

PENANCE

Event Tables (Kingdom Death Style)

Absolution Through Steel

Generated event-tables-kdm-style

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Penance: Absolution Through Steel

Version: 2.0 **Last Updated:** October 11, 2025

Event System Overview

Kingdom Death Inspiration

Like Kingdom Death: Monster, Penance uses **departure** and **arrival** event tables rolled with **2d6 dice**.

Double rolls (11, 22, 33, 44, 55, 66) trigger **catastrophic or legendary events**.

When to Roll

DEPARTURE EVENTS (Before Mission): - Roll 2d6 before leaving settlement - Read result as two separate digits (roll of 3 and 4 = "34" not "7") - Resolve event before deploying to mission

ARRIVAL EVENTS (After Mission): - Roll 2d6 after returning from mission - Only roll if mission was completed (survivors returned) - Resolve event during Settlement Phase

DEPARTURE EVENT TABLE (2d6)

Roll 2d6. Read the dice individually (3+4 = 34, not 7). Doubles are catastrophic.

11 - THE OFFERING

Type: Sacrifice

One pilot must make a **Blood Offering** before deployment: - **Option A:** Discard top 5 cards from HP deck before mission starts (start at 25 HP) - **Option B:** Roll on Minor Injury table, suffer 1 Wound immediately - **Effect:** If sacrifice is made, all pilots gain +1 SP maximum this mission

Narrative: The Church demands penance. The settlement shrine glows with Soulstone light, hungry for sacrifice.

12 - OMEN OF RUIN

Type: Curse

All pilots suffer **Bad Luck** this mission: - Reroll any natural 6 rolled on attacks (keep second result, even if worse) - Terrain hazards deal +1 damage - Heat generation +1 per action

Narrative: Black crows circle the settlement. The Soulstones pulse erratically. Something is wrong.

13 - EQUIPMENT MALFUNCTION

Type: Gear Failure

Roll 1d6 per pilot: - **1-2:** Primary Weapon jams (costs +1 SP to use all mission) - **3-4:** Shield/Offhand damaged (reduce all Defense by 1 this mission) - **5-6:** Plating/Sigil offline (remove 1 random Accessory card from deck this mission)

Narrative: Pre-mission checks reveal structural flaws. No time to repair—deploy anyway.

14 - SUPPLIES SHORTAGE

Type: Resource Drain

Settlement loses **2 Scrap** OR **1d6 Credits**: - If cannot pay, pilots deploy without healing (do not recover cards between missions)

Narrative: The workshop reports inventory theft. Merchants demand payment. The quartermaster looks nervous.

15 - LAST MINUTE BRIEFING

Type: Information

Gain **Intelligence** about the mission: - Reveal 1 random enemy card type (Abomination, NPC, etc.) - Know terrain hazards in advance - +1 Initiative this mission

Narrative: A scout returns wounded but with valuable intel. You know what you're walking into.

16 - NOTHING SPECIAL

Type: Neutral

No event. Proceed to mission normally.

Narrative: The morning is quiet. The Caskets stand ready. Just another day in hell.

21 - RALLY CRY

Type: Morale Boost

All pilots start mission with **+1 SP maximum**: - Scout (6 → 7 SP) - Assault (5 → 6 SP) - Heavy (4 → 5 SP) - Fortress (3 → 4 SP)

Narrative: A rousing speech. A shared prayer. A moment of hope. It won't last, but it's something.

22 - THE BETRAYAL

Type: CATASTROPHIC

One pilot is a traitor: - Randomly select 1 pilot (roll die or draw cards) - They have been **corrupted by Void exposure** (10 Taint gained immediately) - **Choice:** - **Execute them:** Lose pilot permanently, settlement gains +2 Morale (threat eliminated) - **Exile them:** Pilot survives but cannot return to settlement, lose 1 Morale (guilt) - **Forgive them:** Pilot stays, settlement loses 2 Morale (trust shattered), random Void event next mission

Narrative: One of your own has been whispering to the dark. Their eyes glow faintly. They smile too much. The others don't trust them.

Brutal Consequence: If forgiven, the traitor may sabotage future missions (GM rolls secretly each mission - on 1-2, traitor causes critical failure at worst moment).

23 - FORGE BLESSING

Type: Crafting Bonus

Free Craft: - Gain 1 random piece of equipment (roll on Common Loot Table) - OR reduce next crafting cost by 50% (round down)

Narrative: The Forge-Priest blesses the workshop. Sparks fly in holy patterns. The Soulstones sing.

