of solidified flesh and tendons that have hardened enough due to their blood (which contains a special formula) that they are as tough as rocks. All Krogg possess excellent strength and can easily lift around four humans' worth of weight with little effort. Unfortunately for the Krogg, their blood can't travel against gravity that well due to its thickness, resulting in less blood going to the brain.

As a Krogg, you get the following stat adjustments:

Strength + 2

Grit + 1

Intelligence - 2

Street Smarts - 2

Your languages that you know and speak are **common** and **krogonian**, a series of low grunts and crackling noises.

Species' Ability: **Rock-Hide**

When you take damage from a melee source that is less than your current **Stamina**, you may halve that damage. You can only use this ability once per fight/battle. This ability can be used to avoid dismemberment regardless of Stamina.

Species' Feature: **Immense Strength**

Your superior muscles can be put to good use. When you roll to pull, lift, push, carry, or throw something, you can roll 1d4 and add that result to your roll's total.

Species' Limitation: Poor Mind

You suffer from a lack of better brain power. Whenever you roll an Intelligence, Street Smarts or Mental roll, subtract 1d6 from that roll. Your maximum Mental is 20.

Your movement speed is 25 feet / turn.

Felinus

The felinus are a race of mixtures between felines from human Earth and an extinct race of unknown kind or origin. The results of DNA manipulation, the felinus are sometimes looked down upon by humans as 'odd' or 'uncomfortable', but it usually doesn't get worse than this. The Felinus are very industrious when it comes to persuasion and politics and will put out almost all their industrial/manual labor to either automation or other species such as the Krogg.

As a Felinus, you get the following stat adjustments:

Strength - 2

Charisma + 1

Your languages are **common** and **felinus**, a series of short purrs and/or hisses as well as chirping and chattering.

Species' Trait: Fur

As a creature covered in fur, you are **vulnerable** to fire damage and **resistant** to cold damage.

Species' Trait: Padded Feet

Your feet make less sound; when walking on **smooth or soft** terrain, or on metal surfaces, any creatures has a - 2 to any Obstacle rolled to find your location by sound of footstep.

Your movement speed is 35 feet / turn.

Folormians

The folormians are a race of ambiguous piles of sentient slime that have unknown origins. What they do lack in physical prowess is made up for mentally, most folormians being very intelligent or even possessing limited psionic powers. Folormians can slightly manipulate their form to mimic other objects or creatures around them in shape, however they cannot reduce or gain in size. Folormians communicate by hollowing out part of their body and making mock vocal cords like humans. Their main method of movement is either replicating limbs or pseudopod-like movement, sliding along a surface.

As a folormians, you get the following stat adjustments:

Strength - 2

Dexterity - 2

Intelligence + 1

Mental + 1

Species' Limitation: **Soft Structure**. Having a soft structure means it is very easy for your body to mold around an object instead of molding the object around you. Your maximum Strength and Dexterity can only be 20. This trumps any maximum or stat increases that would put the limit above 20. You are also **vulnerable** to slashing damage.

Species' Trait: **Tuned**. Your body is naturally sensitive in a way other aren't. You unlock the **Psi** stat, and when using a Psionic ability can ignore one level of disadvantage for rolls related to that psionic ability. Additionally, you can choose one level 0 Psionic ability detailed in the *InterVallum Manifest of Items and Effects*; You can use this psionic ability twice per long rest.

Species' Trait: **Ooze**. As an ooze-like creature, you can survive in different situations than humans. **You do not need air to survive and can move up walls equal to your movement speed**. You still suffer effects from hard vacuum or gasses/airborne toxins.

Your movement speed is 30 feet / turn.

Quatchalife

Your once great race stood above all others in the galaxy. That all changed during the War with the Greentachen, which left your descendants mere shells of their true potential. Quatchalifes are usually slender, tall humanoids with a light coat of fur on their bodies. What sets them apart is that their head resembles that of a deer, and has a long serrated curved horn jutting out from the forehead. Their burning resentment for their situation usually means that Quatchalife empires or factions keep cold relations with other races.

As a Quatchalife, you get the following stat adjustments:

Strength + 1

Dexterity + 2

Charisma - 2

Intelligence - 2

Street Smarts + 1

Species Limitation: Heritage. While not animalistic, your mental capacity is limited compared to what your ancestors enjoyed. You have disadvantage on saving throws against Psionic or mental effects made against you. Additionally, you can ignore one stack of Disadvantage when using your Action to Run N Gun.

Species Ability: Gore. Using your horn on your head, you can impale enemies upon it. Making a melee attack roll with a bonus equal to your dexterity modifier, you can impale an enemy and deal 1d8 stabbing and slashing damage to them. While an enemy is impaled on your horn you have 1 stack of opening on melee attacks against that enemy during your next turn. You can only gore a person if you are not currently goring someone.

Your movement speed is 40 feet / turn.

Lizardkin

Ranging from salamander like creatures to those that look like humanoid dragons, lizardkin are the result of experimentation on human DNA and that of various reptiles. Lizardkin are usually only made through experimentation (although rare tribes of the same kind of lizardkin can exist) and thusly aren't in a large amount of demand. While many, many kinds of lizardkin exist due to their nature, only two main "kinds" of them exist; skinned or scaled. Those two options are listed below.

Skinned:

As a skin lizardkin, you get the following stat adjustments:

Dexterity + 2

Pilot - 3

Charisma - 1

Specie's Trait: **Slippery Skin**

You require more moisture to function normally than other species. If you are not on super-hot planets (or generally hot/dry areas), you are fine. If you do end up on one, however, you suffer one level of **Exhaustion** until you re-moisturize and rest. While you ARE in suitable conditions, you have 1 stack of opening on rolls to escape grabs and have +1 to your AC against melee attacks.

Specie's Trait: **Lizard claws**

You have claws that, while not too particularly effective, can be used to traverse terrain. You gain a **Climbing speed** equal to your movement speed.

Scaled:

As a scaled Lizardkin, you get the following stat adjustments:

Pilot - 3

Technology - 3

Strength + 2

Specie's Trait: Scaled Hide

Your scales are something that you can use to help deflect incoming damage. You gain an unarmored Scrape value equal to 10 plus your dexterity modifier (minimum 10.) If you are wearing light armor, you may also apply your dexterity modifier an additional time (minimum of 1) to that armor's dexterity bonus.

In either case, your movement speed is 30 feet / turn.

Synth

Synthetics or "Synths" are machines perfected to imitate the life of a humanoid creature. Synthetics can be made for many reasons, from navigation assistants to radiation researchers or ship truckers, but synthetics only free by losing their master or being hacked. As such, truly free synthetics tend to hide their identity, preferring to act as their appearance in order to avoid being recaptured or sold off on the black market to someone worse.

As a synth, you get the following stat adjustments:

Grit - 1

Charisma + 2

Dexterity - 1

Technology + 2

Street Smarts - 2

You know **common** and one language that matches the race chosen in your Synthetic Façade feature detailed below.

Specie's Feature: Synthetic façade. Choose another race available for your InterVallum game that is a humanoid; your synthetic chassis is an almost perfect replica of the chosen race, but you do not gain racial features. A person can determine if you are synthetic or not by examining wounds, opening your chassis, or using electronic devices as your interior systems are robotic and you do not have blood.

Species Trait: Synthetic Creature. Your creature type is robotic as well as humanoid. This does grant you immunity against effects that require blood as well as immunity to poison damage and the effects of poison. When an entity rolls an ability to heal you using Heal/Repair, they must be able to repair robotic units. You cannot be healed except by repairing or using repair kits. You also gain vulnerability to electrical damage. You do not need food or drink to survive, but not eating for a long time can reveal your true nature as a synthetic. Being mostly robotic, you also cannot gain the psionic ability and cannot use psionic items or abilities. This prevents you from choosing the Psionic class. Every round you are fully submerged in water you take 1d4 electrical damage.

Your movement speed is 30 feet / turn.

Shapeshifter

Shapeshifters are the result of illegal genetic manipulation or are children of shapeshifter parents. Their illegal modifications allow them to alter their genetic code at will, being able to create almost perfect disguises of other people. In their true form, shapeshifters appear to be grey, featureless humanoid figures. It does not matter how a shapeshifter was created, if they are discovered they are usually killed on sight. Black markets pay extreme prices for living shapeshifter specimens on occasion.

As a shapeshifter, you get the following stat adjustments:

Dexterity + 1

Street Smarts + 1

Charisma + 2

Grit - 2

Intelligence - 1

You know **common** and one racial language of your choice.

Species trait: Shapeshifting

You can use an action (or spend 10 seconds) transforming into a humanoid that you have a genetic sample of (blood, mouth swab, etc.) which is consumed on use. This is an extremely painful process, and it deals 1d4 Psionic damage to you each time you change. After changing, you retain the appearance, voice and physical characteristics of the person you are copying including their DNA

sequence and your creature type is considered the same in addition to Shapeshifter (but does not grant you racial bonuses). Additionally, you have a **Second Skin**: a permanent form you have spent at least 1 month shapeshifted as. You are not dealt damage when transforming into your original form or your second skin and can transform in 1 bonus action (or 3 seconds). You do not need genetic material to change into your second skin. You can be identified by the following ways:

- Your blood, which does not change per form and has a deep purple hue to it.
- Being observed changing or in your original form.
- Acting suspicious/not knowing specific information.
- A person with the Tracker class that has Shapeshifter as their favored enemy (detailed in the class).

Your movement speed is 30 feet / turn.

Deoxyus

The Deoxyus (or Deoxii plural) are a strange species that initially hailed from a ship entering from the asteroid belts around the outer edges of the charted galaxy. They tend to stay in reclusive groups around abandoned stations or uncolonized planets, living the role of scavengers and selling their finds to other species. The Deoxyus resemble a spiky, skeletal structure with a torso splitting into four insectoid legs. They are extremely anaerobic, not only sustaining themselves on the lack of oxygen but absorbing the oxygen from their surroundings.

As a Deoxyus, you get the following stat adjustments:

Dexterity + 1
Grit - 1
Technology + 2
Street Smarts + 2

You know **common** and **deoxus**, a language based on gestures and body language. Your creature type is Insectoid

Species trait: **Consumer**

You constantly draw the oxygen from your surroundings, draining it all if it cannot be replenished. You only suffocate when your entire body is covered. You do not need air to survive and are immune to any effect of **Depressurization** or **Hard Vacuum**. Creatures relying on oxygen that stay within 5 feet of you for too long begin suffocating.

Your movement speed is 30 feet / turn.

