Chapter I

Welcome. This manifest details the basic sets of items, gear, weapons, effects, conditions (also called status effects in some cases) that can be given to or taken from players or NPCs in the galaxy of InterVallum. In addition to the index at the end of the book, the book itself is grouped into categories, being *Effects/Conditions, Items (Including Weapons), Gear, etc.* Common effects like **Grabbed** or **Exhaustion** are listed near the front of this book for easy access. The **Psionic Ability List** can be located at the end of this document.

Effects and Conditions

A lot of various items, weapons and environments can apply effects (a.k.a Status Effects) to a character while they adventure the galaxy. Status effects are usually placeholders and the source applying the said effect(s) will describe what will happen while under the effects applied. This segment also covers how Exhaustion and Grabbed/Grappled effects work.

Exhaustion

Exhaustion is a status effect that can be inflicted by various items or weapons, or by spending a lot of time without rest or pushing yourself beyond your normal limits. Exhaustion is gained in levels. You can remove one level of exhaustion by finishing a Long Rest. For every level of exhaustion, you receive the following penalties:

1: 1 Stack of disadvantage on Attack Rolls

2: 1 Stack of disadvantage on attack rolls and skill checks / saving throws.

3: 1 Stack of disadvantage on attack rolls and skill checks / saving throws and your movement speed is halved.

4: 2 Stacks of disadvantage on attack rolls and skill checks / saving throws and your movement speed is halved.

5: In addition to level 4's effects, your movement speed is reduced to 0 instead of half, and you lose the ability to communicate.

6: Death.

Grabbed/Grappled

Whenever items, abilities or weapons refer to Grabbed or Grappled, they refer to the same status effect. When you are Grabbed whatever is holding you gets 1 stack of opening on attack rolls against you. Your movement speed is reduced to 0. At the start of each of your turns, you can make a contested Athletics (strength) skill check with the creature holding you. On a success, you are freed from the holder's grip.

Feared

When you are feared, you become utterly terrified of the source of fear, and on each of your turns you can only take the dash action. You must use this dash to move as far away from the source of fear as possible. No longer having line of sight or becoming hidden either frees you from being feared or you can make a saving roll to end the effect (depending on the source).

Blinded

Usually caused by staring at flares or the sun, blindness limits your vision to 0 feet, and the only thing you can see is either blinding light or pitch blackness.

Deafened

Caused by loud noises going off in proximity or not wearing hearing protection, deafness causes you to lose hearing, and you cannot use any skill or ability requiring hearing. You also suffer a -2 penalty to stealth rolls as you are unsure how loud/quiet you need to be.

Prone

Whenever you are lying on the ground you are considered prone. While prone, your movement speed is reduced to 5 feet. People melee attacking you within 5 feet gain 2 stacks of opening. People using ranged weapons can use them as if they had a minimum range of 5 feet but gain 1 stack of disadvantage. You can stand back up or right yourself by using 5 feet of movement speed (after standing up your movement speed returns to normal and you can use the rest of your movement speed. While prone, your Shooting (perception) attack rolls gain a +1 bonus.

Stunned

Whenever you are stunned, you cannot move and lose your action, bonus action and reaction for every turn that you are stunned.

Paralyzed

The paralyze effect is similar to being stunned, except you can still use certain abilities or items that do not require movement.

Hard Vacuum

The Vacuum effect is applied whenever someone is exposed to space or the lack of atmosphere without proper equipment. Upon being affected by hard vacuum, 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. If a person dies while in hard vacuum, they cannot be brought back to life in any way.

Suffocation

When you have the suffocation status effect, you are unable to supply your body with the oxygen or chemical that it needs to function. 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 suffocation damage, that can only be healed after this effect is removed.

Radiated

When you have the Radiated status effect, you also gain the generic Poison status effect. Radiation is applied in tiers, but each tier applies no additional effect. At 10 tiers, you die. You can remove tiers by using specific items meant for clearing radiation poisoning. Only when all tiers are gone will the generic Poison effect go away.

Poison

When you are poisoned, the source may specify additional effects that will take place. Generically, the Poison effect applies 1 stack of disadvantage to attack rolls and saving throws.

Overheated

When you gain the overheated status effect, you gain one level of exhaustion. This effect ends when you cool down enough to remove the overheated status effect.

Frostbitten

When you have the frostbitten status effect, you have 2 stacks of disadvantage on dexterity-based skill checks or saving throws until the frostbitten effect ends. You also have an increased risk of losing exterior limbs. Robotic creatures are immune to this secondary effect.

Restrained

When you have the restrained status effect, your movement speed is reduced to 0 feet until the restraining entity or effect ends. You are still able to use your actions and abilities/equipment normally. If an entity has restrained you, they and their allies gain 1 stack of opening when attacking you.

Hindered

When you have the hindered status effect, your movement speed decreases to 10 feet / turn, and you cannot use your action to attack or dash.

You may run into situations where there are poor lighting conditions. Described in the general terms of Low light, Dim light and Darkness. These levels of darkness only apply if you do not have a source of light such as a flashlight or miner's helmet, etc. Each level of light confers the following effect to any creature or photosensor (robotics) inside:

Low light: Shooting (perception) checks suffer a -1 penalty. Vision is reduced to 60 feet away.

Dim Light: Shooting (perception) checks suffer a -3 penalty. Vision is reduced to 30 feet away. Additionally, creatures in dim light gain + 1 Scrape due to being partially hard to see in dim light. Perception skill checks suffer a -2 penalty.

Darkness: Shooting (perception) and Perception skill checks gain 2 stacks of disadvantage. Vision is reduced to 10 feet and additional movement past 10 feet per turn is considered rough terrain. Creatures in darkness can automatically hide as an action until the Darkness effect no longer applies to them or they are within 5 feet of another target or another effect reveals them.

Traversing planets can lead to surfaces with less-than-ideal terrain. Encountering these situations imposes the Rough or Difficult Terrain effect. Every 5 feet you move on Rough Terrain requires an additional 5 feet of movement.

You may also run into environmental effects. These effects affect all creatures and/or robotic units in the area of effect. These can include, but are not limited to:

Moderate/Heavy Rain: Rain in this manner causes a -2 penalty to all shooting attack rolls and reduces vision to 120 feet (or 80 feet in heavy rain). This kind of rain also deals 1d4 electric damage to certain exposed robotic systems at the start of that system's turn.

Fog: fog confers 1 stack of disadvantage to weapon attacks and dexterity saving rolls, as well as reducing vision to 150 feet.

Toxic Cloud: when toxic clouds appear, creatures without alternate breathing methods take 1d4 poison damage at the start of their turns, and have the generic Poisoned effect applied while in the toxic cloud. In some cases, creatures can gain 1 tier of the Radiated status effect for every hour in a toxic cloud.

Eclipse: While in an eclipse, the environment is in Dim light conditions.

Weapons, Armor and Gear

The following section of this manifest will detail several weapons, armor and gear proper for getting an adventure started. Prices and item qualities can change per whim of the GR, as well as additions or subtractions from the lists. While this is more of a framework for a GR to manipulate, the weapons armor and gear listed below provide an excellent starting ground. Items with a cost including a "+" at the end indicate that better quality versions of them item may exist, and if they do, they cost more. It should be noted that fuel sources and ammo types are recommended to not be changed.

Gear

Fuel Sources:

Various items, vehicles and ships in InterVallum require specific or special fuel items in order to run. The list in this section details most common or uncommon fuel sources for about any object.

- Gasoline: A more primitive fuel type, gasoline still sees usage in various terrestrial vehicles and machinery. Easily flammable. 2 credits per gallon.

- Acror: Energized fuel primary found in mantles of radioactive planets; this volatile liquid is the base starship fuel. Explodes if heated. Engine tanks of star ships have radioactive sealing but left exposed Acror can give 1 tier of Radiation sickness to organic creatures for every 5 minutes they are within 20 feet of exposed Acror. Costs 20 credits per gallon.

- Hyperspace Fuel Core: A specialized meter-long metallic tube containing hyperspace fuel. This fuel is slightly quantum in nature and thusly cannot be monitored, so captains must have manual or systems in place to keep track of used and remaining cores. This also means that producing cores requires special processes, processes that only specific factions keep as secrets in order to monopolize the markets. Costs 100 credits per core.

- Low-Capacity Battery: This category of battery ranges from the smallest internal battery to the generic handheld batteries for small appliances and devices. Costs 5 - 15 credits each.

- Medium-Capacity Battery: This category of battery includes batteries ranging from larger packages that ran older vehicles to large capacitors built into generators. Cost 30 - 100 credits each.

- Large-Capacity Battery: This category of battery includes some of the largest batteries ranging from those powering larger scale generators, elevator systems or even fighter star ships. Costs 250 - 400 credits each.

- Extreme-Capacity Battery: This category of battery includes massive-scale batteries, primarily serving as backup units for station life support systems or powering city blocks. Costs 500 - 1000 credits each.

PDA: A PDA is a personal device assistant; capabilities range from the various models described below. PDA's usually all have the general functions to make phone calls, send text messages, take and view pictures, as well as basic web browsing.

- o Civilian PDA: Cost, 100 credits. A civilian PDA can make secure credit transactions and taking photos/videos in large amounts.
- o Captain PDA: Cost, 200 credits. A captain PDA acts like a civilian PDA but can connect with a ship to display the status of ship systems or store navigation logs. The PDA must be connected to a special port in the bridge to use these functions.
- o Mechanics PDA: Cost, 200 credits. A mechanics PDA acts like a civilian PDA, except it has certain security limits bypassed, allowing it to interface with building servers at a basic level. It also includes basic mechanics tools such as screwdrivers.
- o Hackers PDA: Cost, 0 credits. A hacker PDA is a modifier civilian PDA that looks like a civilian PDA.

Lazarus Solvent: A small, consumable healing bandage that includes pain-killing agents and antibiotics. Heals 1d4 + 2 Stamina on use. Cost: 400 credits.

Medical Stim: A needle of medical stimulants for healing injuries. The most basic form of healing to be found in homes and hospitals. Heals 1d4 + 1 Stamina 5 minutes after use. Cost: 150 credits.

Medkit: A medical kit useful to patch up most wounds. Heals 1d6 Stamina on use. Cost: 700 credits.

Advanced Medical Stim: Contains the healing capabilities of the normal stim but with specific enzymes for faster healing. Heals 1d4 + 1 Stamina on use. Cost: 200 credits.

Bio-Repair Kit: A specialized kit intended for helping heal massive wounds. Restores 2d6 + 2 Stamina 1 hour after use. Cost: 360 credits.

Basic Robot Repair Kit: A specialized repair kit for repairing robotic systems. Restores 1d4 + 1 Stamina to robotic creatures on use. Cost: 100 credits.

Advanced Robot Repair Kit: An upgraded robot repair kit that provides a better range of tools for repair. Requires the Repair ability in Heal/Repair skill to use. Restores 1d6 + 2 Stamina to robotic creatures on use. Cost: 400 credits.

Superior Robot Repair Kit: One of the top-of-the-line robot repair kits available for purchase, this kit has any tool for any situation. Requires the Repair ability in Heal/Repair skill to use. Restores 2d6 + 3 stamina on use. Costs: 600 credits.

Red Reboot: A specialized robotic kit for restarting cybernetic systems. If used on a robotic creature that has died within the last 10 minutes, brings the robotic creature back to life and restores 1 Stamina to the robot. Cost: 35,500 credits.

Port-A-Pup: A small, plate sized square that can be placed on the ground to active. If placed in a 10 by 10-foot square creates a pup tent. Can be recalled turning back into a square as a bonus action. Cost: 50 - 200 credits.

Nutrient Paste Synthesizer: A device about as large as an old gas-powered generator, this device is capable of turning common plant material into edible food paste. This food does retain a minimum of 5 % chance of poisoning the consumer for 10 minutes depending on the material used. Solar powered. Cost: 2,000 credits.

DNA Scanner: A handheld device that can take blood samples or cotton swabs and scan their DNA sequence. In order to find a match, the donor must be registered in at least one citizenship, military rank or current occupation. Cost: 225 credits.

Personal Cloak Module: PCMs are rectangular boxes that can be strapped to the pocket belt or back of a person. Upon using an action, the PCM bends light around the person rendering them invisible to visual sensors. The PCM runs on smaller Medium Capacity batteries and lasts for 1 hour before needing a new battery. Using an action, attacking or using another ability causes the field to disrupt, ending the cloak.

Night Vision Goggles: Special goggles that can cast the wearer's surroundings in shades of green, allowing the wearer to see in the dark. While worn, provides the ability to see in dim light or darker up to 60 feet away. If exposed to brighter light while wearing these goggles, the wearer is stunned for 1 round (or 6 seconds). Costs: 1,200 credits.

Atmospheric Scanner: A small, handheld device that can read the atmosphere around it to report statistics such as oxygen/nitrogen levels, pressurization levels, detect toxins in the air, report the recent passage of weather events and gravity levels. Requires a Low-Capacity battery to run and can run for 8 hours. Costs 400 credits.

Turbo: An inhaled concoction that reenergizes muscle tissue, using this drug doubles your movement speed for 2 minutes, after which you suffer one level of exhaustion. Costs 75 credits. This drug is usually illegal.

Trollblood: A drug that is injected, changing blood properties to match a Krogg's. This drug has no effect on Krogg creatures. 1 minute after use, the user suffers -3 penalties to intelligence, street smarts and shooting (dexterity) skill checks but gains 1 stack of opening on the next 5 strength-based skill checks or saving rolls. This effect lasts for 1 hour. After the duration expires, the user has a cumulative 5% chance to experience heart failure for each Trollblood taken. This chance resets when being cleaned by effects similar to Tersus or if the heart is replaced. Costs 100 credits.

Angelium: Angelium is a special salve that is applied over the stump of a recently lost limb. Specially programmed nanobots are mixed with antibiotics in order to both clean the wound preventing infections and to allow the nanobots clean entry into the bloodstream. Over the course of the next 24 hours after applying Angelium, the target creature's missing limb regrows, albeit extremely painful without painkillers. During this time, the stress on the body is incredible, and if the creature takes damage or

undergoes duress, must make a Grit saving throw or pass out for 1d4 hours. Costs 10,000 credits, however, is limited in sales to medical institutions.

Patch-Up Kit: A small notebook sized case with bandages and clotting injections to help prevent bleeding out. When applied removes the Bleed status effect from one wound applying bleed to a creature. Costs 50 credits.

Plethium: A powdered chemical that is inhaled to use. When used, prevents the user from being affected by psionic abilities focusing on the mind, and their mind cannot be read by electronic devices. The user suffers 1 stack of disadvantage on intelligence and street smarts rolls while under this effect (a duration of 20 minutes). Costs 300 credits per dosage due to being in poor demand and not produced en masse. Overdosing on Plethium can result in permanent brain damage.

Mutare: A liquid compound that is primarily used as a disguise, altering a person's genetic and chromosomal structure. This effect takes 5 minutes to apply, and deals 1d10 radiation damage to the user. While under its effect, the user is undistinguishable as their normal self, including blood samples and fingerprints. The user additionally physically changes to match the opposite of their original chromosome pair. These effects wear off after 2d4 - 1 days at which time the 5-minute transformation effect is applied again. Prematurely cleansing this effect using effects similar to Tersus results in death. Addictive habits and overdosing can lead to permanent side effects, rumored to include the creation of shapeshifters. Cost: 20,000 credits. This drug is highly illegal to sell or to use.

Amplific: Amplific is a tasteless, odorless poison that can be easily dissolved. When consumed, a creature must make a Grit saving throw or be poisoned. While poisoned by this effect, any saving roll made against poisons or toxins gains 2 stacks of disadvantage. Costs 350 credits per dosage.

Peticule Poison: Peticule Poison is an ingested toxin that forces a grit saving throw when consumed. On a fail, the creature's hair (if any) falls out over the next minute. No additional effects occur (the hair can be regrown normally). Costs 135 credits. This toxin can be considered illegal depending on usage but is quite popular in barber shops and hair boutiques paired with Peticule Booster.

Peticule Booster: Peticule Booster is an ingested toxin that requires a grit saving throw. On a failure, the creature's hair (if any) grows to twice its current length. This can regrow baldness or lost hair. No additional effects occur. Costs 110 credits.

Cerebrum Formula: This toxin is injected directly into the bloodstream. On use, creature becomes Psionically tuned if not already. If already psionic, this formula has been cultured to manifest differing effects, usually enhancing psionic performance. This effect lasts for 5 minutes, then the user takes 1d10 radiation damage and becomes exhausted. Costs 0 credits as this formula is primarily developed in labs for experimentation and is not normally sold. Selling this formula is illegal.

Tersus: A chemical agent either ingested or injected, designed to purge bodies of chemical maladies or toxins. 30 seconds after taking Tersus, a creature is cleared of other drug effects and poisons via vomiting contaminated blood. The creature then passes out due to low blood pressure for 1d8 + 3 hours. This has no effect on creatures with no blood, or if the issue is a parasite. Effects that activate when a chemical, drug or toxin effect ends still activate. Costs 500 credits a capsule, however, is limited in sales to medical companies.

Banana Gas: This toxin gas, usually contained in a canister shaped like a banana (see banana grenade under weapons section), inhibits motor function. Creatures inhaling this toxin must make a grit saving roll or be poisoned. While poisoned, the creature suffers a -2 penalty to dexterity saving rolls, and its movement speed is halved. On the start of each of its turns for the duration, that creature must make a dexterity saving roll or fall prone. This toxin lasts for 1 minute. Cost: 350 credits.

Light Formula: This drug is a consumable liquid that messes with the eyes, widening the pupils to allow more light in for a short amount of time. Duration 30 minutes. While under this effect you can see in darkness as if it were dim light and dim light as if it were low light. During this period, you suffer 1 stack of disadvantages on attack rolls, skill checks and saving throws involving sight while in actual low light areas or brighter. Cost: 225 credits.

Meteor Formula: This drug is a consumable liquid that vastly enhances the body for a short time. This effect lasts for 10 minutes after consuming. Every minute that

passes adds the effect detailed below. This drug is extremely volatile and cannot be cleansed.

1 Minute: You ignore 1 stack of disadvantage.

2 Minutes: Your movement speed is doubled.

3 Minutes: You gain 1 stack of opening on attack rolls.

4 Minutes: You gain 1 stack of opening on skill checks and saving rolls.

5 Minutes: Your scrape against melee weapons becomes 22.

6 Minutes: You gain 3 stacks of opening on saving throws.

7 Minutes: You can make skill checks as if you had expertise in them.

8 Minutes: You can see normally in any light level.

9 Minutes: You can regain all your stamina as a bonus action each turn.

10 Minutes: You explode, dealing 10d10 acid damage to everything in a 10-foot radius. You also die in this manner and cannot be resurrected or revived.

Costs 50,000 credits. Because of the deadly nature of this drug, there is no real legal restrictions other than disallowing selling to past convicts.

Eel Supplicant: This powdered compound enhances your nervous system and neuro composure. When you drink this, you gain resistance to electrical damage for 2 hours. Cost: 20,000 credits.

R3G3N: An aftermarket drug that patches up the body for a short amount of time. Inhaled drug. On use, restores 1d4 stamina at the start of each of your turns (up to your stamina maximum) for 4 turns. After the 4th round, you take 1d12 poison damage. Cost: 3,000 credits.

Paralizer: A special gas-like poison, this poison is inhaled to activate. When activated, the creature must make a Grit saving throw higher than 15. On a failure, their muscles lose their ability to contract (excluding the heart) and they become stunned for 1 hour. Cost: 6,500 credits.

Armor

Civilian Clothing - light, everyday clothing. Light armor. Its padding provides little protection. This clothing provides you a scrape of 10 + your dexterity modifier. Cost 150 credits.

Armored Civilian Clothing - Slight modifications from normal civilian armor, this set of clothing has harder leather bindings combined with small metal plates. Light armor. Provides a scrape of 12 + your dexterity modifier. Cost: 400 credits.

Kevlar Vest - A light piece of Kevlar that can be worn underneath most common clothes without showing. Provides a scrape of 13 + your Dexterity modifier against ranged weapons. Cost: 400 credits.

EVA Suit - A slightly armored survival suit with 8 hours of oxygen capability. Light armor. This armor provides a scrape of 11 + your Dexterity modifier but imposes -2 to dexterity skill checks or saving rolls while equipped. This armor gives you immunity to hard vacuum if it has at least 1 durability. Durability 2. Cost: 200 credits.

Flight suit - a tough, plated flight suit intended to increase chances of survival when cockpits are hit by ship weapons. Light armor. This armor provides a scrape of 12 + your Dexterity modifier. Cost: 200 credits.

Log Suit - A primitive set of armor made from wooden logs, provides the barest of protection. Light armor. This armor provides a scrape of 10 + your dexterity modifier when worn. Costs 0 credits.

Leather Armor - This ancient leather design can be dated back for hundreds of years, still bearing an amount of protection. Light armor. Provides a scrape of 11 + your dexterity modifier when worn, but only against melee weapons. Costs: 50 credits.

Chain Mail - This armor is composed of interlocking small chains capable of providing adequate protection. Medium armor. Provides a scrape of 16 when worn, but only against melee weapons. Costs: 225 credits.

Plate Mail - Composed of interlocking plates of metal, this heavier armor provides a decent amount of protection at the cost of being unwieldy. Heavy armor. Provides a scrape of 16 when worn. Adds one stack of disadvantage to stealth

(dexterity) and infiltration (dexterity) while worn. Durability 10. Cost: 275 credits.

Police armor - a few layers of lead-Kevlar composite provide moderate protection against civilian weapons. Light armor. Provides a Scrape of 15 when worn. Requires a police badge or certification to buy. Cost: 350 credits.

Soldier Plating - moderately plated soldier armor built for taking hits and rugged conditions. Medium Armor. Provides a Scrape of 15 when worn. Requires military certification or active duty enlistment to purchase. Durability 10. Cost: 1,200 credits.

H.E.V.A Suit - an advanced EVA suit designed both for armor and environmental protection. Medium Armor. Provides a scrape of 13 + your Dexterity modifier when worn. Durability, 15. Durability recharges by 1 when taking electrical damage if the current durability is above 0. Cost: 126,000 credits.

Leviathan Armor - An extravagant piece of armor modeled after the mythical leviathan; this armor is almost impenetrable. Heavy Armor. Provides a scrape of 22 when worn. Durability 30 Cost: 150,000 credits.

Armor Impenetrable - A shell that provides extreme safety to the user within. Very Heavy Armor (reduces wearer's movement speed to 10 feet unless their base Strength is 25 or higher). Provides a Scrape of 18 when worn. Gives resistance to stabbing damage. Durability 40. Cost: 350,000 credits.