Acquiia

The Acquiia are a lanky human-like creature whose DNA was spliced with a fish to survive in extra-terrestrial environments. The results are the Acquiia, a race who conquered the task of living outside of water with their rapidly evolving intelligence. Soon they would find their way back into the hyper lanes of space and integrate with the rest of the species of the galaxy.

As an Acquiia, you get the following stat adjustments:

Intelligence + 4
Dexterity + 1
Grit - 2
Charisma - 3
Perception - 2

Specie's Limitation: **Waterbound**

Your organic system has been engineered to solely derive oxygen from liquid environments, putting you in a precarious situation. You always start with a small, form-fitting life support system consisting of a small pump controller and thin tubes that can be easily removed from your gills. The pump takes oxygen from the atmosphere and enriches the water in the tubes to allow you to breathe in environments. You can also stay underwater indefinitely. Failure to run oxygenated water through your lungs causes you to suffocate under normal conditions.

Specie's Trait: **Adaptation**

The Acquiia were designed to learn from their environments and you are no different. Once per long rest you can lose training in one skill you are trained in and gain training in one skill you are not trained in. Also, when you make your character you gain training in one skill in addition to the training that your class or occupation provides.

Class

The next step to making your character is choosing a class. Classes determine what your playstyle and ability set will be in InterVallum. Your class is what sets you apart from another person.

Optional Rule: Multiclassing. If your GR allows it, you can take multiple levels in multiple classes InterVallum provides an additional optional rule for multiclassing. Refer to levels beyond 20 and the notes for doing such a thing on page 6.

Soldier

Soldiers still provide a strong frontline for many battles between factions, companies or planets. With the evolution of combat over time, the soldier lifestyle and skillset has slightly changed, remaining a fundamental core of extreme lethal capability.

As a soldier, you start with the following stats:

At level 1: 10 HP

For every level past 1: you can increase your Stamina by 5 (or 1d8 + Your Grit modifier (minimum 0)).

Pick two of the skills below, you become **trained** in them:

- Shooting (dexterity)
- Shooting (perception)
- Athletics (strength)
- Athletics (grit)
- Endurance (grit)
- Intimidation (strength)
- Melee (dexterity)
- Melee (strength)
- Agility (dexterity)
- Medicine (heal/repair)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Any means necessary, Soldier archetype
2	Adrenaline rush
3	+8 Stat Points, Perk Picker
4	Archetype feature
5	Extra Attack
6	+8 Stat Points
7	Battlefield prowess

8	Archetype feature
9	+8 Stat Points
10	Run N Gun
11	Conservatism
12	+8 Stat Points, Archetype feature
13	Battlefield Awareness
14	-
15	+8 Stat Points
16	Archetype feature
17	Tough body
18	+8 Stat Points
19	Acquired Skill
20	Archetype feature

Any Means Necessary

Your able to turn an unarmed situation into an armed one. You can use objects from your environment as weapons. For ranged items, they have a range of 30 feet but cannot have any of their properties altered by your soldier abilities. You are considered trained in using these items as weapons, and they deal 1d8 damage (damage type decided by your GR).

Soldier Archetype

Soldiers receive training early in their career in order to be useful to their bosses. Choose one archetype to represent the kind of soldier you were: this archetype determines the abilities granted to you at later levels.

- Ranger: A well-rounded troop able to work with various tools and environs.
- Sniper: A precision-based marksman.
- Battlefield medic: providing a viable threat while sustaining squad mates.

[[Level 1 Archetype Feature]]: You gain a feature based on your chosen archetype:

Ranger:

You are used to hostile environments. Effects like rain, fog, snow do not modify your attack rolls.

Sniper:

You can set up a trained shot. During your turn, you can use a bonus action to make a Shooting (perception) check. On a success, you set up a position and choose one enemy. During your next attack on an enemy, if you have not taken damage since setting up a trained shot, you gain 2 stacks of opening for the attack roll. You cannot use your action to attack during the turn you use this ability.

Battlefield Medic:

You are capable of healing. You can spend an action to heal an organic creature. The creature must be willing. They restore Stamina equal to 1db + your Heal/Repair bonus. You can use this feature several times per Short Rest equal to your Heal/Repair modifier. When using your skill bonus to determine the amount of Stamina regained, you may apply bonuses from being trained or expert in the skill. The healing increases to 2db at level 10.

Adrenaline Rush

Starting at second level, your excitement during battle helps to keep you going. As an action, you can restore 1db + your Grit modifier Stamina to yourself (minimum 0). You can use this feature once per Long Rest.

Perk Picker

Starting at level 3, you can spend your Stat points gained to buy Perks instead. You can also save unspent Stat points and spend them after any Long Rest.

Archetype Feature

[[Level 4 Archetype Feature]: You gain a feature based on your chosen Archetype:

Ranger:

You are accustomed to fighting in unexpected situations. Whenever your party is surprised, you gain Scrape until the surprise round ends equal to your Agility (dexterity) skill bonus (minimum 0).

Sniper:

You gain the **Overwatch** action. Until the start of your next turn after using this action, if an enemy moves or attacks in range of your weapon, you can make an attack on them with a -3 penalty to the roll. You can fire at a number of enemies this way equal to your perception bonus.

Battlefield Medic:

You become Trained in Heal/Repair if you are not already. Your movement speed is increased by 5 feet when moving directly towards allies with negative status effects or less than 5 Stamina that you can see.

Extra Attack

Starting at 5th level, you know how to efficiently use your weapons. When you use your action to Attack, you can make an additional attack with your weapon if you have enough ammo. If you do not have enough, you can have this extra attack be a Reload action as long as the weapon's reload time is one Action or less.

Battlefield Prowess

Starting at 7th level, you are exemplary at combat. You can choose one of your Shooting or Melee skills you are trained in: you gain expertise in that skill.

Archetype Feature

[[Level 8 Archetype Feature]]: You gain a feature based on your chosen Archetype:

Ranger:

Your attacks can mark targets. Every time you miss an attack roll, until the start of your next turn you and your allies gain +1 on attack rolls against the missed target. This bonus stacks up to your Shooting skill with the highest bonus.

Sniper:

You can use ranged weapons in closer ranges than their minimum with 1 less disadvantage stacks, but you cannot gain stacks of Openings.

Battlefield Medic:

You gain +5 movement speed moving towards injured allies. Additionally, you can make a Medicine check to remove effects from weapons placed on you or your allies.

Run N Gun

Starting at level 10, as an action you can move up to half of your movement speed and make an attack simultaneously.

Conservatism

Starting at level 11, you are able to find yourself some luck. Whenever you make an attack roll during combat and the die roll is 17 or higher, you regain 1 piece of ammo or one charge in your magazine. This cannot cause your magazine to exceed its capacity.

Archetype Feature

[[Level 12 Archetype Feature]: You gain a feature based on your chosen Archetype:

Ranger:

You can use your bonus action to make one melee attack. This does not benefit from any Extra Attacks.

Sniper:

Whenever you hit a creature with a ranged weapon, they lose 1 Scrape until the end of combat, but gain 2 stacks of opening on their next attack if they attack you. The AC reduction can stack up to your Shooting (Perception) skill bonus.

Battlefield Medic:

When considering the amount of times, you can use your healing ability, you can add bonuses from training or expertise.

Battlefield Awareness

Your training to keep an eye out for enemies confers the following benefits:

- You gain training in Investigation, if you already are trained, gain expertise instead.
- You always have 1 stack of Opening on perception skill checks.

Archetype Feature

[[Level 16 Archetype Feature]: You gain a feature based on your chosen archetype:

Ranger:

For every attack that you hit during your turn, you gain +5 movement speed until the end of the turn.

Sniper:

Your vantage points usually are vertical, and years of training have finally paid off. You gain a climbing speed equal to your movement speed.

Battlefield Medic:

Whenever you heal a willing ally, you can also heal yourself up to that amount.

Tough Body

You are unusually hard to kill. Starting at 17th level, you can be revived or healed even if you had lost all of your Stamina to heavy weapons or hard vacuums (if no longer present in hard vacuum).

Acquired Skill

Your experience has taught you some side abilities. When you reach level 19: Choose one trained skill and one skill you are not trained in: you gain expertise in both of those skills.

Archetype Feature

[[Level 20 Archetype Feature]]: You gain a feature based on your chosen Archetype:

Ranger:

Every time you kill an enemy, until the end of your turn your damage dice double.

Sniper:

You can set up trained shots without making a skill check.

Battlefield Medic:

Once per Long Rest, you can revive someone who lost all of their Stamina to extreme sources like hard vacuum or heavy weapons.

Ghost

Ghosts are highly valued spies, assassins or boarders. Their ability to remain undetected makes them invaluable in boarding parties, political espionage, or hitman services.

As a ghost, you start with the following stats:

At level 1: 8 HP

For every level past 1: you can increase your Stamina by 4 (or 1dB) + Your Grit modifier (minimum 0).

Pick three of the skills below, you become **trained** in them:

- Agility (dexterity)
- Stealth (dexterity)
- Melee (dexterity)
- Melee (strength)
- Athletics (strength)
- Alchemy (street smarts)
- Hacking (technology)
- Mechanical (intelligence)
- Shooting (perception)

- Infiltration (dexterity)
- Infiltration (intelligence)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Concealment, Shadow Strike
2	Disappear
3	+8 Stat Points, Perk Picker
4	Efficient Concentration
5	Guard Down
6	+8 Stat Points
7	-
8	Spider Movement
9	+8 Stat Points
10	-
11	Undetectable
12	+8 Stat Points
13	-
14	Unseen Strider
15	+8 Stat Points
16	Expertise
17	-
18	+8 Stat Points
19	Achille's Heel
20	Black Rose

Concealment

Starting at 1st level, whenever you are completely hidden from all observers in a 30ft radius you gain the *Concealed* status effect. You lose the *Concealed* effect after being spotted, attacking or using an ability/item and after critically failing skill checks.

Shadow Strike

Starting at 1st level, you can make guaranteed strikes on unwary prey. Your first attack to a target within 15 feet of you gains 3 stacks of opening on the attack roll if you are *Concealed*.

Disappear

Starting at 2nd level, you can attempt to hide even if only lightly obscured or only obscured by a non-creature object.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Efficient Concentration

Starting at 4th level, your ability to reach your target is astounding. While Concealed, you can turn a critical failure on a Hacking or Infiltration skill check into a normal failure.

Guard Down

Starting at 5th level, whenever you hit an attack with your Shadow Strike feature, you can add 1db stabbing damage to your total damage. You can use this feature a number of times equal to your Shooting (perception) or Stealth (dexterity) bonus per Long Rest (whichever is higher) but can only be applied once per attack. This damage increases to 2db at level 10, and 4db at level 15.