Exoskeleton Frame - A lightweight frame of mechanical mastery made to enhance the wearer's armor and physical endurance. Medium Armor (increases wearer's weight by 50 pounds). Provides a Scrape of 13 + your Dexterity modifier. Durability 6.

Weapons

Various weapons have survived time periods to culminate in the cooking pot of InterVallum. Over time, however, a lot of gun producers switched firing mechanisms and magazines to support more universal ammunition types. Below is a list of ammunition types:

9mm Bullets: Common ammo for light guns and pistols. Costs 50 credits for 100 bullets.

.38 Bullets: Uncommon ammo for heavier pistols. Costs 80 credits for 100 bullets.

.308 Bullets: Common ammo for long-range rifles. Costs 110 credits for 50 bullets.

50 caliber Bullets: Rarer ammunition type made for high-power sniper weapons. Costs 125 credits for 25 bullets.

10 Gauge Shells: Uncommon shells for shotgun-based weapons that are made for heavier weapons. Costs 125 credits for 50 bullets.

12 Gauge Shells: Common medium-power shells for shotgun-based weapons. Costs 100 credits for 100 bullets.

20 Gauge Shells: Common light-power shells for shotgun-based weapons. Costs 100 credits for 100 bullets.

5.55 mm Bullets: Common bullet type for high-capacity magazine weapons and full-auto weapons.

Energy Cell Type A: Common energy cell for energy and laser weapons. Costs 150 credits per cell.

Energy Cell Type O: Uncommon energy cell for heavier energy and laser weapons. Costs 225 credits per cell.

7.65 mm Bullets: Uncommon bullet type for heavy assault rifles or semi-auto weapons. Costs 125 credits for 90 bullets.

Ionic Cell: A rare cell type that modifies energy/laser weapon shots to deal ionic bursts that automatically crit against machines or robotic creatures. Can be used in any energy/laser weapon that uses energy cell-based ammo. Costs 450 credits per cell.

Rocket: Rare ammo types that apply a weapon's damage in an area of effect. Built for Heavy Weapons. Cost depends on the type of rockets (avg. 500 ea.).

Sometimes you may run into situations involving **Improvised Weapons**. Improvised weapons are items that are not normally weapons used as such. Improvised weapons are melee, 5 feet range and deal 1d4 + your Melee (strength) modifier damage. Improvised weapons use your Melee (strength) modifier for attack rolls.

When things get tough, you may need to resort to unarmed attacks. These attacks count as improvised weapons, but you may add your melee (strength) or melee (dexterity) bonuses to attack rolls and damage (whichever skill is higher).

9mm Pistol - this light pistol is still highly used by civilian cops and as training weapons. Uses 9mm Ammo. Akimbo weapon. 12 bullets per magazine.

*This weapon has a range of 5 / 40. This weapon deals 1d4 + 1 stabbing damage on hit. This weapon uses your Shooting (dexterity) skill.

Street Knife - this light knife is cobbled together and resembles more of a shiv than an actual knife.

*This is a melee weapon. This weapon deals 1d4 stabbing damage. This weapon can use either your Melee (strength) or Melee (dexterity) skill.

Combat Knife - A properly made knife for properly stabbing people.

*This is a melee weapon. This weapon deals 1d4 stabbing damage on hit. This weapon can use either your Melee (strength) or Melee (dexterity) skill. Has Bleed ability.

Heavy Club - Large metal pipes or other objects with attached handles.

*This is a melee weapon. This weapon deals 1d6 whacking damage. This weapon uses your Melee (strength) for attacks.

Longsword - This ancient design still sees usage in modern times being a big blade to swing around.

*This is a melee weapon. This weapon deals 1d6 slashing damage. This weapon uses your Melee (strength) for attacks. This weapon has the Dismemberment ability.

Submachine Gun - The sub is a smaller, automatic weapon that is usually reserved for shorter ranged encounters. Uses 9mm ammunition, clip size of 50. Akimbo weapon.

*This weapon has a range of 15 / 40. This weapon deals 1d4 stabbing damage on hit. This weapon has Drum capabilities. Uses your Shooting (dexterity) skill. Cost: 725 credits.

Hunting Rifle - An old bolt-action rifle usually reserved for hunting animals. Uses .308 bullets as ammunition, one bullet per magazine. Reload time of one bonus action.

Flare Gun - A modernized version of the flare gun. Uses energy cell type A ammunition. Consumes a half cell when shot. Reload time of one action. Akimbo weapon.

*This weapon has a range of 10 / 450. This weapon deals 3 fire damage on a hit. When shot, any creature using perceptive sensors looking towards the flare must make a grit saving throw or become blinded until the start of your next turn. Uses your Shooting (dexterity) skill.

*This weapon has a range of 40 / 70. Uses your shooting (perception) skill. This weapon deals 1d4 stabbing damage on hit, or 1d6 + 1 against unarmored targets. Costs: 300 credits.

Long-Range Rifle - Serving as a common sniper, the LRR uses .308 bullets to kill at a distance. One bullet per magazine. Reload time of one bonus action.

*This weapon has a range of 50 / 250. Uses your shooting (perception) skill. This weapon deals 1d6 stabbing damage on hit, or 1d8 against unarmored targets. Cost: 500 credits.

Flamethrower - While now throwing more plasma than fire, this weapon is still as strong and inhumane as before. Uses Energy Cell Type 0 cells as ammunition, needs a new cell after 5 uses. Reload time of one action.

*This weapon has a range of 15 / 25 in a cone. Instead of using any skill bonuses for your attack roll, you roll 1d20. If the result is higher than 7, you hit all entities in the cone. This weapon ignites objects on a hit. Ignores medium armor. This weapon deals 2d8 + 2 fire damage on a hit, or 1d4 + 3 on a miss. This damage is taken one additional time on the target's next turn if they do not extinguish themselves.

Barret .50 Cal - While the weapon still retains this moniker, the original company has long since gone bankrupt. This rifle remains as their legacy, being a high-powered rifle capable of bringing death at long ranges. Uses .50 Caliber Bullets as ammunition, one bullet per magazine. Reload time of one bonus action.

*This weapon has a range of 50 / 250. Uses your shooting (perception) skill. This weapon deals 2d6 stabbing damage on hit, or 3d6 against unarmored targets. If the very first d20 you rolled as an attack roll each turn using this gun is a 20, this weapon headshots, dealing 8d6 stabbing damage against any target with medium or lighter armor. Cost: 1,200 credits.

Assault Rifle - also known as an AR, these rifles are the baseline weapon and can be easily mass-produced. Uses 7.65 mm bullets, 30 bullets per magazine.

*This weapon has a range of 15 / 40. This weapon deals 1d6 stabbing damage on hit. This weapon uses your Shooting (dexterity) skill. This weapon has burst capability. Cost: 500 credits.

6 Shot Revolver - An older style of pistol with a 6-shot chamber, packs more of a punch than lighter pistols. Uses .38 ammunition, 6 rounds per magazine. Akimbo weapon. Drum capability.

*This weapon has a range of 5 / 20. This weapon deals 1d4 + 1 stabbing damage on hit. This weapon uses your Shooting (dexterity) skill. Cost: 375 credits.

20 Gauge Shotgun - A classic shotgun that delivers quite a punch. Uses 20-gauge shells, 2 per "magazine" (single barrel).

*This weapon has a range of 5 / 15. Deals 1d6 stabbing damage on hit. If used in CQC, crits on a hit. This weapon uses your shooting (dexterity) skill. Does no damage to targets wearing heavy armor. Cost: 410 credits.

12 Gauge Shotgun - A more high-powered version of the 20-gauge shotgun. Uses 12-gauge shells, 2 per "magazine" (single barrel).

*This weapon has a range of 5 / 10. Deals 2d6 stabbing damage on hit. If used in CQC, crits on hit. This weapon uses your shooting (dexterity) skill. Does no damage to targets wearing heavy armor. Cost: 450 credits.

10 Gauge Shotgun - A very high-powered shotgun, lethal in its preferred range. Due to the high power this gun has there are usually restrictions on who can sell it. Uses 10-gauge ammunition, 2 per "magazine" (single or double barrel).

*This weapon has a range of 5 / 10. Single barrel types deal 3d6 stabbing damage on hit, double barrels deal 6d6 on hit. If used in CQC, the damage increases to 3d8 / 5d8 and crits. Does half damage to targets in heavy armor. This weapon uses your shooting (dexterity) skill. Cost: 1,800 credits.

Shredder Rifle - A semi-automatic rifle capable of penetrating weak armor. Uses 7.65 mm bullets, magazine size of 20.

*This weapon has a range of 10 / 30. This weapon deals 1d6 stabbing damage on hit. This weapon uses your shooting (dexterity) skill. Whenever this weapon hits a target wearing medium armor or lighter, it removes an additional durability. Cost: 700 credits.

Charge Rifle - a semi-automatic rifle utilizing energy charges for its ammunition. Uses energy cell type A ammunition. Shoots 30 times per energy cell.

*This weapon has a range of 15 / 50. This weapon deals 1d8 + 2 energy damage on hit. This weapon uses your Shooting (dexterity) skill. This weapon has Burst capability. Cost: 10,000 credits.

Jigsaw - This hammer has been modified with an array of attached saw blades that spin when a switch is pressed in the handle. This fearsome weapon is one of the best gore-weapons out there.

*This is a melee weapon. This weapon has the dismemberment feature. This weapon deals 2d10 + Melee (strength) modifier slashing and whacking damage. This weapon can dismember if an 18 or 19 were rolled in addition to normal dismemberment while powered. Requires a low-capacity battery to power, which lasts for 10 attacks (replacing the battery is considered reloading). This weapon uses your Melee (strength) skill.

Banana Grenade - This grenade is shaped like a banana and painted in a bright yellow coat. Can be thrown up to 20 feet away, detonates in a 5-foot radius at the start of your next turn. Upon detonation, any creature that can breathe within the radius must make a dexterity saving roll or inhale Banana Gas as detailed above. This gas remains in the air for 1 round. Cost: 300 credits each.

Frag Grenade - A generic grenade, still used for its simple style and purpose. Can be thrown up to 30 feet. Detonates at the end of your turn in a 10-foot radius. Creatures within a 10-foot radius must make a dexterity saving throw or take 3d6 force damage. Creatures that succeed take half of that damage. Cost: 175 credits each.

Minigun - While not a powerful weapon, the minigun is still hailed as a weapon quite capable of throwing a lot of bullets at the enemy. Uses 5.55 mm ammunition, magazine size of 50. This gun fires 5 bullets at a time. This is a heavy weapon.

*This weapon has a range of 15 / 30. This weapon deals 1d4 + 1 damage on hit. This weapon has the Drum feature, and if you deal damage with the drum feature you can add 1d8 to the damage. It requires one round to reload this gun. Every consecutive turn you use your action to attack with this weapon, and the weapon was not reloaded, jammed, or swapped with another weapon, you get a +1 bonus to the attack roll. This weapon uses your Shooting (dexterity) skill. Cost: 20,000 credits.

Energy Gatling - A fully automatic energy powered rifle, this weapon is a very deadly gun to go against. Uses Energy Cell Type 0 ammunition, stores ten shots per cell. This is a heavy weapon.

*This weapon has a range of 15 / 35. This weapon deals 1d6 damage on hit. This weapon has the Drum feature, and if you deal damage with the drum feature you can add 1d10 to the damage. It requires one round to reload this gun. This gun has the burst feature and reduces the penalties on each burst shot by 1. This weapon uses your Shooting (dexterity) skill. Cost: 65,000 credits.