Spider Movement

Starting at 8th level, whenever you are concealed, you gain a climbing speed equal to your movement speed, which can be used to crawl across ceilings.

Undetectable

Starting at 11th level, you cannot be detected by scent and gain a bonus on saving throws against Psionic effects to determine your location equal to your Stealth modifier.

Unseen Strider

Starting at 14th level, whenever you are Concealed your movement speed is doubled.

Expertise

When you reach level 16, choose two skills (they do not have to be trained): You gain expertise in those skills.

Achille's Heel

Starting at level 19, you can spot weaknesses in impervious enemies. When you hit an enemy that is either resistant or immune to your damage, they become vulnerable to that attack instead. You can only use this ability a number of times per long rest equal to your Melee (dexterity) skill bonus.

Black Rose

You are the ultimate ghost. You can automatically hide as a bonus action from visual and auditory sources. While hidden, you are always Concealed.

Pilot

Pilots are one of the most common kinds of creatures you will see in space, being the backbone for interstellar transportation. Pilots are also known in some parts for being silver-tongued and organizers.

As a pilot, you start with the following stats:

At level 1: 8 HP

For every level past 1: you can increase your Stamina by 4 (or 1dB) + Your Grit modifier (minimum 0).

Pick two of the skills below, you become **trained** in them:

- Melee (dexterity)
- Melee (pilot)
- Shooting (dexterity)
- Shooting (pilot)

- Stealth (pilot)
- Persuasion (charisma)
- Deception (charisma)
- Agility (pilot)
- Performance (charisma)
- Insight (street smarts)

You also gain training in the Piloting (pilot) skill.

You start with the following equipment:

-Pilot's license. A license that signifies your legal ability and proof of training for piloting starships.

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your additional gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Piloting, Keeping an Image
2	-
3	+10 Stat Points, Perk Picker, Frigate Training
4	Pilot Focus
5	Evade!
6	+10 Stat Points, Hauler Training
7	-
8	Nimble Reflex
9	+10 Stat Points, Cruiser Training
10	Charm Person
11	Boldness
12	+10 Stat Points, Battleship Training
13	You got this!
14	Give it a Kick
15	+10 Stat Points, Star Ship Training
16	Star Fuel Efficiency
17	-
18	+10 Stat Points, Capital Ship Training
19	Self-Repair
20	Pilot Master

Piloting

Starting at level 1, you can pilot starships starting with the shuttle-class ships and lower. The certifications are added to your Pilot's License. You can also try to make an Investigation (intelligence) to pilot planetary vehicles you are unfamiliar with. Driving three separate vehicles of the same kind grants you familiarity.

Additionally, you have a **pilot's license**. This virtual license certifies your training and ability to fly ships. You can either find someone willing to train you or reach further levels to learn how to fly larger ships. Once you do, you can record that training to your pilot's license for 100 credits.

Keeping an Image

You know how to fly a ship and steer a conversation. You can reroll 1s rolled for Persuasion (charisma) or Deception (charisma) checks that you make. You also cannot reach 3 stacks of disadvantage in respective checks.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Frigate Training

Once you have reached 3rd level, you have received both training and experience enough to gain certification for piloting frigate-class ships. Refer to your Piloting feature to learn how to add this to your license.

Piloting Focus

Once you reach 4th level, you can deepen your piloting experience into a more specific field. Pick one focus; you gain that feature.

1. Daredevil: You are more of a pilot that likes to make up their own moves as they go. You can fly close to buildings and starships and receive no penalty when doing so.

2. Smuggler: You can add 3 to every Infiltration (Pilot) roll to fly into places undetected. You can also hide 10 pounds of cargo on your ship in a secret compartment known only to you.
3. Merchandise Trucker: You can use merchant hyperspace lanes without needing to pay. If these do not exist, you instead can once per Long Rest find enough hyper drive fuel to jump one sector over for free.

Evade!

Starting at level 5, you can pull off dodges and rolls in order to avoid danger. When in combat either in a ship or on person, you can use your bonus action to gain 3 Scrape (or give 3 to your ship) until the end of your next turn. You can use this feature a number of times equal to your Agility (dexterity) modifier per long rest (minimum 1).

Hauler Training

Once you have reached 6th level, you have received both training and experience enough to gain certification for piloting hauler-class ships. Refer to your Piloting feature to learn how to add this to your license.

Nimble Reflex

Your lightning quick reflex you use to pilot your ship begin to wear off on you while on foot. Starting at 8th level, whenever a grenade or similar object is thrown in your direction, you can use your reaction to make an Agility (Dexterity or Pilot) check greater than the base attack roll. On a success, you gain control of the projectile and make a ranged attack to throw it back (with bonuses of 0).

Cruiser Training

Once you have reached 9th level, you have received both training and experience enough to gain certification for piloting cruiser-class ships. Refer to your Piloting feature to learn how to add this to your license.

Charm Person

You can use your stunning charisma to control people. Starting at 10th level, after talking to someone for 1 minute, you can force them to make a contested Insight (street smarts) check against your Persuasion (charisma) skill check. On a success, you charm the person for 1d4 hours. Making any hostile commands or actions towards this person ends the charm. You can only have a number of people simultaneously charmed up to your Charisma modifier (minimum 1). If the target wins, or the charm ends, they are immune to this effect for 24 hours.

Boldness

As a grizzled captain "You've seen worse". Starting at 11th level, You and allies that can hear you are immune to being charmed or frightened.

Twice per Long Rest, you can also disrupt combat. As an action, you can cause each enemy creature you are going into combat against make a Street Smarts saving roll against your rolled initiative. For each creature that fails you can add or subtract your Charisma modifier from their initiative result.

Battleship Training

Once you have reached 12th level, you have received both training and experience enough to gain certification for piloting battleship-class ships. Refer to your Piloting feature to learn how to add this to your license.

You got this!

A pilot sometimes must take the role of commander and lead their team. Starting at 13th level, you can command and control a willing creature's turn in combat. Once per combat, you can move your initiative turn to be on the same turn as one ally of your choice. You and any allies sharing the same initiative turn can add your Charisma modifier to saving throws.

Give it a Kick

Starting at 14th level, you can keep your ship going, even in dire circumstances. Whenever a mechanical part of your ship is damaged to a state where it would stop working, you can make a Ship Mechanical (technology) saving throw. On a success, the part retains 1 hit point until you land or dock, or the part is repaired.

Additionally, if your ship's hull is reduced to 0 or less, it is reduced to 1 instead, maintaining enough functionality to make it to the nearest planet or ship in your current sector. If the ship arrives or takes additional damage prior, the hull can be reduced normally, and this feature cannot be used on that ship until it is repaired.

Star Ship Training

Once you have reached 15th level, you have received both training and experience enough to gain certification for piloting star ship-class ships. Refer to your Piloting feature to learn how to add this to your license.

Star Fuel Efficiency

Starting at 16th level, you've analyzed enough hyperspace jumps to realize shortcuts that you can take. When making a hyperspace jump, you can choose to make a Ship Mechanics (pilot) skill check. On a success, your hyperspace fuel cell does not lose any charges. On a failure, it only loses half of its charges, and can be used again after another hyperspace jump. On a critical fail, the GR chooses a facility on board that breaks down and becomes destroyed. If your piloting focus is Daredevil, the system is only damaged instead.

Capital Ship Training

Once you have reached 18th level, you have received both training and experience enough to gain certification for piloting star capital-class ships. Refer to your Piloting feature to learn how to add this to your license.

Self-Repair

Starting at 19th level, you can spend 1 hour repairing a fighter class ship back to working order (full hull) for free. Increase the time by 1 hour for each hull size class above the first.

Additionally, during combat, a ship you pilot can regain 1 hull point at the start of your turn if it currently has less than half of its hull points.

Pilot Master

Through an arduous journey, you have reached piloting mastery. At level 20, for each skill with a (pilot) version, you gain expertise in those (pilot) skills. Whenever combat starts, you can pick a number between 0 and 21. You can use that picked number for your Initiative.

Engineer

If pilots are the rulers of the space ways, engineers puppeteer the pilots. Engineers maintain everything from house appliances to hyperspace drives. Their mechanical knowledge makes them the hidden backbone to societies and factions in the galaxy.

As an engineer, you start with the following stats:

At level 1: 8 HP

For every level past 1: you can increase your Stamina by 4 (or 1dB) + Your Grit modifier (minimum 0).

Pick 2 of the skills below, you become **trained** in them:

- Mechanical (intelligence)
- Alchemy (intelligence)
- Alchemy (street smarts)
- Hacking (technology)
- Ship Mechanical (technology)
- Melee (strength)
- Shooting (dexterity)
- Shooting (pilot)
- Melee (dexterity)

You start with the following equipment:

-Mechanic PDA: A device that contains electronic probes, soldiering tools, and a digital interface screen.

-Toolbelt: A compact toolbelt that contains various common tools related to a mechanic's trade.

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your additional gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Engineer Archetype
2	Manual Override
3	+8 Stat Points, Perk Picker
4	Engineer Archetype Feature
5	System Shock, Barricades
6	+8 Stat Points
7	Engineer Archetype Feature
8	-
9	+8 Stat Points
10	Engineer Archetype Feature
11	-
12	+8 Stat Points
13	Engineer Archetype Feature
14	-
15	+8 Stat Points
16	Engineer Archetype Feature
17	I'm Supposed to be here.
18	+8 Stat Points
19	Engineer Archetype Feature
20	Master Mechanic

Engineer Archetype

Starting at 1st level choose an engineering Archetype that defines your field of engineering. The archetype you choose will grant you unique abilities as you reach later levels.

- Tinkerer
- Ship Mechanic
- Roboticist

Tinkerer:

Starting at 1st level, your tinkering with mechanical systems has taught you how to take things apart efficiently. You deal an additional 1d4 damage against mechanical or robotic targets.

Ship Mechanic:

Starting at 1st level, your training in repairing ship systems comes in handy. You can make a Ship Mechanical (technology) skill check to repair a system present on a ship or similar vehicle. This cannot return a destroyed system to the damaged state.

Roboticist:

Starting at 1st level, you can use the Heal/Repair skill to Repair robotic creatures as an action. In order to repair a robot, your skill check total must exceed the creature's Scrape. On a success, you restore Stamina to the creature equal to 1d6 + your Heal/Repair bonus. You can use this ability a number of times per Long Rest equal to your Intelligence bonus (minimum 1). Additionally, you can read and write Machine Language, the language of computers and machines.

Manual Override

Starting at 2nd level, you are well-trained in manually overriding most points of entry. Whenever you attempt to damage a structure that is not the hull of a ship, you deal double damage. You can also reroll any 1s rolled on Infiltration checks but must use the new result.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Engineer Archetype Feature

Starting at 4th level, your engineer archetype grants you additional features:

Tinkerer:

You can spend your bonus action to unjam your weapon and/or one weapon an ally is holding in 5 feet of you.

Ship Mechanic:

You can assist in installing or upgrading ship systems or hulls, reducing the price for such by 10%.

Robotician:

For 5,000 credits you can construct a robotic familiar with a simple virtual intelligence system. This familiar must be small enough to carry on your shoulder without strain. The familiar communicates in Machine Language. The familiar acts on your turn during combat. Its AC is 11 + your Technology modifier, its Stamina is equal to 2d8 + your Technology modifier, and its stats are equal to yours at the time you made it. It has a movement speed of 30 feet but cannot fly. When you first reach this level, you can construct one for free.

System Shock

Starting at 5th level, you know how to temporarily disable robotic systems. You can use a bonus action to affect one robotic system you are within 5 feet of. The system must make an Intelligence saving throw equal to or greater than 10 + your Hacking (technology) bonus + your Mechanical (Intelligence) bonus. On a failure, the system is stunned until the end of your next turn. Non-sentient robotic systems make this saving throw with 1 stack of disadvantage. Electronic systems do so with 2 stacks of disadvantage. You can use this ability a number of times per Long Rest equal to your Hacking (technology) bonus.

Barricades

Starting at 5th level, you can construct barricades to assist your team. You can spend one round constructing a barricade across an entrance no wider than 10 feet. These barricades have a scrape of 13 and 2d8 + your Mechanical (intelligence) Stamina.

Engineer Archetype Feature

Starting at 7th level, your engineer archetype grants you additional features:

Tinkerer:

A number of times equal to your Mechanical (intelligence) modifier, you can make a Mechanical (intelligence) skill check. On a success, you can remotely detonate an explosive you can see within 120 feet.

Ship Mechanic:

You can temporarily overload a hyper drive, giving the ship double range for its next hyperspace jump. You can do this multiple times during each long rest, but for each additional time you use this ability on the same ship there is an increased chance that the GR may cause something to go wrong.

Roboticist:

You can mount a melee weapon onto your familiar(s).

Additionally, once per long rest, you can attempt to control a robotic creature. The creature must make a saving throw equal to 10 + your Hacking (technology) bonus + your Mechanical (Intelligence) bonus. On a failure, you control that creature for 1d6 rounds or minutes. You cannot force that creature to go against any innate programming or put itself in harm's way. The creature does not remember what happens while it is controlled.

Engineering Archetype Feature

Starting at 10th level, your engineer archetype grants you additional features:

Tinkerer:

You can hardwire locks to stay locked or unlocked. You can additionally create mechanical locks of your creation using a bonus action that only operate when a password is entered. You choose the password.

Starship Mechanic:

You can find passage for yourself on star ships by providing your service as an engineer instead of paying.

Robotacist:

You always gain 1 stack of opening when using Persuasion (charisma) or Deception (charisma) against robotic creatures or artificial intelligence.

Engineering Archetype Feature

Starting at 13th level, your engineer archetype grants you additional features:

Tinkerer:

Your techniques allow you to modify armor that you wear. Whenever you are wearing medium or heavier armor it gains additional durability equal to your Intelligence modifier.

Starship Mechanic:

You can spend an action to put out fires or seal hull breaches in a ship room with a system that still has hit points.

Robotacist:

Whenever you use Heal/Repair to repair a robotic creature, you may double the total of Stamina to restore.

Engineering Archetype Feature

Starting at 16th level, your engineer archetype grants you additional features:

Tinkerer:

You can create cybernetic prosthetics to replace lost limbs. Your GR will determine material cost and time needed to make one.

Starship Mechanic:

Whenever a ship you are maintaining takes damage to its hull, you can use your reaction to have the hull points only be reduced by half of the damage. This feature decreases the movement speed and Scrape of your ship by 10 and 2 until the end of your next turn.

Robotacist:

You can create cybernetic implants to boost aspects of a creature's performance. Your GR will determine difficulty, cost and time needed to make an implant.

I'm Supposed to Be Here

Starting at 17th level, your appearance and ID as a mechanic lets you get into places you otherwise could not. Whenever you roll an Infiltration (charisma) or Deception (charisma) to enter a location without being suspicious, you can present your Mechanics PDA and ignore the check instead, considering it a success.

Engineering Archetype Feature

Starting at 19th level, your engineer archetype grants you additional features:

Tinkerer:

Your weapons have been modified to use jamming as an empowering strike. Whenever your weapon would become jammed from your attack roll, it critically strikes instead.

Starship Mechanic:

Once per Long Rest you can repair a system out of the Destroyed state into the Damaged state.

Roboticist:

You do not need to pay to construct your familiars, they may also have flying speeds and you can have a number of familiars up to your Mechanical (intelligence) bonus.

Mechanical Master

Upon reaching 20th level, you have become one of the best mechanics in the system. Your Technology stat increases to its maximum, and you gain expertise in Mechanical skills.

Psionic

Psionics are stuck in odd circumstances. Usually, a person's psionic talent is given genetically, lying dormant until a brain reaches maturity or released during stressful events. Psionics are considered "Weirds" or "Freaks" and medical institutions pay very highly for being able to 'research' psionic people. Their condition is known as Q.E.M and psionics are curable with expensive treatments.

As a psionic, you start with the following stats:

At level 1: 6 HP

For every level past 1: you can increase your Stamina by 3 (or $1d4 + 1$) + Your Grit modifier (minimum 0).

Pick 2 of the skills below, you become **trained** in them:

- Persuasion (Charisma)
- Shooting (dexterity)
- Shooting (perception)
- Shooting (PSI)
- Melee (dexterity)
- Melee (PSI)
- Stealth (dexterity)
- Investigation (intelligence)
- Investigation (perception)
- Agility (dexterity)
- Hacking (technology)
- Mechanical (intelligence)
- Deception (charisma)
- Insight (street smarts)
- Alchemy (intelligence)
- Alchemy (street smarts)
- Performance (charisma)
- Performance (dexterity)

You also become trained in Mind-Read (PSI) and Mind-Write (PSI).

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and

other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Psionic Capability
2	Psionic Recovery
3	+9 Stat Points, Perk Picker
4	-
5	Psionic Harvest
6	+9 Stat Points
7	-
8	Psionic Resistance
9	+9 Stat Points
10	-
11	Memory Leech
12	+9 Stat Points
13	-
14	Faster Cognition
15	+9 Stat Points
16	-
17	Psionic Aura
18	+9 Stat Points
19	Mind Crush
20	Awakening

Psionic Capability

Starting at 1st level, your psionic ability has been released. You have **Psionic Capability**. You have the PSI stat and can use Psionic abilities. Your ability to use psionic abilities relies on your PSI stat. You gain a **Psionic DC**: a DC that some of your psionic capabilities will make targets roll against to determine effects. This DC is equal to 11 + your Mental modifier + your PSI modifier.

You also have PSI-Levels and PSI Points for each level. Your PSI-levels determine how psionically strong you are and what psionic abilities you can use. In order to use PSI abilities, you expend PSI-Points that are equal to that PSI-level, which are regained at the end of a long rest. Refer to the below chart to determine the amount of PSI-Points/Levels you have.

Level 0 psi abilities are very easy for a psionic mind to replicate, so much that they do not expend PSI-points. The column for level 0 on the below table instead shows how many level 0 psi abilities out of the possible list you know for that level.

Whenever you gain a level in this class, you can learn 1 additional PSI-ability at one of the PSI-levels you can use abilities from (i.e. can gain a level 3 psionic ability if you have PSI points for level 3 psionic abilities). You may also choose one PSI-ability that is not level 0 to replace with another from the Psionic ability list. For psionic abilities of first level and above, starting at level 1 you know 6 1st-level psionic abilities. The full list of psionic abilities can be found in the *InterVallum Manifest of Items and Effects*.

Level	Level 0	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7	Level 8
1	3	2	-	-	-	-	-	-	-
2	3	3	-	-	-	-	-	-	-
3	4	4	2	-	-	-	-	-	-
4	4	4	3	-	-	-	-	-	-
5	4	4	3	2	-	-	-	-	-
6	4	4	3	3	-	-	-	-	-
7	4	4	3	3	1	-	-	-	-
8	4	4	3	3	2	-	-	-	-
9	4	4	3	3	3	1	-	-	-
10	4	4	3	3	3	2	-	-	-
11	4	4	3	3	3	2	1	-	-
12	4	4	3	3	3	2	1	-	-
13	4	4	3	3	3	2	1	-	-
14	4	4	4	4	4	2	1	-	-
15	4	5	4	4	4	2	1	1	-
16	5	5	4	4	4	2	1	1	-
17	5	5	4	4	4	3	1	1	1
18	5	5	4	4	4	3	2	1	1
19	5	5	4	4	4	3	2	1	1
20	5	5	4	4	4	3	2	1	1

Psionic Recovery

Starting at 2nd level, you can focus restore your mind to a more energetic state. After each Short Rest, you can restore a number of 3rd level or lower used psionic points equal to your PSI modifier.

Additionally, you can mentally communicate with organic creatures. You can send thoughts as messages using Mind-Write (PSI) skill checks or try to read thoughts by forcing a target to make a Mental roll against a Mind-Read (PSI) skill check.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Psionic Harvest

Starting at 5th level, whenever you kill an organic enemy creature using a psionic ability, you can gain temporary Stamina equal to half of the damage you dealt rounded down. This temporary stamina expires after being replaced or at the end of a Long Rest.

Psionic Resistance

Starting at 8th level, you can shield yourself from some dangerous effects. Whenever you succeed on a saving roll and would only take half of the damage, you take no damage instead.

Memory Leech

Starting at 11th level, you can use the experience of others for yourself. As a bonus action, you can force one target to make a Mental saving throw against your DC. On a failure, they take 1d4 Psionic damage, and you can increase your next 3 skill checks, attack rolls or saving throws by your Mind-Read (PSI) modifier. This cannot be used on the same person more than once per 24 hours. This ability can only be used a number of times per Long Rest equal to your PSI modifier.

Faster Cognition

Starting at 14th level, when you reach this level and later levels you can learn an additional Psionic Ability. You can also make quicker decisions: whenever you roll initiative to determine your position in combat, you can roll another initiative roll and use either result.