Rocket Launcher - No matter what generation this weapon was made in, this launcher is one of the best personnel weapons. This weapon uses Rocket ammunition, 1 per magazine. It requires two rounds to reload this gun. This is a heavy weapon.

*This weapon has a range of 30 / 220. This weapon deals 8d8 explosion damage on hit, in a 10-foot radius. Creatures with Scrape higher than the attack roll but are in the radius take half damage. This weapon reduces armor durability by 3. This weapon uses your Shooting (dexterity) skill. Cost: 300,000 credits. Illegal to own outside of permits.

Junk Cannon - Usually custom made, the junk cannon is a two-handed tubular device with a high-powered hydraulic launcher. Uses special ammunition with a magazine size of 1. Reload time of one action.

*This weapon has a range of 15 / 60. This weapon deals 2d4 + 2 whacking damage on a hit. This weapon uses your shooting (dexterity) skill. This weapon's special ammunition property means that any handheld object or object up to 10 pounds can be loaded as ammunition using the reload action.

Plasma Axe - This axe is a metallic handle, that forms electrical blades upon activation using a bonus action.

Uses a medium-capacity battery to power and stays powered for 10 attacks. Replacing the battery requires an action and is considered reloading. Has the dismemberment feature.

*This is a melee weapon. When activated, you can choose to double the power consumption to ignite the blade instead of using electricity. Deals 1d8 electrical or fire damage on hit depending on current power choice.

AK47 - A classic weapon design, the AK47 is a rugged assault rifle that is very versatile for combat. Uses 7.65 mm ammunition, 35 rounds per magazine. Takes one action to reload. Burst capability.

*This weapon has a range of 10 / 45. Deals 1d6 stabbing damage on a hit. Whenever you roll a 1 on the weapon attack roll, this weapon does not jam. Uses your shooting (dexterity) skill.

Cybernetics

Some people that you may encounter in InterVallum might have cybernetics, implants, prosthetics or special pieces of circuitry that can grant a person special or enhanced capability. This category will cover a range of possible cybernetics to find. In order to harvest a cybernetic item off a person, you must at least be trained in the medicine (intelligence) skill. You can make a skill check using this skill, and on a success retrieve the cybernetic. You use intelligence in this case to ensure that the inner pieces of the cybernetic can be safely removed without damaging either the cybernetic or the host. Installing cybernetics requires a professional surgeon or machine.

There are limits to cybernetics; a person can only install several cybernetics depending on where they are installed. The prices below only include the price of the object itself, not the cost of the medical procedure required. The normal limits are as follows:
- 1 Exterior head cybernetic
- 1 Interior head cybernetic (implants)
- 2 torso cybernetics
- 2 cybernetics per arm and 1 per leg as well as 1 per foot.

Prosthetic Arm: A simple arm replacement to restore functionality. Confers a -1 penalty to actions using this arm.

Prosthetic Leg: A simple leg replacement to restore functionality. Confers a -1 penalty to actions using this leg. Your movement speed is also reduced by 1 foot while using this leg.

Overlay Display: Head implant cybernetic. This cybernetic implant provides a person with their own heads-up-display scanned into their retinas, allowing them to keep track of ammo in compatible weapons as well as being able to use their PDA remotely up to 50 feet away. Costs 750 credits.

Bionic Spine: A complete replacement of your spinal column that allows for advanced function and maneuverability. Once ever 12 hours, you can recharge one low-capacity battery or power an equivalent system for 1 round. You gain a +2 to Dexterity, up to your maximum, but suffer a -1 penalty on saving rolls against effects targeting you that disrupt electronic systems. Uses one torso cybernetic slot.

Bionic Exoskeleton: A framework of metal and circuitry that is melded into a humanoid's physical structure. Two common models exist, Strength Frame and Speed Frame. Strength frame lets you carry, push, pull and shove significantly larger objects than yourself. You gain an increase to either Strength or Dexterity (based on frame type) by 3, which can exceed your maximum. You also gain +2 to your grit on strength frames, or 10 movement speed on speed frames. You are considered a robotic creature for some abilities or effects. Takes up 1 torso slot, 2 arm slots, 2 leg slots of your cybernetic limit.

Ship Weapons

All ship weapons are considered "heavy" weapons when firing against people. Costs include installation fees if you buy from people with installation capability.

Grade A Turbolaser - A standard laser-emitting weapon, versatile and able to fit onto any hull of frigate class or larger. Cost: 500,000 credits.

Grade 0 Turbolaser - An ancient, high-power design of Grade a Turbolasers that can decimate any vessel they fire upon. These turbolasers can only fit on Capital Vessel class hulls or larger. These turbolasers ignore ship shields on Cruiser class ships or smaller. Cost: 2,000,000 credits.

Radeon Drills - These barrels shoot concentrated radium instead of conventional weapons, intended for organic disturbance. If the ship or system(s) this weapon is firing on are organic, this weapon ignores shielding. When this weapon hits a ship with no organic systems, no systems take damage and instead deals 3d8 radiation damage to all crewmembers. Fits on a frigate class ship or larger. Cost: 100,000 credits.

Ion Launcher - This cannon launches condensed balls of metallic matter hyper charged with energy. This weapon does not deal damage to systems, but when this weapon does hit a system that system is disabled, turned off, and cannot be used until the end of the turn of the ship that used this weapon. Causes robotic units within the same area as the system to shut down for 5 minutes. Fits on a frigate class ship or larger. Cost: 225,000 credits.

Mounted Machine Gun - This light weapon uses projectile technology to release a hail of bullets at an enemy ship. Ineffective against battleship class ships or higher. Fits on a fighter class ship or larger. Cost: 100,000 credits.

Hull Missile - This missile launcher has been specially designed to impact the hull of a ship more than its systems. This weapon deals no damage to systems, but double damage to hulls. Hitting a ship 4 times with this weapon disables the life support system via numerous hull breaches. Cost: 500,000 credits.

Grade B Turbolaser - A smaller laser gun that can penetrate most hulls. Ineffective against Star Vessel class ships or larger. Fits on a fighter class ship or larger. Cost: 125,000 credits.

Titan Core - Legendary weapons of ages long past, none have seen the light of modern day. These station-sized spheres were designed to irradiate and scorch whole surfaces of planets. Cost: 0.

Gadgets

Occasionally, you may run into odd devices in the InterVallum universe called **Gadgets**. Gadgets are unique mechanical items that were made to complete one or more specific tasks. While some gadgets are produced in amounts, a good deal of gadgets are one-of-a-kind creations.

Full-range communicator: This device is shaped as and functions as a normal civilian PDA. However, a hidden switch in the battery compartment can transform it into a satellite radio capable of communication anywhere on the planet where its signal can reach a satellite.

The AutoClipper: This device is a small, U-shaped frame that can fit over most non-heavy guns. When a compatible clip is placed in the frame, the AutoClipper will automatically reload for you (costing no action). This provides one free reload, before the gun and the AutoClipper will need to be reloaded.

Personal Shield Generator: This backpack-sized device creates a protective kinetic field around the body of the wearer, providing protection from some attacks. While worn, this gadget provides resistance to stabbing and slashing damage from melee weapons.

Ship Systems

Each system is generic and without a cost. This is because these systems are available for any ship size and the price changes with the scale of the system. Some systems will specify a limit on what kind of ships they can be attached to. Fighter class hulls can only use systems that use 1/2 of a system slot. *The first section of this list specifies* **Essential Systems:** *systems that are almost always preinstalled on new star ships and can impair ship functions when not installed. Essential systems consume a sum of 3 system slots.*

Life Support - A life support system capable of keeping the crew of a ship alive. Uses 1/2 of a system slot.

Engines - Engines move the ship through normal space and are the locations where Acror is kept. Uses 1/2 of a system slot.

Life Support - A very robust oxygenic system for keeping people alive. Contains tanks of oxygen or whatever is being used as life support. Refilling oxygen can be automatically done by ships of a higher hull class than fighter by using the surrounding atmosphere. Uses 1/2 of a system slot.

Communications System - An array of signal boosters and transponders for communication. Can be used to increase the range of handheld communication devices by 500 feet within proximity of the ship. Uses 1/2 of a system slot.

Hyperdrive Core - Hyperdrive cores allow star ships to traverse hyper space. Hyper drive fuel cells are loaded into this system. Uses 1/2 of a system slot.

Landing Gear - A pressurized system of struts to allow for a ship to properly land or dock with larger ships. Required to dock on ships. Uses 1/2 of a system slot.

*The following section covers **Nonessential Systems:** systems that are usually installed after a ship is made and do not impair ship function when absent.*

Basic Shield Generator - A simple shielding system capable of deflecting attacks. Has a limit of 10, takes 5 rounds to recharge.

Food Synthesizer - A system able to turn basic edible materials into meals. Turns 1 pound of materials into a day's worth of food for 5 people at the smallest scale.

Generator - A small generator that can be moved up to 30 feet away from the ship. Uses the ship's Acror to generate power for a decent range of electrical systems.

Xenobiology Lab - A lab that contains the necessary materials to safely examine alien species. Uses 2 system slots. Can only be used in Cruiser class hulls or larger.

Medical Bay - A compact medical room for clean operations and medicine storage. Can only be used in Hauler class hulls or larger. Medicine or Heal/Repair skill checks made using this system can turn critical failures into normal failures.

Advanced Medical Bay - A higher-quality medical area complete with life support and a surgical theatre. Can only be used in Hauler class hulls or larger. Medicine or Heal/Repair skill checks made using this system gain a +3 bonus. Uses 4 system slots.

Vehicle Garage - A garage able to hold two cars, trucks, vans or similarly sized vehicles (or smaller) onboard a ship. Uses 2 system slots. Can only be used in Hauler class hulls or larger.

Vault - A secured place where valuables can be stored. Locked with an electronic lock of varying complexity.

Brig - A row of cells suitable for holding people in a locked away location.

Ballast - A room full of various objects and items made for either decoys or adjusting ship mass. Ballast systems must be hit one additional time before breaking.

Subsystem Shielding - A shield generator designed to counter ion launchers or similar weapons. Limit 3, does not prevent systems from being destroyed. You can instead consume one limit to avoid a system from being disabled. Recharges in 3 rounds.

Drone Control Room - A special room for housing and using various ship drones. Must have a working communication system to control robots farther than outside of the ship. Uses 4 system slots. Ship drones include, but are not limited to (sold separately):

-Repairbot: helps repair systems.

-Firebot: Suppresses on-board fires.

-Hullbot: Expends itself to repair a hole in the hull for the next 8 hours.

-Medibot: Helps perform medical operations. Does not know Repair in Heal/Repair.

-Defenderbot: Acts as a defense unit against boarders.

-Zoombot: A bot that cleans things around the ship.

Warehouse: A storage room filled with boxes and shelves for storing cargo. Can hold up to 1 ton of cargo. Can only be installed on Shuttle class ships or larger.

Hull Stabilizer: A system designed to support the ships hull under heavier loads, a hull stabilizer takes up 1 system slot but increases the system slots of the ship by 4.

Hangar: A system where smaller ships can be parked and safely stored for hyper space travel. Stores up to 10 ships that are at least 2 hull size classes smaller, or smaller vehicles. Uses 5 system slots.

Ram: A bulky system build to add a large amount of mass in one spot. A ship with a functioning ram can use its bonus action to gain double movement speed until the end of the turn. If it moves and collides with an object during this turn, it can remove 3 hull points directly.

Titan Shielding - Special shield systems made specifically for Titans. These shields confer the following bonuses:

-Whenever you take damage, the system with the most durability is always chosen.