Psionic Aura

Starting at 17th level, your mind has created an aura around yourself providing a superior form of defense. You have Shielding with the following effects:

- Damage from Heavy Weapons becomes normal damage as if coming from a smaller weapon.

- You become immune to fire and damage from fire.

- You become immune to cold/ice and damage from such sources.

Mind Crush

Starting at 19th level, you can reach into someone's mind and destroy them from the inside out. You can as an action force a target to make a saving throw against your DC. On a failure, the target's Intelligence and Mental scores are reduced to 5. On a success they take 4d6 Psionic damage. This ability does not affect robotic entities or entities with brain modifications. You can use this ability once per Long Rest.

Awakening

When you reach 20th level, your mind has linked to the psionic network that spreads across everything. You can treat Mind-Read (PSI) and Mind-Write (PSI) skill checks as normal successes. You also gain double the modifier from your PSI stat. In addition, you no longer need to eat or drink and do not age.

Tracker

Trackers excel at not only finding items but people. Trackers excel at hunting people down as well as decent survival skills.

As a tracker, you start with the following stats:

At level 1: 8 HP

For every level past 1: you can increase your Stamina by 4 (or 1d6) + Your Grit modifier (minimum 0).

Pick 4 of the skills below, you become **trained** in them:

- Shooting (dexterity)
- Shooting (perception)
- Melee (strength)
- Melee (dexterity)
- Endurance (grit)
- Deception (charisma)
- Persuasion (charisma)
- Performance (charisma)
- Performance (dexterity)
- Stealth (dexterity)
- Infiltration (charisma)
- Infiltration (dexterity)
- Infiltration (strength)
- Infiltration (intelligence)
- Insight (street smarts)
- Investigation (intelligence)
- Investigation (perception)
- Hacking (technology)
- Medicine (intelligence)
- Agility (dexterity)
- Athletics (strength)
- Athletics (grit)
- Alchemy (intelligence)
- Alchemy (street smarts)
- Intimidation (charisma)
- Intimidation (strength)
- Nature (intelligence)
- Nature (street smarts)
- Survival (street smarts)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Bloodhound, Favored Enemy
2	-
3	+9 Stat Points, Perk Picker
4	On Guard
5	Extra Attack
6	+9 Stat Points

7	Blood Sense, Keen Sense
8	-
9	+9 Stat Points
10	Decisive Strike
11	Iron Grip
12	+9 Stat Points
13	-
14	Endless Tracker
15	+9 Stat Points
16	Wolf in Sheep's Clothing
17	-
18	+9 Stat Points
19	Hunter's Mark
20	Hunter-Seeker

Bloodhound

Starting at 1st level, you are able to track down targets specifically well when supplied with evidence. If you have a belonging or part of an entity you are trying to find, you gain 1 stack of opening when making Nature skill checks or Survival (street smarts) checks to locate or track them. This bonus increases to 2 stacks at level 11.

Favored Enemy

Starting at 1st level, you've been around a lot of nasty creatures and you want to make sure they don't stick around anymore. Choose a creature type from the list below: You get a +2 bonus to attack rolls and saving rolls against that creature type.

- Monstrous: odd creatures that are not quite beasts.
- Beasts/Insectoids: animals in or from the wild.
- Abomination: either mutations or genetic experiments.
- Humanlikes: If it is a human or shares humanlike DNA.
- Shapeshifters: odd bloodlines able to change their appearance.
- Synthetic: Both organic/machine mixes and robots, as well as cyborgs, drones and synths.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

On Guard

You are constantly prepared to deal with threats from your favored enemy. Starting at 4th level, whenever a creature that is a favored enemy type hits you with an attack while it is within 10 feet of you, you can use your reaction to deal 1d6 damage to it with your weapon. This damage increases to 2d6 at level 8 and 3d6 at level 12. You can use this ability a number of times equal to your dexterity modifier per Long Rest.

Extra Attack

Starting at 5th level, when you use your action during your turn to attack, you can make an additional attack with one of your equipped weapons. At level 15 you can make two additional attacks using this feature.

Blood Sense

Starting at 7th level, you can as a bonus action focus your senses to pinpoint accuracy. For 5 minutes, you can detect creatures that are your favorite enemy within 60 feet with no more than 2 objects completely between them from you. You learn of the numbers and location of these creatures and can tell if they are injured or not. If your favored enemy is a shapeshifter in a different form or the creature is invisible, they can be detected but you do not know the location of them. You can use this ability a number of times equal to your street smarts modifier per long rest (minimum 1). Additionally, you ignore difficult terrain when moving towards your favorite enemies while using Blood Sense.

Keen Sense

Starting at 7th level, you have developed an extreme sense of smell. You gain 1 stack of opening on rolls to determine the location or find tracks of your favored enemy by smelling for their pheromones. You can use this feature to reveal if your favored enemy is shapeshifted into another form or is invisible.

Decisive Strike

Your ability to take down a target can be terrifying. Starting at level 10, whenever you critically hit your favored enemy you can double the damage die before counting the crit. You can use this ability once per specific enemy hit.

Iron Grip

Handling unwilling people has given you an edge. Starting at 11th level, whenever you grapple someone, you have 1 stack of opening. Whenever someone tries to escape your grasp, they must subtract your dexterity modifier from their roll.

Endless Tracking

Starting at 14th level, you cannot be bothered by distance to find your target. When you are tracking a specific target, you can make an Investigation (intelligence) or Investigation (perception) check near locations of major transit. On a success, you can identify if your target has left the planet, and what planet they are going to. If they are not going to a planet, you know the general sector they will be going.

Wolf in Sheep's Clothing

Starting at 16th level, you can hide yourself from your target. Whenever you attempt to avoid having your presence revealed to a creature of your favorite enemy, you gain 1 stack of opening.

Hunter's Mark

Starting at 19th level, you can mark an enemy for death. Using your bonus action places a mark on a creature. If you use your next three actions to attack, and the first attack for each action hits you instantly kill the target. If you miss one or more of these primary attacks, the target is immune to this effect for 24 hours. If you miss or the target dies prematurely, you can move the mark to a new target, this requires no action.

Hunter-Seeker

Upon reaching 20th level, you have become the ultimate hunter, seeking greater quarry. You gain the following benefits:

- You can ignore 1 stack of disadvantage when attacking your favored enemy.
- You can choose another creature type to be your Favored Enemy.

Agent

Agents are lurking, secretive people who have given themselves over to factions or agencies to work in covert ops.

As an agent, you start with the following stats:

At level 1: 8 Stamina

For every level past 1: you can increase your Stamina by 4 (or 1d6) + Your Grit modifier (minimum 0).

Pick 2 of the skills below, you become **trained** in them:

- Shooting (dexterity)
- Shooting (perception)
- Melee (strength)
- Melee (dexterity)
- Endurance (grit)
- Deception (charisma)
- Persuasion (charisma)
- Performance (charisma)
- Performance (dexterity)
- Stealth (dexterity)
- Infiltration (charisma)
- Infiltration (dexterity)
- Infiltration (strength)
- Infiltration (intelligence)
- Insight (street smarts)

- Investigation (intelligence)
- Investigation (perception)
- Hacking (technology)
- Medicine (intelligence)
- Agility (dexterity)
- Athletics (strength)
- Athletics (grit)
- Alchemy (intelligence)
- Alchemy (street smarts)
- Intimidation (charisma)
- Intimidation (strength)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Secret Keeper, Agency
2	Identify Yourself
3	+9 Stat Points, Perk Picker
4	Agency Feature
5	-
6	+9 Stat Points
7	Light arms Proficiency
8	Agency Feature
9	+8 Stat Points
10	Analysis
11	-
12	+8 Stat Points, Agency Feature
13	Backup Call
14	-
15	+8 Stat Points
16	Agency Feature
17	Caged Mind
18	+8 Stat Points
19	-
20	Super-Agent

Secret Keeper

Starting at 1st level, you have been trained to avoid spilling secrets. You gain expertise in Deception (charisma) skill checks if you do not have expertise already.

Agency

Starting at 1st level, you identify yourself as an agent of a faction or government/court. Decide with your GR which faction would fit best with your character. You have a faction agent token, a quarter-sized physical token to show your affiliation as an agent with your faction. Hide this well as faction enemies are always looking to take out the competition. Using a communication device, you can attempt an Infiltration (intelligence) check. On a success, you create a basic encrypted method of communication to your Agency that lasts for a number of rounds (or 10 second bursts) equal to 3 + your Intelligence modifier.

Additionally, choose one of the archetypes below. This archetype grants you features at later levels.

- Consigliere: a person of distractions and misleading.
- Cleaner: a person who can blend in with a crowd.
- Saboteur: a tinkerer skilled in rigging traps.

Identify Yourself

Starting at 2nd level, you can spend 5,000 credits to create a fake ID including digital reference. You automatically get one for free upon reaching this level. Whenever a fake identity is exposed you get one Agency token. This token can be used to reroll one attack roll or skill check without any stacks of opening or disadvantage (but you must use the new total).

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Agency Feature

Starting at 4th level, you gain additional features based off of your archetype:

-Consigliere:

You can use your charm to pull attention where you want. Whenever you roll a skill check to grab someone's attention, you can replace the die roll with your base Charisma score (maximum 19). You can use this ability a number of times equal to your charisma modifier per Long Rest.

-Cleaner:

When you finish your job, you leave no trace. Anyone other than you or ally Agency members gain 1 stack of disadvantage when trying to locate you using evidence.

-Saboteur:

You can spend 1 hour rigging an everyday object into a trap. Make a Mechanical (Intelligence) skill check. The saving throw obstacle against this trap is that skill check. The damage is equal to 1db damage of a type possible to create with the trapped object. This damage increases to 2db at level 10.

Light Arms proficiency

Your training has taught you how to utilize smaller weapons over larger ones. You suffer a -4 penalty to ranged weapons requiring 2 hands but gain a +2 bonus to attack rolls with any weapon that only requires 1 or less hands.

Agency Feature

Starting at 8th level, you gain additional features based off your archetype:

-Consigliere:

By speaking to a sentient creature for more than 5 minutes, you can attempt to succeed on a Persuasion (charisma) check. On a success, the creature becomes neutral to you (if not already friendly) and you can ask a small favor that is either very trivial or quick. Once a person is affected this way, they are immune to this effect for 24 hours.

-Cleaner:

You can spend one action to strip a body of fingerprints and physical items that could identify them (this includes disfiguring clothing).

Additionally, you can attempt a Hacking (technology) skill check. On a success, you can wipe one of the following electronic records depending on what you are hacking:

- *Security camera footage (past 3 hours) | Security camera servers.