-Systems can take damage an additional 8 times before being destroyed. Uses 4 system slots.

Vehicles

Vehicles in InterVallum are classified as non-starship or station vehicles. Basic templates are included below and may not actually reflect how these vehicles may act.

Car - A modernized vehicle that balances fuel economy with a light-weight chassis. Movement speed of 10 feet. Movement speed maximum doubles by the amount the vehicle moved the previous turn, up to a maximum of 150. Uses Gasoline as fuel. Electrical variants exist and use Medium-capacity batteries. Costs: 25,000 credits.

Truck - A vehicle similar to the car but with a bed on the back for extra storage. Movement speed of 10 feet. Movement speed maximum doubles by the amount the vehicle moved the previous turn, up to a maximum of 150. Uses Gasoline as fuel. Electrical variants and use medium-capacity batteries.

ATV - A smaller vehicle that is useable in a lot of tougher terrain. Seats 2. Cost: 700 credits. Runs on gasoline. Movement speed of 50 feet.

Front Scoop - A construction machine with a large shovel on the front for moving around material. Runs on medium capacity batteries or gasoline.

Tank - an armored war vehicle. Can move across rough terrain with no penalty. Seats 3. Takes half damage from light weapons. Has a cannon that uses rockets as ammunition. Deals 8d12 explosion damage in a 10-foot radius. Movement speed of 35. Requires gasoline to run. Pilot and passengers are completely obscured by the tank.

Light Loader Frame - a 7-foot-tall wireframe bipedal mechanical suit designed to help haul cargo and operate in manufacturing environments. Seats 1. Movement speed of 20 feet a turn. The frame's two arms grant 1 stack of opening on strength-based skill checks and 1 stack of disadvantage on dexterity-based skill checks. Adds 1 to the pilot's scrape.

M.E.C.H - Mechanical Environ Challenge Helper is a mech designed to carry up to 2 people through precarious or dangerous situations. Seats 2 piloted by one. Movement speed of 30 feet a turn.

Star Ships

Star ships allow for interplanetary travel and are essential for factions and colonies to survive. Below is a list of star ships, starting with generic ships for each hull size class, along with the default systems these ships would be made with. Prices can vary depending on supply and demand, but shuttles and larger ships can very easily be priced well into the millions of credits. Whenever a ship specifies its movement speed as feet / turn, this accounts for movement in the vicinity or on a planet. Space travel or travel outside of atmospheres and gravity wells doubles the movement speed.

Ship combat follows player combat, with each ship having an action, bonus action and reaction, as well as being able to move up to their movement speed. However, all ships in combat get up to 3 attacks from different weapons each. Further ship rules are specified in the InterVallum Survival Guide.

Fighter: The lightest class of hull possible, fighters were made for short range conflict between ships. Fighters have a maximum of 6 system slots. Fighters have a scrape of 13 and have a maximum amount of hull points equal to 6. Fighters can have 4 ship weapons installed. Fighters can move up to 300 feet / turn. Preinstalled systems / weapons for a fighter are:

-All essential systems.

-1 Mounted machine gun.

Shuttle: The lower end of medium tier ships, the shuttle contains a lot more space for cargo or other wares to move from one location to another. Shuttles have a maximum of 10 system slots. Shuttles have a scrape of 14 and have a maximum amount of hull points equal to 8. Shuttles can have 2 ship weapons installed. Shuttles can move up to 200 feet / turn. Preinstalled systems / weapons for a shuttle are:

-All essential systems.

Frigate: A medium tier ship of solid construction, the frigate is versatile for combat or transportation. Frigates have

a maximum of 15 system slots. Frigates have a scrape of 15 and have a maximum amount of hull points equal to 10. Frigates can have 3 ship weapons installed. Frigates can move up to 200 feet / turn. Preinstalled systems / weapons for a shuttle are:

-All essential systems.

Hauler: A large ship designed to fit a lot of cargo space. This does mean the hull is modifiable for weapons. Haulers have a maximum of 25 system slots. Haulers have a scrape of 16 and have a maximum amount of hull points equal to 12. Haulers can have 5 ship weapons installed. Haulers can move up to 150 feet / turn. Preinstalled systems / weapons for a shuttle are:

-All essential systems.

-1 Warehouse.

Cruiser: A cruiser is a large ship either used as homes for the rich or as command ships in battle. Cruisers make up for speed by heavy armor and firepower. Cruisers have a maximum of 30 system slots. Cruisers have a scrape of 14 and have a maximum amount of hull points equal to 50. Cruisers can have 10 ship weapons installed. Cruisers can move up to 100 feet / turn. Preinstalled systems / weapons for a shuttle are:

-All essential systems.

Battleship: Battleships prove to be the extreme forces of space navies. Equipped with excess firepower, battleships can easily take on smaller fleets on their own. Battleships have a maximum of 40 system slots. Battleships have a scrape of 19 and have a maximum amount of hull points equal to 16. Battleships can have 25 ship weapons installed. Battleships can move up to 100 feet / turn. Preinstalled systems / weapons for a shuttle are:

-All essential systems.

-5 Grade A Turbolasers.

Ability: Broadside. As a battleship's action, the ship can decrease its scrape by 10 until the start of its next turn to have half of its weapons fire at once.

Star Vessel: Star Vessels are enormous ships, due to limits in money usually utilized as fighter carriers, but if armed with

weapons could also be their own force. Star Vessels have a maximum of 53 system slots. Star Vessels have a scrape of 21 and have a maximum amount of hull points equal to 18. Star Vessels can have 25 ship weapons installed. Star Vessels can move up to 100 feet / turn. Preinstalled systems / weapons for a shuttle are:

    -All essential systems.

    -1 Hangar

    Ability: Carrier. Star Vessels with 2 or more hangars can consider the system slot cost of hangars and garages to be halved.

Capital Vessel: Capital Vessels are massive ships that can easily compose a 1 ship fleet. Some capital ships in the past had served as cities for hundreds of people. Capital Vessels have a maximum of 60 system slots. Capital Vessels have a scrape of 22 and have a maximum amount of hull points equal to 20. Capital Vessels can have 30 ship weapons installed. Capital vessels can move up to 100 feet / turn. Preinstalled systems / weapons for a shuttle are:

    -All essential systems.

Station: Stations are usually about the same size as capital vessels but built to be less of combat stations and more of utilitarian functions. Stations can have up to three of each kind of system installed. Stations have a scrape of 20 and have a maximum amount of hull points equal to 20. Stations can have up to 10 weapons installed. Stations can move up to 20 feet / turn. Preinstalled systems / weapons for a shuttle are:

    -All essential systems, excluding the hyperdrive core.

    Ability: Station Feature: As a station, hyperdrive cores cannot be installed and this ship cannot land on planets. Stations automatically repair one system from damaged to full functionality per turn as a bonus action. Station systems must be damaged 3 times before being destroyed. Once per combat, a station can restore all destroyed systems and weapons to full functionality if the captain's Pilot skill bonus is +2 or higher.]

Star Gate: A station-like ship, star gates are older gargantuan devices, composed of two aligned torus-like hyperdrive rings. These rings can adjust to fit a variety of differing fleet sizes. The ship itself only has the following systems:

-Engines

-Communication system

Star gates do not have system slots by default. Star gates cannot be mounted with weapons. Star gates can, as an action, launch all ships between its tori into hyper space. The star gate can select any destination in a straight line on the star chart vertical or horizontal to its current sector but cannot choose sectors not directly in this range. Star gates can be used twice per 24-hour period before needing to recharge, which they do automatically using solar energies.

Titan

Titans are historic vessels and the only ones left are in ruins, their massive frameworks scattered around planets. These ships were used back in the ancient times to destroy planets with extreme prejudice. Even though Titans were single use in this manner, their presence always struck fear into the hearts of anyone in its way.

A Titan's hull size class is considered above Station by 1. A Titan's hull point maximum is 50. A Titan can move 200 feet every turn. A Titan's Scrape is 18. A Titan usually comes equipped with the following systems:

-50 Grade 0 Turbolasers

-50 Ion Launchers

-5 Radeon Drills

-1 Titan Core

-2 Station-class life support.

-8 Capital Ship-class engines.

-1 Station-class hyperdrive core.

-1 Station-class communication system.

-1 Titan Shielding.

Ability: Barrage. This ship can fire 2 of each kind of weapon installed on the ship at once. This ability can be used again at the start of the ship's next turn.

Cost: 0.

Psionic Abilities

Psionic abilities are primarily abilities wielded by Psionics but can sparingly be found in other locations. Unlike the tales of past people who used 'magic', the Psion's mind has overcome most common obstacles for manifesting 'magic' and does not need material components of any kind except in rare cases. Psionics works due to a genetic condition known as Q.E.M (quantum entangled mind) as the first psionics had come from crewmembers being exposed to hyperdrive cores in use and survived. While psionics can be very powerful, it is a mental ability, and thusly can be stopped quite easily under certain conditions and even can be cured in some high-tech systems.

Special chemicals and training can make a person resistant to psionic abilities, and robotic creatures / systems with no 'brain' or 'consciousness' are essentially immune. This section of the Manifest covers all Psionic Abilities a Psionic can learn. Each ability is described using the following formula:

Name - Psionic Level

Range

Time to Cast / Duration (i.e. 1 Action / 1d6 Minutes)

PSI-Point Cost

Description

If a psionic ability has a duration of Instant, that means that the second the effect resolves the effect ends. You can end running effects of psionic abilities at any time without spending any actions. If you see a "Concentrate" next to the duration, that ability requires you to maintain concentration on the ability for the duration. This means you cannot cast other "Concentrate" abilities until the first one ends. If you take damage while concentrating on a psionic ability, you must make a saving throw **lower** than 10 + your Grit modifier. On a failure, the ability immediately ends.

If you use a psionic ability that takes up a bonus action, you cannot use your main action to use a psionic ability and vice versa.

If a range of an ability says self, you can only use it on yourself. If the range is touch, it is one object immediately next to you. If it is reach, it ranges up to your unarmed melee range.

Level 0

Light - Level 0

10 feet

1 Action / 1 Minute

You create a point in space within 10 feet of yourself that emits an orb of light. This light shines out to a radius of 20 feet. You can as a bonus action change this orb to a beam or back into an orb. A beam shines light in a straight line for 40 feet.

Design - Level 0

30 feet

1 Action / Instant

You can use this psionic ability to manifest one of the following effects:

You can create a design of your choice on a flat surface up to 40 feet on each side. Range 30 feet. This effect lasts for 4 hours, or until you use Design again.

You can create a slight breeze in atmospheric environments in a 10-foot square up to 30 feet away.

You can warm or chill a handheld-sized item or smaller. This cannot create hot or cold effects.

You clean a surface of basic dirt, grime and visible muck. This does not clean bacteria or toxins.

Communicate - Level 0

50 feet

1 Action / Instant

Reaching out with your mind, you can make a Mind-Read (PSI) skill check. On a success, you can psionically send a 2-sentence long message to a target person whether they are willing or not.

The message is read in the target's mind so tone and other vocal nuances cannot be conveyed.

Mind-Rend - Level 0

10 feet

1 Action / 1 Round

You can inflict a small amount of madness into a person. Targeting one creature, they are forced to make a Mental saving roll against your Psionic DC. On a failure, they take 1d4 psionic damage. If a person succeeds on the saving roll, they are immune to this effect for 24 hours.

Hover - Level 0

Self

1 Action / 1d6 Minutes

You can repulse yourself off of a planet's magnetic core, causing you to gain the ability to hover above the ground for the duration.