- *A person's digital ID (temporary, lasts 24 hours) | target person's PDA. Can be done within 20 feet of the PDA.

- *Audio or text logs (past 8 hours) | storage servers. Can be done while on the same network/intranet as the server.

-Saboteur:

Making sure you remain undetected is essential for saboteurs everywhere. You gain training in Stealth (dexterity) if you are not already, and if within 40 feet of a trap you have set within the past minute, can turn a critical failure into a normal failure.

Analysis

Starting at 10th level, you are always able to keep critical information in mind. You can perfectly recall locations, descriptions or other facts you have observed within the last week.

Agency Feature

Starting at 12th level, you gain additional features based off of your archetype:

-Consigliere:

If you spend at least 1 hour enamoring a target, the target must make a Street Smarts saving throw higher than 15. On a failure, they suffer -2 to attack rolls and skill checks of your choice. This effect lasts for 3 hours. This ability can only be used a number of times per Short Rest equal to your Charisma modifier.

-Cleaner:

Logging and recording systems on ships and other transport vehicles automatically omit your presence.

-Saboteur:

You can use your level 4 saboteur ability in 30 minutes instead of an hour. You can additionally sabotage most common items, objects, vehicles or equipment to either deal the damage listed or manifest another possible effect (instant-fuse grenades, steering wheel lock, etc.). You use the same obstacle in either case.

Backup Call

Starting at 13th level, your Agency is willing to bail you out of some situations. If you have communication to your agency, you can use a bonus action and make a Persuasion (charisma) skill check. On a success, your Agency will send you assistance. This assistance takes 1d4 + 1 minutes to arrive. You can only use this ability once per Long Rest. Using this ability blows the cover on all fake identities you have created.

Agency Feature

Starting at 16th level, you gain additional features based off of your archetype:

-Consigliere:

You can increase your base Charisma by 3, up to your maximum.

-Cleaner:

Once per long rest, you can spend 1 hour and a corpse similar to yours rigging a faking of your death. You immediately create a new false identity that cannot be exposed for the next 24 hours at no cost.

-Saboteur:

You can subtract 2 from the DC on your trap to immediately sabotage a different object within 30 feet of the original. They share the same DC.

Caged Mind

Starting at 17th level, you have mentally trained yourself to hold out much longer under psychological duress. You gain +2 on saving rolls against Psionic effects. Additionally, whenever

you succeed on a Deception (charisma) skill check, you can cause that skill check to critically succeed. You can use this second ability twice per Long Rest.

Super-Agent

When you reach level 20, your experience in the field has molded you into the ultimate Agent. Your Agent abilities can be used two additional times before recharging if they have a specified number of uses.

Technomancer

A technomancer may not actually know magical practices, but to the common eye they are sorcerers. Technomancers are extremely capable in interaction with mechanical and technological systems. Usually employed as investigators or security experts, some technomancers take up the life of crime as notorious hackers. Their main tool is their implant known as a "c-link" that lets a technomancer directly interface their mind with a compatible system.

As a Technomancer, you start with the following stats:

At level 1: 6 Stamina

For every level past 1: you can increase your Stamina by 3 (or 1d6) + Your Grit modifier (minimum 0).

Pick 2 of the skills below, you become **trained** in them:

- Shooting (Dexterity)
- Shooting (Perception)
- Melee (Dexterity)
- Athletics (Grit)
- Hacking (Technology)
- Infiltration (Intelligence)
- Insight (Street Smart)
- Investigation (Intelligence)

- Mechanical (Intelligence)
- Stealth (Dexterity)

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Consciousness-Link, Machine Sync
2	Sidearm
3	+9 Stat Points, Perk Picker
4	Calibrated Strike
5	Extra Attack, Analyzation
6	+9 Stat Points
7	-
8	Static Net
9	+9 Stat Points
10	Binary Influence
11	-
12	+9 Stat Points
13	Cheat the System
14	Heightened Intelligence
15	+9 Stat Points
16	-
17	Aimbot
18	+9 Stat Points
19	Revitalization
20	Mechanical Simulacrum

Consciousness Link

Starting at level 1, you have been training your C-Link to seamlessly interact with your mind. You acquire 1 arm cybernetic. This is your C-Link. It is a cybernetic arm that completely replaces your biological limb. If a robotic or mechanical system is compatible, you can use your action to interface to the system. While interfaced, you cannot move or use any actions/abilities except to leave interface using your bonus action. Locked or unwilling systems must succeed on an

Intelligence saving throw equal to or higher than $B + \text{half of your level rounded down} + \text{your Technology modifier}$. If you lose the implant, a new one can be made or acquired using 10,000 credits.

Machine Sync

Starting at level 1, you also can read/write and speak Machine Code: A language shared between robotic and mechanical systems. You also can reroll any 1s rolled on Charisma checks to persuade or intimidate synthetic systems (robotic or mechanical/electrical systems including computers and synths).

Sidearm

Starting at 2nd level, your C-Link can also serve as a weapon. You can spend 500 credits over a Long Rest in order to integrate a single-handed weapon into your arm or replace an existing integrated weapon. You can use your bonus action to turn your c-link arm into this weapon, or vice versa. You cannot use your C-Link ability while the weapon is active. Whenever you shoot with the weapon, you can use your Intelligence modifier instead of the weapon's normal modifier. This weapon still follows ammo rules. Additionally, at level 3 you can store up to 3 handheld tools, and when transforming your C-link arm can choose to configure it as one of those instead (storing tools can be done in one minute at no cost).

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Calibrated Strike

Starting at 4th level, your integrated weapon can be enhanced by your C-Link. If a weapon is integrated into your implant as part of your Sidearm ability, it can ignore personnel shielding and removes 1 extra durability from armor. Killing an enemy with your integrated weapon gives you 6 temporary Stamina that expires after 1 minute. At 7th level, the damage also increases by your Technology modifier and it cannot jam by

rolling a 1 on the attack roll. Whenever you help someone in a Coordinated Strike that hits, they can reroll the damage and choose either total.

Extra Attack

Starting at 5th level, whenever you use your action to make a weapon attack, you can make one additional attack using an equipped weapon with the necessary amount of ammo.

Analyzation

Starting at 5th level, you can immediately assess situations to assist you better. Once per combat, you can add or subtract your Technology modifier from an ally's initiative roll. Additionally, you can Help on any ability check regardless if you are trained in the skill or not.

Static Net

Starting at 8th level, your cybernetic can generate an intense electrical field capable of more than just delivering a shock. You gain two options for your Reaction:

- Defense Matrix: Can be used as a reaction when hit by a melee attack. Deals Xd4 electrical damage to the attacker where X is half of your level rounded down.
- Slug Net: Can be used as a reaction when attacked by a ranged hit. You create a static field around yourself that blocks the incoming attack. You increase your Scrape by your Technology modifier + 2 until the start of your next turn. You can only use this reaction several times per long rest equal to your Technology modifier.

In addition, you gain Resistance to Electrical damage.

Binary Influence

Starting at level 10, you can directly interact with synthetic systems at range. You can use your C-Link at a range of up to 30 feet. If you are currently interfaced with a system, you can interface with another system within 30 feet of that one. Additionally, as an action you can force one Synthetic

creature or computer system to make an Intelligence saving throw equal to your level + your Technology modifier. On a failure, you control the creature for 1 hour, or until you fall unconscious, or the charmed creature becomes stunned. It follows the same turn as you in combat, and you can use your bonus action to give it commands. When this effect ends, the system knows you charmed it.

Cheat the System

Starting at 13th level, your technological prowess is strong enough to undermine some aspects of the physical world. Several times equal to your Technology modifier per Long Rest, you can as a reaction change a die roll. It can be a die for an attack roll, saving throw or a damage die. You declare one other number on the die that was not the same as the original roll. You make a Hacking (Technology) skill check, with an Obstacle equal to 10 + the declared number. On a success, the die's original roll is the declared number.

Heightened Intelligence

When you reach 14th level in this class, you glean a large wealth of information using your C-Link. You can increase your Intelligence by 5, up to its maximum. You also gain an extra 6 stat points. Additionally, starting at 14th level, you can perfectly remember anything you have observed within the past 3 days.

Aimbot

Starting at 17th level, you can bend the rules to your favor. As an action on your turn, you can activate this ability. Before the start of your next turn, you and your allies can add your Technology modifier to attack rolls and saving throws. You can use this ability twice per Long Rest.

Revitalization

Starting at 19th level, you can send a strong pulse of electrical charge at a target. If the target is unwilling, you must make a melee (technology) attack roll. If the target is unwilling, they take 4db electrical damage on a hit. If they are willing, they recover stamina equal to your level.

Mechanical Simulacrum

Upon reaching 20th level, you have given yourself the technological means to live forever. You can spend 10,000 credits to create a simulacrum of yourself. This simulacrum has a Scrape of 10 and 40 Stamina. The simulacrum is incapacitated and cannot be awoken. The simulacrum requires no rest or nourishment during this time. If you would drop to 0 Stamina and become incapacitated, roll 1d20. If you roll a 10 or higher, you transfer your consciousness to your simulacrum, at which point loses its incapacitated effect and its statistics become equal to yours. Your old body dies instantly and your creature type is Synthetic as long as you exist in one of these simulacrums.

Psychotic

Psychotics are people driven mad over time by circumstance, mental disorders or drug abuse, or are insane people driven by a common goal (such as cultists). Psychotics don't tend to have lasting jobs due to sudden onsets of madness, however Psychotics faring space on their own adventures can find order within the chaos.

As a Psychotic, you start with the following stats:

At level 1: 8 Stamina

For every level past 1: you can increase your Stamina by 1d8 (or 5) + Your Grit modifier (minimum 0).

Pick 2 of the skills from the available skill list that you can perform (except Pilot and PSI skills), you become **trained** in them.

The below table specifies the class-specific abilities and features you will receive as you gain levels. Your gear and other starting items are determined by your **Occupation** later in the book.

Level	Features/Abilities
1	Madness
2	Psychotic Rampage
3	+9 Stat Points, Perk Picker
4	Act Out
5	Extra Crazy Attack
6	+9 Stat Points
7	-
8	Screaming and Shouting
9	+9 Stat Points
10	-
11	On the Contrary
12	+9 Stat Points
13	Warped Mind
14	-
15	+9 Stat Points
16	Super Crazy Attack
17	-
18	+9 Stat Points
19	Rebounding Sanity
20	Gone

Madness

Starting at level 1, you begin to have psychotic breakdowns. Whenever you roll a 1 on any skill check, attack roll or saving throw, you roll 1d100, and suffer one of the psychotic breakdowns from the below table.

Additionally, you have a Psycho Bonus. This bonus is equal to your Intelligence **Penalty** (modifier less than or equal to 0).

Psychotic Breakdown Table

1-5: you pass out for one minute	6-10: you begin convulsing wildly for 1 round	11-20: you puke, stunning you for one round	21-25: you immediately attack the nearest shiny object within reach with your fist.	26-30: your next addition of Psycho Bonus is doubled
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31-35: you become apathetic and lose 5 movement speed, losing all bonuses from result 36-40	36-40: you become energized and gain 5 movement speed, losing all negatives from result 31-35	41-45: you become resistant to psychic damage for 1 minute	46-50: you drop whatever weapon you have equipped	51-55: you become frightened of the nearest ally for one minute
56-60: you can only speak by making barn animal noises for one hour	61-65: you start screaming at the top of your lungs for one round	66-70: you feel a strong repulsion against technology for one round	71-75: your tone sounds like you are mad for one hour	76-80: you laugh at things you do not find funny until you roll again
81-85: you compulsively open all nearby doors and windows	86-90: until you roll again your intelligence modifier is +10	91-95: you gain 1 stack of opening on your next saving throw	96-99: you cast the level 0 psionic ability Hover	100: you cannot use the ability that triggered this roll for 1 minute

Psychotic Rampage

At second level and higher, you go into crazy fits that make you harder to stop. You gain 5 movement speed, melee weapon attacks you make gain a + bonus to attack rolls and damage equal to your Psycho Bonus. Additionally, your scrape increases by your Psycho Bonus. This ability ends after one minute or when you end it as a bonus action. When it ends, you roll on the Psychotic Breakdown Table. You can use this ability a number of times equal to your Psycho Bonus per long rest.

Perk Picker

Starting at level 3, you may use your Stat points to buy perks instead. You may also save unspent Stat points and spend them during any Long Rest.

Act Out

Starting at 4th level, you can freak out on demand to get what you want. As a bonus action you can roll on the Psychotic Breakdown table to gain 1 stack of opening on your or one of your ally's next skill check within 1 minute (if they are within 40 feet of you).

Extra Crazy Attack

Starting at 5th level, you sporadically think its time to strike again. Whenever you attack with your action and roll a number equal to a multiple of your Psycho Bonus, you can make an additional attack using your bonus action, but you replace your skill bonus with your Psycho Bonus.

Screaming and Shouting

Starting at 8th level, you are becoming so crazy it scares people. You can as an action target up to 3 creatures within 40 feet of you that share a language. They must make an Intelligence saving throw greater than $5 + \frac{1}{2}$ of your level (rounded down) + your Psycho Bonus. On a failure, they become **Feared** of you for one minute, but can repeat the saving throw at the end of each of their turns. Whenever you use this ability, roll on the Psychotic Breakdown table.

On the Contrary

Starting at 11th level, you realize it makes more sense to go against common sense. Whenever you are told to do something and do the clear opposite, you can add your Psycho bonus to the next three rolls made to follow that opposing path. You can use this ability twice per long rest.

Warped Mind

Starting at 13th level you have become so crazy that your mind is irreversibly damaged. Psionic effects against you have 1 stack of disadvantage. Any source trying to read your mind has 2 stacks of disadvantage. You can add your Psycho bonus on saving throws against being mentally affected by drugs or by charm/charm-like speech.

Super Crazy Attack

You can go into a wild series of erratic movements to try and hit someone. Starting at 16th level you can cause an attack to automatically hit but it deals the same amount of damage to you. Additionally, you can use yourself as a weapon. You are considered Trained with yourself. You use your Psycho Bonus modifier for attack rolls and damage, dealing additional damage equal to half of your level rounded up. You cannot attack with yourself something with a range outside of your movement speed for that turn.

Rebounding Sanity

Starting at level 19, whenever you roll on the Psychotic Breakdown table, you gain temporary Stamina equal to your Psycho Bonus that lasts for 1 minute. Additionally, you can as an action roll on the Psychotic Breakdown table to regain 1d20 + your Grit Stamina. You can use this second ability two times per Long Rest.

Super Ultra Random Crazy

At 20th level, if you are about to take damage that would reduce your Stamina to 0, you can roll on the Psychotic Breakdown Table as a reaction and gain temporary Stamina for one hour equal to the roll. The result you roll has its duration doubled (if any) except for 'until you roll again' effects.

Chapter III: Occupations, Perks and Extra Notes

Once you have chosen your character's race and class, it is time to finish creation by choosing an **Occupation**. Occupations should fit in to your character's backstory, as they describe menial jobs you either had before becoming an adventurer or ones you still work on from time to time. Choosing an occupation gives you your starting equipment and any additional bonuses. Once you pick an occupation, you cannot change your choice. If you have an occupation you no longer work in, you still receive the equipment and bonuses, perhaps you were previously a chef but made enough people sick you had to go into hiding, becoming a Ghost over time. Perhaps a few run-ins with the law ended up taking you to the army to become a Soldier. All equipment listed in these

Academy Student

You spent years training at the academy and cannot wait to put your learned skills to use.

- Civilian PDA

- 500 credits.

- Civilian Clothing

Feature: Gifted. Over the years of academy training, you were able to learn a useful talent. Choose one perk that costs 1 point or less, you learn that perk regardless of when your class allows you to learn perks.

Civilian

You are an average citizen.

- Civilian PDA

- 1,000 credits.

- Civilian clothing.

Chef

You were known for a long time as a popular chef, capable of making exquisite dishes.

- Civilian PDA

- 600 credits.

- Civilian clothing.

- Cooking utensils.

Noble

You were raised as part of a rich noble family.

- Civilian PDA
- 5,000 credits.
- Fancy Civilian clothing.

Thug

You got your living from being a meathead for crime.

- Civilian PDA
- Civilian clothing
- 300 credits.
- Street knife.

Street Urchin

Growing up impoverished and roaming the streets, you had a tough life and have now gave up, seeking adventure to get to a better place.

- Rugged Civilian clothing.
- 200 credits.

Police Officer

You spent some time on your planet defending the local populace from crime.

- Civilian clothing.
- Civilian PDA.
- 500 credits.
- 9mm Pistol.
- 20 9mm rounds.

Ship Admiral

You have spent time as the leading captain or admiral.

- Captain PDA.

- 2,000 credits.

- Civilian clothing.

Feature: Pilot's license. You gain a pilot's license that shows your aptitude in flying star ships. You gain training and records on your pilot's license for Fighter class ships.

Criminal

You had lived a life of crime, but you have recently been busted, resulting in an adventurous streak.

- Civilian PDA

- 600 credits.

- Plated Civilian clothing.

- A bounty for your arrest. Minor enough to be constrained to a planet you originated from.

Insane

You were locked up in an asylum for most of your life, just now being set free.

- Civilian PDA

- Civilian Clothing

- 200 Credits

- 1 Single-handed improvised weapon

- 1 Insanity either rolled for or determined at random by the GR.

-10 Stat points that you may save instead of spending. In addition, you can begin buying perks at level 1 regardless of when your class begins to.

Corporate Enforcer

You used to work for a company that needed...physical enforcement of their policies. Once the company was shut down for less than legal activity, you decided to try and find a new job.

- Civilian PDA
- 1 Combat Knife
- Kevlar Vest
- Civilian Clothing
- 400 Credits

Gamer

You are so versed at *Super Ultra Shooter Game 3000* that you have an ego to rival corporations. After you let the other team win that last VR tournament, you decided to show off your skills in the real world.

- Civilian PDA
- 800 Credits
- Civilian Clothing

-Feature: Gaming. Your movement speed is reduced by 5 feet. You become trained in one Intelligence skill of your choice.

Crime Lord

You have been running an underground operation for a long time. Long enough that you need to be very careful about who you tell your name to. However, your organization has been raided by other syndicates in a coup.

- Civilian PDA
- 400 Credits
- Civilian Clothing

-Feature: Criminal Lord. If arrested, the court may find out about your crime history. Additionally, you have a criminal organization, the details of which are determined by your GR. Ever since the coup, you don't quite know how to reclaim the 'throne'.

Quantum Touched

You ran into a normally fatal accident when you were younger, causing you to become part of something beyond the whole. Your body shimmers with an unnatural hue, and you never seem affected by space travel.

-Civilian PDA

-450 Credits

-Civilian Clothing

-Feature: Touched by the Stars. Your form is partially ethereal and emits a soft glow. You gain 1 stack of disadvantage on all stealth and infiltration checks relying on sight. Additionally, as an action you can become ethereal for ten seconds (or one round), disappearing in the physical realm. Your movement speed increases to 50 feet a turn and you can move through walls, ceilings and floors by using 5 additional feet of movement. When this effect ends you gain 1 level of exhaustion. This form can be stopped by psionic barriers and compounds Zinc and Lead.

Mysterious Connections

You got your lead into adventuring through a mysterious stranger that has helped you out of some tough spots before in life. You're not sure what they want, but glad they are on your side.

-Civilian PDA

-550 Credits

-Civilian Clothing

-Feature: Stranger. Your mysterious benefactor may periodically visit you from time to time. The person and these interactions are determined by your GR. This person will never willingly try to harm you or your allies.

Starting at level 3, you will be able to conserve and spend stat points to buy perks. Perks provide positives and negatives to increase the variety of play. Once a perk is picked, you cannot choose it again unless specified. Below is a list of perks available for purchasing. You can only pick the same perk once, unless specified, and can only have a maximum number of perks equal to 7. You can only have 3 perks with a cost of 0 or 1 stat point.

Thanatophobia

Cost: 0 stat points.

You are afraid of dying, and it heavily affects your ability in combat. When you pick this perk, you gain 2 stat points. For every ally that you can see that is injured, you suffer a -1 penalty to Shooting and Melee attack rolls.

Gynophobia

Cost: 0 stat points.

People of the opposite gender scare you. When you pick this perk, you gain 3 stat points. You have 1 additional stack of disadvantage on all skill checks or saving throws against people of the opposite gender than you.

Street Driver

Cost: 1 stat point.

You are accustomed to driving around, even in new places or methods. You understand how to drive most terrestrial vehicles of common transportation.

Louisville Slugger

Cost: 9 stat points.

You hit 'em where it counts. Your weapons that deal whacking damage deal and additional 1d4 whacking damage.

Cheat Death

Cost: 20 stat points.

You have one chance to cheat death. When you would die, roll 1d20. On a result of 11 or higher, something inexplicable happens to keep you alive, or bring you back to life. Once you use this feature, you lose this perk and cannot reselect it.