EyeClone - Level 0

5 feet

1 Action / 1 minute

In order to use this ability, you must be within 5 feet of a person of similar species with intact eyes that is incapacitated. For the duration, either one or both of your eyes (your choice) appear to be the same as the target. This target only has to be nearby when initially using this ability. A perception skill check can be made against your Psionic DC to discover this illusion. This does not work on robotic creatures.

Minor Glory - Level 0

20 feet

1 Action / Instant

You can reveal your psychic power as a mystifying aura, only visible for 1 creature you can see. That creature must make a

saving throw against your Psionic DC. On a failure, they become feared of you for 1d4 rounds.

Remote Access - Level 0

30 feet

1 Bonus Action / Instant

You can choose one unlocked door, window or other openable object, it either closes or opens depending on its current position.

Instill Energy - Level 0

Touch

1 Hour / Instant

You can focus your energies to help someone who is out of energy. You can spend 1 hour focusing on a willing creature within range to remove one level of exhaustion from them, giving you one level of exhaustion. This level can be removed by finishing a long rest.

Cleanse - Level 0

Touch

1 Action / Instant

You can use your psionic energy to kill microorganisms and biotics. By touching a surface up to 10 feet square, you can cleanse that surface of bacteria and microorganisms. This removes basic infections or pathogens, however if a creature is cleansed, they suffer -2 to grit saving rolls against diseases for 1 hour.

Read Weapon - Level 0

40 feet

1 Action / 1 Round

You can reach out with your psionic energy to examine a weapon at distance. When you do, you can learn how much ammo is left in

the weapon's magazine (if any) and if the weapon has the drum feature. For the rest of the duration, you gain +1 scrape against that weapon.

Data Storage - Level 0

Touch

1 Action / 1 Hour

By touching a piece of technology with storage capability, you are able to mentally conjure a small piece of information (document, picture or 10 seconds of a clip) in your mind. The kind and type of information is determined by the objects storage capability.

Neutrality - Level 0

15 feet

1 Action / 1 Hour

You can temporarily stun an enemy into a neutral state. When you use this ability, a creature of your choice makes a mental saving throw against your Psionic DC. On a failure, they change to a neutral state if cold or hostile. This effect ends after the duration or if they take damage.

Call on Fate - Level 0

Self

1 Bonus Action / Instant

You can attempt to make a precognition look at your immediate future. Whenever you roll a skill check or saving throw, you can immediately use your bonus action to use this ability before any dice are rolled. When this ability is used, you declare a number from 1 to 20. If your die roll on that skill check or saving roll is the same, that roll gains 4 stacks of opening. If you do not guess the number correctly, you take 4 soul damage. You can only use this ability a number of times per long rest equal to your PSI modifier (minimum 1).

Mental Shield - Level 0

Self

1 Reaction / Instant

Being innately psionic has prepared you to defend yourself against psionic onslaught. Whenever you make a saving roll against a psionic effect and critically fail, you can turn that critical failure into a normal success.

Bitter Murmur - Level 0

Reach

1 Action / 1 Minute

You can reprogram a creature's mind to temporarily reintroduce a sense that they have become accustomed to. The creature must make a saving throw against your Psionic DC. On a failure, you reintroduce one sense. This includes smells that the person is acclimated to, feeling their heartbeat, feeling air contacting their skin, etc. This causes the target to become Stunned until the end of their next turn.

Carry - Level 0

15 feet

1 Action / 1d4 Rounds

You can create a pocket of psionic energy capable of lifting, pushing or pulling small objects up to 10 pounds. You can use this ability during the duration multiple times as a bonus action.

Evaporate - Level 0

Reach

1 Action / Instant

You reach out and touch an object. If that object is covered in any liquids, they evaporate. This ends status effects applied by being coated in a liquid substance.

Prepare for Greatness - Level 0

Self

1 Bonus Action / 1 Round (Concentrate)

You mentally steel yourself, preparing a powerful psionic ability. If you still have this ability at the start of your next turn in the duration, you can temporarily gain a psionic point for one psionic level of your choice (ignoring the maximum if you already have the maximum). Each time you use this ability per Short Rest, you lose -1 to your Scrape. While concentrating on this ability, your movement speed becomes 5 feet, and cannot be higher until you stop concentrating.

Level 1

Unjam - Level 1

10 feet

1 Action / Instant

1 Point

You reach out with psionic tendrils, and instantly unjam one weapon that is currently jammed. That weapon's reload time must be currently requiring one action to reload. That weapon cannot be a heavy weapon.

Mind Spike - Level 1

30 feet

1 Action / Instant

2 Points

You reach out with your mind to psionically assault a target. One creature in range must make a mental saving throw against your Psionic DC. On a failure, your psionic energy harms their neural network, dealing 1d4 + 1 psionic damage.

Avoidance - Level 1

Touch

1 Action / 1d4 Rounds

1 Point

You can reach out and grant one person nearby with heightened senses. If the target is attacked in the duration by an object that is hidden from the target, the target gains + 2 scrape during that attack roll.

Minor Portent - Level 1

Self

1 Bonus Action / Instant

2 Points

You can mentally record a procedure, granting you benefits down the line. You can use this ability after at least one skill check, saving throw or attack roll has been made during your turn or within a 10 second time period. You can take one result from the 1d20 roll and use it on a similar roll once before the end of your next Long Rest. Using this ability with a stored result replaces the old one with a new one. You can use higher psionic points to use this ability. For each level higher than one, you can use the result that many additional times.

Quickened Movement - Level 1

Self

1 Bonus Action / Instant

1 Point

For the rest of the turn after you use this ability, you can freely swap weapons and gain + 5 movement speed.

Diagnosis - Level 1

120 feet

1 Action / 1 hour

1 Point

You can mentally examine a person. Medicine (intelligence) checks made in the duration can use your Mind-Read (PSI) modifier instead.

Water Resistance - Level 1

Touch

1 Action / 4 hours

1 Point

You can program a body to temporarily use less oxygen. Up to 5 creatures you touch can stay underwater without suffocating for an additional 5 minutes. Once this effect ends on a creature, they cannot be affected by this ability again for 24 hours.

Alter Results - Level 1

15 feet

1 Bonus Action / Instant

1 Point

You can use psionic energies to nudge objects in your favor. Targeting one object, you can give it a small nudge in whatever direction it currently has momentum. This cannot be used to make objects move. The object must be less than 15 pounds.

Psionic Intuition - Level 1

Self

1 Bonus Action / 1 hour

3 points

You can enhance your mind to allow you to copy another skillset. Any skill check made during the duration can use your PSI modifier instead of its normal modifier.

Fumble - Level 1

30 feet

1 Action / Instant

1 Point

You can make a creature fumble by messing with its neural commands to its muscles. You can force one creature to make a mental saving throw against your Psionic DC. On a failure, you can choose one of the following effects:

-The creature drops whatever it is holding

-The creature grips whatever it is holding extremely tightly.

Psionic Limb Protection - Level 1

40 feet

1 Action / 6 rounds (Concentrate)

1 Point

You can cause muscle to tense up, reducing severity of certain blows. While concentrating, target creature is immune to the dismemberment quality of weapons (but if a weapon would do something else if it does not dismember, that effect still activates.)

Stun - Level 1

50 feet

1 Action / 1 Minute

1 Point

You can cause the brain of someone to lock their muscles up, effectively stunning them. Target creature must make a mental saving throw against your Psionic DC. On a failure, they are stunned for the duration, or until they take damage.

Enhanced Pulses - Level 1

Self

1 Bonus Action / 1 Minute (Concentrate)

2 Points

You enhance your own psionic ability, amplifying your psionic ability. For the duration, your psionic abilities of 5th level or lower can be used at up to twice their normal range.

Manifestation - Level 1

Reach

1 Action / 1 Minute (Concentrate)

1 Point

Your ability can be used to reorder atoms in certain molecular structures. You can take one primitive handheld object of 5 pounds or less and transmute it into another primitive object for the duration. If used to turn objects into food, the food is filling but provides no nutrition.

Psionic Mask - Level 1

100 feet

1 Action / 1 Hour

1 Point

For the duration, anyone within range that has witnessed you use a psionic ability in the duration forgets of the event. An investigation (perception) check can be made against your psionic dc. Succeeding makes a creature immune to this abilities' effects for the remainder of the duration.

Alter Self - Level 1

Self

1 Action / 1 Hour

2 Points

You can alter a minor feature about yourself to observing creatures. You take 1d4 damage whenever using this ability as an action. You can alternatively spend 10 minutes casting this ability to avoid the damage. When finished casting, you can alter one of the following aspects about yourself:

-Change your hair color.

-Change your skin color.

-Change the color of a specific body area (fingernails, eyebrows, etc.).

-Appear up to 5 inches taller or shorter.

-Alter one facial feature.

-Create a temporary tattoo that lasts until the duration ends.

For each psionic level above 1 that you cast this ability at, you can pick an additional effect, or choose the same effect more than once, excluding the height alteration. A creature can

make an investigation (perception) check against your Psionic
DC. On a success, they can determine the alterations as fake.

Psi-weapon - Level 1

From Reach to 40 feet.

1 Action / Instant

You create a weapon made of pure psionic energy, bearing any
shape similar to a weapon you've seen. This weapon can be used
as a melee or ranged weapon, with a range of 5 / 40. Attacks
using this weapon use your Melee (PSI) or Shooting (PSI) skills
respectively. This weapon deals 1d4 psionic damage on hit. You
can use this ability at levels higher than 1. For each level
above 1 you use this ability at the weapon gains 1d4 psionic
damage.

Level 2

Corrupt Footage - Level 2

Self

1 Action / 1d4 Minutes

1 Point

You can generate a small psionic field around yourself. Whenever
an object attempts to record you in the duration, you are
replaced with a silhouette of static.

Mind Crush - Level 2

50 feet

1 Action / Instant

2 Points

You can cause serious injury to a person mentally. Choosing one
creature, they must make a mental saving throw against your
Psionic DC. On a failure, they take 1d4 psionic damage. For
every psionic level above this you cast this ability at, you can
add an additional 1d4 to the damage.

Scent Removal - Level 2

Reach

1 Bonus Action / 1d6 Hours (Concentrate)

1 Point

You can cause a body to stop producing chemicals, and clean bacteria to prevent a person from emitting a smell. For the duration, target person scent is significantly reduced, and objects trying to find them by smell suffer 2 stacks of disadvantage.

Flatten - Level 2

30 feet

1 Action

1 Point

You can focus on someone hard enough to knock them to the ground. They must succeed on a dexterity saving throw or be knocked prone. If they were already prone, they make this throw with disadvantage and are instead pushed back by 20 feet away from you.

Enhanced Spine - Level 2

Touch

1 Action / 5 minutes

1 Point

For the duration, one creature that you touch has its bone and muscular system psionically reinforced. That creature can carry, push and pull objects as if it had double its base Strength.

Enhanced Unjam - Level 2

15 feet

1 Action / Instant

2 Points

You can extend your psionic capability to unjam one weapon within range. It cannot be a heavy weapon.

Slowfeet - Level 2

30 feet

1 Action / 1d4 rounds

1 Point

You can psionically muddle the nervous signals being sent to muscle groups in the legs. One target creature must succeed on a mental saving throw or have their movement speed reduced by half for the duration. During this time, they cannot use the Run N Gun action.

Determine Integrity - Level 2

500 feet

1 Action / Instant

1 Point

You can create a psionic feeler that can examine the hull of a ship. When you use this ability, you can identify the number of systems present on a ship, and if the ship's hull is below half hit points.