Stash Runner

Cost: 1 stat points.

When you pick this perk, a stash located in an apartment, vehicle or station is created by your GR containing items that you do not know the properties of. You do not originally know the location or kind of stash that is stored away but must keep an eye out and investigate to find it. Keep in mind that sometimes a stash just holds food and other uninteresting items.

Jogger

Cost: 5 stat points.

You can pick this perk multiple times. Whenever you pick this perk: Increase your movement speed by 5 feet.

Double or nothing

Cost: 2 stat points.

You always full send your actions, making sure you either succeed elegantly or fail spectacularly. Once per long rest, you can turn a success into a critical success (excluding attack rolls), but your next failure is a critical failure.

Odd Luck

Cost: 2 stat points.

You seem to have an odd fortune on your side. Whenever you roll an attack roll, saving throw or skill check, you can roll 1d6. If the result is an odd number, you are beset by bad luck, and have your situation worsened. If you roll an even number, you are beset by good luck, and your situation improves.

Trained Breathing

Cost: 3 stat points.

You have trained yourself to maintain regulated breathing, even in tough situations. You can hold your breath underwater for an amount of time equal to 10 + your grit modifier minutes. You gain +1 on saving throws against inhaled gasses or toxins.

Animal Whisperer

Cost: 4 stat points.

You have always been more affluent with handling animals than others. Beasts/Insectoids are less driven to attack you unless motivated by hunger, self-defense, etc.

Mobile

Cost: 8 stat points.

You are quick on your feet. You gain a permanent +5 movement speed bonus. Whenever you are attacked by reaction attacks, increase your Scrape by your dexterity bonus for that attack, regardless of armor.

Trainee

Cost: 10 stat points.

You can choose one skill you can use and are not trained in, you become trained in that skill. You can pick this perk more than once, selecting a new skill each time.

Lucky

Cost: 8 stat points.

You've always influenced your surroundings with your inexplicable luck. Once per session, you can have the GR create an event or change a circumstance via "luck" to help you out. Who knows what kind of situation this may put you in, however.

Skilled

Cost: 10 stat points.

You learn how to work with a new skill efficiently. Choose a skill that is not a Shooting, Melee, or (PSI) skill. You gain training in that skill. You can pick this perk multiple times, choosing a new skill each time.

Beyond my Limits

Cost: 24 stat points.

You have been able to push yourself beyond your own limits for short periods of time. You can give yourself one level of exhaustion to turn a skill check or saving throw failure into a success.

Action Hero Akimbo

Cost: 8 stat points.

You can pull off action hero moves. Whenever you move to being prone, you can make one attack as your reaction using up to 2 akimbo weapons if they are currently equipped.

Melee Shredder

Cost: 12 stat points.

Your melee attacks are superior. Your melee weapons remove an additional 1 from durability when they hit.

Armored

Cost: 12 stat points.

You have always been comfortable in heavy equipment and can use heavier sets of armor. You become trained in and able to use Medium Armor. If you already can use Medium Armor, you learn how to use Heavy Armor.

Multilingual

Cost: 1 stat point.

You have bothered to learn the language of another. Choose one commonly spoken language you do not know: You learn how to speak, read and write in that language. You can pick this perk one additional time but must choose another language you do not know.

Barterer

Cost: 8 stat points.

You have an eye and a mouth for negotiating a good price. You can make Persuasion (Charisma) skill checks to try and get a 5% price reduction. Critical success can give you 10%.

Resilient

Cost: 16 stat points.

You can always take a bit more damage than the others. After each Long Rest you gain Temporary Stamina equal to your level that expires when you become unconscious.

Exchanger

Cost: 30 stat points.

You know how to capitalize from every opportunity. Whenever you make an attack with at least one stack of opening, you can consume any number of stacks to add +10 to the damage roll per stack consumed.

Extra Notes

Oxygen and lack thereof (Suffocation, vacuum, etc.):

Whether someone is walking in a river or out of an airlock, there are multiple dangers that can lead to the inability to breathe. Knowing how these dangers work can save your life. In most cases including water, you can hold on to your breath for 2 minutes before you begin suffocating. When you begin suffocating, you gain the *Suffocation* status effect that gives you the following penalty: -I lose 5 movement speed, gain a -2 penalty to skill checks and saving throws, and cannot use mental or psionic abilities. At the start of every turn that I am suffocating, I lose 5 more movement speed. Every turn that I am suffocating I take 1d6 unpreventable damage, that can only be healed after this effect is removed.

Suffocation changes, however, when talking about vacuum. The moment a person comes in contact with vacuum and has no breathing apparatus, they are immediately suffocating. If three rounds (~30 seconds) pass without being stabilized from vacuum, your stamina is reduced to 0. You cannot succeed on death saving rolls while in a vacuum.

Ships and Systems:

InterVallum's ship mechanics are broken up into two main parts: The ship itself/ship hull and Ship Systems. Your ship hull is the main frame of the ship and determines its size and space for systems, as well as fuel requirements and cost. Your Ship Hull has a specified amount of hit points called **Hull Points**. If the hull points of a ship drop to 0 causes the ship to explode. Hull Points can be restored by visiting dry docks or repair locations found on planets and in stations. Each ship size carries enough fuel for 12 hours of continuous flight. Hyper space fuel is bought separately from the hyperdrive core, but each core has a fuel capacity.

Ship Systems stand between your hull points and the enemy weapons. Systems can be installed in a ship as long as the hull size and available space fit, and you can find an engineer to do so. Whenever your ship is hit, your GR decides either by choice or by random which system is hit. If a system is hit once, it is considered damaged and only works at reduced efficiency. If it is hit again, that system is destroyed, losing all capability. Destroying and hitting destroyed systems reduces the hull points of the ship by 1. Destroyed systems cannot be repaired and must be replaced for similar systems. If your ship is being hit by a smaller ship, your systems can take an additional hit for each size of hull you have above the other ships. Below is a list of hull sizes:

Fighter
 Shuttle
 Frigate
 Hauler
 Cruiser
 Battleship
 Star vessel
 Capital vessel
 Station

A smaller ship being hit by a ship at least three sizes above itself takes double damage: Systems go down in 1 hit and hull points reduce by twice the amount.

Hyperdrives and hyperspace jumps.

Moving about in InterVallum can escalate from a couple of planets to needing to move sectors. Every time a ship jumps from one sector to another, the pilot or piloting crew must succeed on a Pilot skill check. Using a navigation AI gives one stack of Opening. Doing this during combat gives 2 stacks of disadvantage. On a failure of the prior skill check, the ship cannot make a hyperspace jump, and must spend 5 minutes recalibrating. On a success, the ship jumps. Jumping from sector to sector takes 1d4 + 1 days for each sector jumped through.

Reaction Shots are special actions taken in combat as reactions. Any person trained in at least one Shooting skill can use this reaction when an enemy that has hit them moves or uses an action in their line of sight and in range of their current weapon. The weapon must use the shooting skill the person is trained in. The person taking the reaction shot makes a shooting attack roll using the shooting skill mentioned prior with a -2 to the attack roll total. Ammo is still consumed using this action.

Melee Weapons and Dismemberment

While not having the advantage of range, melee weapons can be equally if not more deadly. If a weapon has the Dismemberment feature, it gains the following ability:

If this weapon is used and scores a critical hit, 1d20 is rolled and the result is applied based on the roll IN ADDITION to the critical hit damage (this roll cannot be altered or rerolled):

**1-5: The creature's hands are struck, and it drops its weapon.*

**6-10: The creature loses the primary hand holding its weapon.*

**11-15: The creature loses an arm.*

**17-19: The creature loses a leg.*

**20: The target is decapitated, and if they only have one head this kills them instantly.*

Some melee weapons may also have the Bleeding feature. Whenever a weapon with Bleeding deals stabbing damage, the target gains a bleed dice equal to the weapon's original damage die. For every minute the bleeding is not stopped or healed, the target takes damage equal to that damage die. If a creature is dropped to 0 with bleeding, they do not take additional damage from the bleeding until brought back up to at least 1 Stamina but have one stack of Disadvantage on death saving rolls. Heavy Armor or heavier provides immunity to the Bleeding status effect.

Range and Ranged Weapons

Whenever you use a ranged weapon, it will indicate its range as X / X. The left X denotes the minimum safe range of the weapon, while the second X denotes the far range of the weapon. If one number is specified, that number is the only acceptable range for the weapon. Attempting to attack at a range too short or long adds 1 stack of disadvantage to that attack. If a weapon's minimum range is 5, it can be used in close quarters combat (0-5 feet) with no penalty, while other ranges weapons can only attack in close quarters by having two stacks of disadvantage. Additionally, while each weapon has an ammo types, special kinds of ammo may exist. These kinds of ammo can be one of the following:

- Tracers: Granted +2 on the attack roll.
- Hollow-point rounds: This weapon's minimum range becomes 5 feet.
- Non-lethal rounds: This ammo, when reducing a creature's stamina to 0 or lower, does not send the creature into a dying state where death saving rolls are made (but still renders the target unconscious).

All weapons that are not Heavy Weapons that use energy or laser-based ammo ignore light armor on targets and use the unarmored Scrape of lightly armored targets instead.

Additionally, some weapons may have the **Akimbo** property. This means that the weapon can be dual wielded with another Akimbo weapon, but attack rolls made Akimbo cannot crit. One attack roll is made for both weapons, but each weapon deals its own damage die on a hit. Akimbo attacks against Medium or heavier armor only reduces durability by 1.

Some weapons include **Burst** capability. Using a weapon's Burst ability consumes 3 parts of ammunition for that weapon (or the whole clip if less), but the weapon can make three attacks for that attack action. The second and third attacks suffers a -2 and -3 penalty to the respective attack rolls. Burst abilities cannot be used while in Run N Gun.

Some weapons include the **Drum** feature. Drum weapons can fire their entire magazine in one attack action, draining the entire magazine for the weapon but adding 2 stacks of Opening to the attack roll. This ability cannot be used while in Run N Gun or Akimbo.

Armor decay and armor requirements

Armor is not indestructible in most cases and needs to be replaced from time to time in order to avoid safety issues for the wearer. Medium armor and heavier have a Durability parameter, with a couple of pieces of light armor being exceptions. Durability is decreased by 1 whenever a weapon attack hits the wearer (improvised weapons do not count). Armor reduced to 0 durability provides a Scrape of 12. In order to wear armor heavier than light armor, a person must undergo a specific method:

- Training for a period of time in heavier armor.
- Genetic serums might be purchasable that can quickly grant training.
- Selecting the "Armored" perk.