Fuel Economy - Level 2

Touch

1 Action / 2d4 hours (Concentrate)

1 Point

For the duration, one non-spaceship vehicle you touch consumes fuel at half of its normal rate when being operated under normal conditions.

Distort - Level 2

Self

1 Action / 10 minutes

2 Points

For the duration, your body appears to "shift" slightly to the left and right, adding 1 stack of disadvantage to Shooting (perception) attack rolls made against you. This ability also works on robotic creatures / systems.

Shatter - Level 2

50 feet

1 Action / Instant

1 Point

Material Required: Handheld object less than 10 pounds.

You psionically combust the material component if it is in range. Creatures around the object in a 15-foot radius must make a dexterity saving throw against your Psionic DC. On a failure, they take 1d4 stabbing damage. This ability works on robotic creatures / systems.

Predicted Strike - Level 2

Self

1 Bonus Action / 1 Turn

1 Point

You can temporarily peek into the immediate future to get a sense of where to shoot. Declare a number on one of your equipped weapon's damage die. When you hit an enemy with that weapon this turn, and one of the damage die is that declared number, you can roll an additional damage die.

Cure minor illness - Level 2

Reach

1 Action / Instant

1 Point

You can assist a person by strengthening their immune system to higher levels. One person in reach can make a Grit saving throw

against your Psionic DC. On a success, one minor illness or disease affecting the character ends.

Disproportion - Level 2

Touch

1 Action / 1 hour

1 Point

For the duration, you can reach out and alter a limb of a creature for the duration. You can choose either increase or decrease. The limb's size is either doubled or halved, respectively. If this is used on a non-willing creature, the effect only manifests if they fail a mental saving throw against your Psionic DC.

Seal - Level 2

Touch

1 Action / 1 minute (Concentrate)

1 Point

You can hold your hand over an opening up to 10 feet wide on each side and concentrate, creating a low psionic field around the opening. For the duration, the opening does not allow atmosphere, liquids or gasses through (but other objects such as projectiles, people and other objects can still pass through normally).

Level 3

Psionic Reflection - Level 3

Self

1 Reaction / Instant

2 Points

You can use this ability on your reaction if you are hit by the attack of an energy weapon that is not a heavy weapon. You are able to conjure an electrostatic field that absorbs the energy, transferring it into your mind. The attack does not deal damage to you, and you can regain one Psionic point for Psionic level 2 or 1. This ability does not work against AOE attacks.

Disruption - Level 3

40 feet

1 Action / Instant

1 Point

You can psionically manipulate some more basic elements present in most weapons, allowing you to disrupt their normal function. Up to two creatures you can see in range holding weapons must make a mental saving throw against your Psionic DC (this can include robotic systems/creatures). On a failure, either their weapon jams or their weapon cannot use its dismemberment ability, depending on if it was a ranged or melee weapon.

Light Attenuation - Level 3

Self

1 Action / 10 minutes

1 Point

You can alter the structure of your eyes, providing visibility in tough areas. Up to 60 feet out, you can consider dim light to be low light and low light to be normal light. After the duration of this ability, you take 1 psionic damage.

Remote Operation - Level 3

15 feet

1 Action / 1d4 hours (Concentrate)

1 Point

You can create translucent, psionic replicas of your hands, capable of basic dexterous manipulation at screens or consoles. You can interact with PDA's, screens and consoles that you can see in range for the duration. You can move these hands to another valid location by using your bonus action to do so.

Catapult - Level 3

40 feet

1 Action / Instant

1 Point

Material: Handheld object up to 10 pounds

You can use your psionic propulsion methods to launch the material component at an object in range. Make a Shooting (PSI) attack roll. If the roll is higher than the object's Scrape, it hits.

Clot - Level 3

10 feet

1 Action / Instant

1 Point

You can use your psionic ability to convince a mind to send too much platelets to a specific area in the bloodstream, creating a temporary clot. One target creature in range must make a mental saving throw against your Psionic DC. On a failure, the creature takes 1d6 damage. This ability removes all levels of Bleeding.

Glory - Level 3

20 feet

1 Action / Instant

1 Point

You reveal your psionic capability in a display by unleashing a potent burst to one creature within 20 feet of you. The creature must make a mental saving throw against your Psionic DC. On a failure, the creature takes 1d6 damage and is feared of you for

1 minute. If they succeed, they are immune to this ability for 24 hours but may become easier to manipulate using your Intimidation skills.

Field Shock - Level 3

30 feet

1 Action / Instant

2 Points

You can quickly concentrate a large amount of static electricity from the atmosphere into a dangerous sphere. This sphere originates at your location and extends out to the range. All creatures in the sphere must make a Grit saving roll against your Psionic DC (Including you). Creatures that fail take 2d4 + 2 electrical damage. Robotic systems or creatures make this saving throw with 1 stack of disadvantage, and if they critically fail by rolling a 1 on the die roll, they are stunned until the end of their next turn.

Channel the Abyss - Level 3

Self

1 Action / 1d6 rounds

3 Points

You open your mind to the psionic plane, torrenting yourself with psionic energy. You take 3d8 psionic damage and regain all psionic points for psionic level 1. Additionally, your psionic DC increases by the damage you took for the duration.

Transmodify - Level 3

Reach

1 Action / Instant

1 Point

You reach out and touch a container of liquid or a container of gas-like substance. You can change the liquid or substance contained to molecularly be equal to another liquid or substance around the same volatility (i.e. turning gasoline into water or turning a toxic cloud of gas into oxygen, but you cannot turn water into volatile liquids such as acror or magma and cannot create toxic gas out of air, etc.)

Observation - Level 3

Reach

1 Action / 4 hours (Concentrate)

1 Point

You can create a point in space that is linked across the psionic plane to your mind. At any point in the duration, as long as you are in the same sector, are not incapacitated and are not travelling in hyperspace, you can use your bonus action to see through the point instead of your eyes. The point gives a full field of vision in any direction but shows everything in a monochrome greyscale. While not invisible, the point is translucent, requiring an Investigation (perception) skill check against your Psionic DC to determine its presence. If you use a 4th level point to use this ability, you can have the point follow an object with a relative distance between each other.

Guided Shot - Level 3

Self

1 Bonus Action / Instant

2 Points

You can enhance your weapon's capability for a moment. The next weapon attack you make this turn can add your Shooting (PSI) or Melee (PSI) skill bonus onto the attack roll.

Energization - Level 3

Self

1 Action / 5 minutes

You can energize your muscles, granting you +5 movement speed. You also can traverse underwater with no movement speed penalty.

Scan - Level 3

Reach

1 Action / 1 Round

1 Point

Material: A readable object with contents written in a language you know.

You can spend the duration focusing on the material component. When the duration ends, you are granted with knowledge as if you had taken the time to fully read the material component. This does not work on objects that would take longer than 24 hours to read.

Level 4

Minor Illusion - Level 4

30 feet, centered around you

1 Action / 2d6 minutes

1 Point

You can create an illusory copy of yourself. It appears to be like you, and you can have it speak and move around within range (you do not need direct eyesight of the illusion.) You can command your illusion using your bonus action. Creatures can make an investigation (perception) skill check to determine the illusion's nature, or if they physically interact with it. Robotic systems/creatures gain 1 stack of opening on these investigation checks.

Minor Invisibility - Level 4

Touch

1 Action / 1 Hour

2 Points

You can manipulate the light around up to 3 creatures you touch, rendering them effectively invisible. This distortion is broken if the creatures attack or use an ability.

Disabling Aura - Level 4

50 feet

1 Action / 1 Round

1 Point

You can begin to manifest abilities some would consider impossible, and this is no exception. You are able to tear a small whole to the psionic plane centered on a spot in range. Any creature within 20 feet of the source has their weapon jam. At the end of the duration, all creatures in the radius take 1d4 psionic damage. This tear is not easy to close again, and this ability cannot be used on a point within 300 feet of the last occurrence.

Void Walk - Level 4

Touch

1 Action / Instant

1 Point

You can touch a willing creature to have them teleport up to 20 feet from their current position to a spot that you can see.

Minor Ascension - Level 4

Self

1 Action / Instant

1 Point

Your body falls unconscious as your consciousness forms itself in between the psionic plane and real space. You are able to move up to 200 feet away from your body and can move through walls. Moving outside of this radius ends the effect and deals 2d6 soul damage to you. You do still obey the laws of motion and gravity. While in this form, you can only use level 0 psionic abilities, and cannot physically interact with your environment otherwise. This effect ends if your body takes damage, if you leave the radius or you end the ability which uses an Action.

Knockout - Level 4

30 feet

1 Action / 1 minute

1 Point

You can trigger a body's response to create extreme amounts of melatonin, instantly rendering creatures unconscious. When you use this ability, target up to 5 creatures, then roll 5d10. For each creature whose Stamina maximum is lower than the roll total, they become incapacitated for the duration. This effect can be removed by taking damage or if a bonus action is used by an ally to wake them up.

Projectilation - Level 4

Touch

1 Action / 1 Minute

1 Point

You can immensely boost a creature's muscles to operate at extreme efficiency. One creature you touch must make a mental saving throw against your Psionic DC. On a failure, the creature's movement speed is increased to 100 feet. The creature must move up to its movement maximum on each of its turns for one minute and must do so in a straight line. If turns are made, or if the creature does not move up to its maximum, it takes 1d4 mental damage.

Clone - Level 4

Touch

1 Action / 1 Hour

1 Point

You can touch one humanoid creature and become a visual copy of that creature for the duration. Acting differently from that humanoid's normal behavior or physically interacting with another creature ends the effect.

Portent- Level 4

Self

1 Bonus Action / Instant

1 Point

You can glimpse into the immediate future and make the necessary actions to follow a desired path. After using this ability, the

next d20 roll you make before your next Long Rest gains this effect:

-Once, when the result of the die roll is noted but the outcome is not put into effect, you can choose one number from 1 to 20. The die roll becomes that number. You then take soul damage equal to double the *total* of that roll, including modifiers.

Detect Psionics - Level 4

Self

1 Action / 1 minute

1 Point

For the duration, you can sense active psionic auras within 40 feet of you. You can determine their origin or if the psionic aura is an active psionic ability (or if it is the remnants of an ability) but cannot determine the ability itself.

Level 5

Ornithology - Level 5

Self

1 Action / 1 Hour

1 Point

For the duration, you can slightly modify your body to copy that of a birds. Your bones become hollow, reducing your weight by half but giving bludgeoning melee weapons that hit you the Dismemberment ability. You additionally transform your arm and leg hair into 'feathers', giving you a flying speed of 30 feet for the duration. After the duration, you gain 2 levels of exhaustion.

Greater Cleanse - Level 5

Touch

1 Action / Instant

1 Point

You touch one person and end all diseases, poisons, toxins, drugs, and kill any parasites present. The target must make a

saving roll against your Psionic DC or become incapacitated for 1 hour.

Personal Gravity - Level 5

Self

1 Action / 1d4 rounds

1 Point

For the duration, you can move normally across walls and ceilings as if on the ground. You can also traverse high and low gravity areas as if their gravitational levels were normal.

Delayed Ability - Level 5

Reach

1 Action / Until Resolved

1 Point

You can store a psionic ability of 3rd level or lower that you know inside of an object within range. When you do so you must specify at least one triggering condition; the stored ability will be activated on a trigger as if the object used the ability.

Distort Psionics - Level 5

40 feet

1 Reaction / Instant

1 Point

Your psionic ability has exceeded limits far enough that you can interfere with the complex workings of another psionic user. Targeting one psionic user within range that has just used a psionic ability, that creature must make a Mental saving throw against your Psionic DC. On a failure, their psionic ability immediately ends. If it had a duration of Instant, this does not prevent the ability from happening, but they cannot use that same ability within 500 feet of you for the next 12 hours. This ability cannot be used on Psionic abilities of level 6 or higher.

Psionic Spike Stun - Level 5

20 feet

1 Action / Instant

1 Point

You send an overwhelming psionic force to immobilize a target creature. This can include robotic creatures. That creature must make a mental (or intelligence for robotic) saving throw against your Psionic DC. On a failure the creature is stunned for 1 minute. This stun can only be removed if you become incapacitated or if this ability is used again.

Psionic Spike Pain - Level 5

20 feet

1 Action / Instant

1 Point

You send an overwhelming psionic force into the mind of one creature, firing all nervous responses at once. The target creature must make a saving roll against your Psionic DC or take 3d8 psionic damage. Succeed or fail the target becomes immune to this effect for 24 hours.

Psionic Spike Ship - Level 5

500 feet

1 Action / Instant

1 Point

You can reach out with a psionic spike to attack star ships. If the ship is a cruiser class hull or smaller, it loses one hull point, regardless of remaining systems.

Command Weapon - Level 5

30 feet

1 Action / 1 Minute (Concentrate)

1 Point

You can psionically turn the tides of battle by ripping the weapons from your enemies. A target creature must make a

Strength saving throw against your Psionic DC or lose their weapon as it is torn away and floats behind you. During each of your turns while you are concentrating on this ability, you can use your bonus action to apply one of the following effects:

-Each weapon you are controlling makes an attack against a target (each weapon can attack separate targets), using your Shooting (PSI) skill.

-You can spend another Level 5 Psionic point to repeat the original effect of this ability.

Guns cannot use Burst or Drum capabilities while controlled in this fashion and cannot be reloaded.

Charge - Level 5

Touch

1 Action / Instant

1 Point

You can touch one battery or energy cell; it is instantly charged back to full energy.

Soul Strike - Level 5

Self

1 Bonus Action / Instant

1 Point

You can cast this ability by using your bonus action immediately after hitting a melee attack. The weapon's damage is converted into soul damage (but does not reduce the durability of armor if durability is present.

Level 6

As you begin unlocking these abilities and later, your true psionic abilities have been unleashed, your quantum connection to the psionic plane beyond most others. Most of your psionic effects cannot be explained by modern science, being dubbed more "magical" than psionic.

Restoration - Level 6

Touch

1 Action / Instant

1 Point

One creature you touch regains xd8 Stamina where X is your PSI modifier. A creature affected this way cannot be Restored again until next dawn.

Time Skip - Level 6

Self

1 Action / Instant

1 Point

Forming a concentrated time manipulation field, you can skip your turn and by doing so skip the turns of the object directly before you in initiative, directly after, or both.

Wither - Level 6

30 feet

1 Action / 1 minute

1 Point

One creature in range must make a mental saving throw against your Psionic DC. On a failure, you can choose one of their base stats, it is reduced by 1d4 for the duration, to a minimum of one.

Shadowwalk - Level 6

Self

1 Action / Instant

1 Point

You can instantly teleport from one area in dim light to another within 300 feet of each other. You can use this ability by using points from higher levels, for each level above 6 you can move one willing adjacent person or object.

Soul Strike - Level 6

Reach

1 Action / Instant

1 Point

Make one melee attack in this ability's range using your Melee (PSI) skill. You can expend any amount of your current Stamina to add that number to both the attack roll and damage roll. Extra damage is soul damage.

Disintegrate - Level 6

Reach

1 Action / Instant

1 Point

You can reach out and touch one person in range. They must succeed at a dexterity saving throw against your Psionic DC. On a failure, their armor disintegrates instantly, regardless of durability. Instead of this primary effect, you can touch one door or 10-foot cubed area of a wall, and it disintegrates.

Possession - Level 6

40 feet

1 Action / 1d8 hours.

1 Point

You can psionically control another creature. A target creature in range must make a mental saving throw against your Psionic DC. On a failure, your normal body falls unconscious, and your consciousness transfers itself into the other creature, taking

control. You retain your own mental stats but cannot use additional psionic abilities until this ability ends, and your physical stats are replaced by your targets. This effect ends if your original body takes damage or the possessed creature falls unconscious or dies. If a creature succeeds on the saving roll, they are immune to this ability for 4 hours.

Supreme Glory - Level 6

20 feet

1 Action / Instant

2 Points

You display your psionic power in the ultimate display of glory to one creature. You can choose one of the following effects to occur:

-The target is stunned for one minute.

-The target is feared of you for one minute.

-The target takes 3d6 psionic damage.

-The target falls under your control for 24 hours, after which they are immune to this ability for an additional 24 hours.

Level 7

Brownout - Level 7

Touch

1 Action / 1 minute

1 Point

One robotic system (noncreature) that you touch is forcibly shut down for the duration and cannot be turned back on until then.

Void Sphere - Level 7

Self

1 Action / 1 Hour (Concentrate)

1 Point

You create a sphere of psionic energy around you. For the duration, no attacks, non-psionic effects, or hazardous environments such as hard vacuum can pass through the sphere. Your movement is reduced to 5 feet for the duration. You can use a psionic point from any level to extend the duration of this sphere by 1 hour.

Duality - Level 7

Self

1 Action / Until Resolved (Concentrate)

1 Point

Material: One dead corpse with an intact brain.

You can transform the material into an exact copy of you, down to your genetic code, the only exception being psionic ability. This copy is alive but does not have sentience, following your orders on your turn. You can mentally issue commands regardless of distance using your bonus action. You can maintain a connection to your copy as long as you are in the same system. As long as you concentrate on this ability, the copy does not return to being inert. If you do lose concentration, you can spend another level 7 psionic point to recast this ability on the same material if you are within 20 feet of it. This cannot be done if 1 hour has passed since you lost concentration.

Immolate - Level 7

Touch

1 Action / 1 Round

1 Point

You can engulf one object you touch in flames, igniting anything flammable nearby for the duration. The object takes 3d10 + 13 fire damage.

System Failure - Level 7

One ship within eyesight

1 Action / Instant

1 Point

You can focus your energies on a ship, instantly destroying one system on board regardless of durability. The system is chosen at random.

Atmosphere Manipulation - Level 7

Self

1 Action / 1 Hour (Concentrate)

1 Point

You can alter the very atmosphere of a planet, creating one weather phenomena local to the planet. This phenomena reaches 2 miles out from the spot you used this ability at.

True Sight - Level 7

Self

1 Action / 1 minute

1 Point

For the duration, you can see up to 60 feet out no matter what condition is in the area (even if you do not have normal sight).

Chaos Burst - Level 7

Self

1 Action / Instant

1 Point

Choose two 1st level psionic abilities you know, they are simultaneously cast using this ability (ignoring point costs but not concentration).

Mind Wipe - Level 7

Touch

1 Action / Instant

1 Point

One creature you touch must make a mental saving throw against your Psionic DC. On a failure, you can erase a particular memory

from the creature's mind, and a large amount of related memories. This also incapacitates the creature for 1 minute.

Power Spike Annihilation - Level 7

30 feet

1 Action / Instant

1 Point

Target one creature in range. This can include robotic creatures. If it has more than 50 maximum Stamina, nothing happens. Otherwise it takes 2000 psionic damage. Any entity that dies this way has its brain (if any) and other internal organs destroyed and cannot be resurrected.

Level 8

Stasis - Level 8

Touch

1 Action / Until Resolved

1 Point

By touching one creature, you surround them with an impenetrable field of psionic energy. They become incapacitated, falling into a coma. They no longer need any substance for survival while in stasis. They are immune to all damage while in stasis. The creature does not age while in stasis. Choose a number from 1 to 100, this ability resolves itself in that many years.

Inter - Level 8

Self

1 Action / Instant

You and up to 5 willing creatures are instantly teleported to a location you have been to previously, ignoring distance.

Vallum - Level 8

Self

1 Bonus Action / Instant

You can use one additional psionic ability this turn other than "Vallum". That ability's range can span any location within the sector you are in.

Sphere of Annihilation - Level 8

20 feet

1 Action / 20 rounds

You create a super compacted amount of matter in a point within range that lasts for the duration. You can move the sphere up to 15 feet as a bonus action. Any object within 10 feet of the sphere must make a dexterity saving throw against your Psionic DC or be sucked into the sphere, instantly destroyed.

Level 9

Transcendence - Level 9

Self

1 Action / 1 minute

1 Point

You transcend reality, becoming a very manifestation of psionic potential. Taking on a psionic form, you cannot be dealt damage for the duration except by psionic means or by taking soul damage. You also ignore hard vacuum and gain 2 stacks of opening on all saving rolls. Your movement speed is reduced to 10 feet. You can instantly teleport to a location you can see requiring no action. For the duration, you can use level 2 or lower psionic abilities without needing to spend points. You have 3 actions on each turn. You ignore the concentrate rule when using psionic abilities. When you activate this ability, any object in 10 feet of you instantly disintegrate into dust. When this effect ends, roll 1d100. On a result of 1, you lose your psionic ability. On a result of 100, you transcend into the psionic plane, never to be seen again.

Legendary Equipment

Pieces of legendary equipment are one-of-a-kind wonders that are hidden throughout the entire universe. Old legends, forgotten artifacts or something entirely else, these tools are some of the most highly treasured items of all time.

Antimatter Rifle - This rifle is the penultimate weapon. Capable of felling almost any target, utilizing a special core of antimatter for ammunition, propelled using old and unstable Bluespace technology Originally manufactured during the Greentachen war, only 2 have been rumored to exist. One is said to have been secured by Laedius corporation, however they have turned down such rumors. Shoots one shot per 2 rounds. Uses antimatter core as ammunition. Does not need to be reloaded. This is a heavy weapon.

*This weapon has a range of 50 / 500. This weapon ignores the Scrape of armor and uses the targets unarmored Scrape instead. This weapon uses your Shooting (perception) skill. This weapon cannot jam. This weapon deals 8d20 on hit. Critical hits vaporize a target, killing them instantly. Whenever this weapon is shot, the shooter takes 1d12 whacking damage unless wearing heavy armor or having a base Strength score of 25 or higher. Cost: 0 credits.

The Undoing - Historical archives told of the Titans - immeasurable ships that used unmatched power to annihilate planets during ancient wars. Stories tell of a device capable of recreating a Titan's core on a smaller scale. Supposedly, this thing was a long rectangular weapon made of an unknown rock. The rough-hewn casing containing a miniature sphere of unknown creation. Over time, the rumors gave this weapon the name it goes by to this day. Its energy beam is capable of deconstructing anything. Does not use ammunition. Does not need to be reloaded. This is a heavy weapon.

*This weapon has a range of 50 / 200. This weapon fires a constant beam of quantum energy, and if a 1 is rolled the weapon stops for a round instead of jamming. This weapon uses your Shooting (Dexterity) skill. This weapon deals 4,001 damage on hit. Doubled if the target has any temporary Stamina. Missed shots immediately vaporize the

target's armor (if any, otherwise they gain the Overheated status effect). When the target is hit, their atomic structure is decomposed, breaking down their physical form into sphere of annihilation as detailed in the list of Psionic Abilities. Ships hit by this beam lose half of their maximum hull points and any shield systems immediately break down (without dealing more hull damage).