24 - SCRAP WINDFALL

Type: Resource Gain

Settlement gains **3 Scrap** immediately: - Can be used to craft before deployment - Or saved for later

Narrative: Salvage teams return early with unexpected haul. The workshop is well-stocked.

25 - TAINT SPIKE

Type: Corruption Event

All pilots with **5+ Taint** roll 1d6: - **1-2:** Gain 1 additional Taint - **3-4:** No effect - **5-6:** Resist corruption, remove 1 Taint

Narrative: The Void pulses. Those already touched feel it most.

26 - REINFORCEMENTS ARRIVE

Type: Ally NPC

A **wandering NPC pilot** offers to join the mission: - Roll on Faction NPC table (random) - NPC accompanies team this mission (controlled by GM) - If NPC survives, they may offer to teach Signature Card

Narrative: A stranger approaches. Their Casket bears the scars of a hundred battles. They owe you nothing, but they'll fight alongside you—once.

31 - DIVINE VISION

Type: Omen

One pilot has a **prophetic dream**: - Gain knowledge of 1 future event (GM provides cryptic hint) - Example: "You will face something with too many legs." - Example: "One of you will not return."

Narrative: The pilot wakes screaming. They saw something—a fracture in time, a glimpse of what’s to come. But dreams are never clear.

32 - VOID RIFT WARNING

Type: Environmental Hazard

Mission will have **increased Void activity:** - +2 Abominations spawn - All Taint generation doubled - Void Rifts appear randomly (roll each round)

Narrative: Scouts report reality distortions near the mission site. The air tastes like metal and fear.

33 - THE FRACTURE

Type: CATASTROPHIC REALITY BREAK

Settlement is hit by Void Rift: - Roll 1d6: - **1-2:** Workshop destroyed, lose all stored Scrap - **3-4:** Infirmary destroyed, all wounded pilots gain +1 Wound - **5-6:** Armory destroyed, lose 1 random equipment from each pilot’s deck

Immediate Response: - **Abort Mission:** Stay and defend settlement (roll on Settlement Defense table) - **Deploy Anyway:** Settlement defends itself (roll 2d6, on 5 or less, settlement takes critical damage)

Narrative: The sky tears open. The Void screams. Reality bleeds. Your home is under attack.

34 - MERCHANT VISIT

Type: Trade Opportunity

A **Merchant Guild caravan** arrives: - Can purchase equipment at **standard price** (no markup) - Can sell Scrap for **2 Credits per Scrap** - Limited stock: 3 random items (roll on Universal Equipment table)

Narrative: Wagons arrive flying guild banners. They have goods. You have need. Commerce in the apocalypse.

35 - TRAINING MONTAGE

Type: Skill Improvement

All pilots gain **temporary expertise**: - Choose 1 card type (Attack, Defense, Utility) - All cards of that type cost -1 SP this mission (minimum 1)

Narrative: The night before deployment, you drill. You practice. You prepare. Tomorrow, it pays off.

36 - LAST STAND ORDERS

Type: Desperate Mission

Mission difficulty increases (GM adds +1 enemy or hazard): - **Reward:** Mission rewards doubled (2× Scrap, 2× Credits) - **Risk:** Failure means settlement loses 2 Morale

Narrative: Command sends urgent orders. This mission matters. Failure is not acceptable.

41 - CASKET MALFUNCTION

Type: Technical Failure

One pilot's Casket suffers **critical fault**: - **Option A:** Deploy anyway, start mission with 5 Heat - **Option B:** Stay behind (miss mission), Casket is repaired

Narrative: Warning lights flash red. Hydraulics leak. The Soulstone core flickers. This machine is dying.

42 - VOID EXPOSURE

Type: Corruption

All pilots gain **1 Taint**: - Sleeping near Soulstone storage has consequences - Roll on Taint Mutation table if any pilot reaches 10 Taint

Narrative: You wake with black veins crawling up your arms. The air tastes wrong. You're changing.

43 - SETTLEMENT FESTIVAL

Type: Morale Event

Settlement holds celebration: - All pilots remove **1 Wound** (if any) - Settlement gains **+1 Morale** - Gain **1d6 Credits** from festivities

Narrative: Music. Dancing. For one night, the world isn't ending. Tomorrow can wait.

44 - THE RECKONING

Type: CATASTROPHIC DEBT

The past comes calling: - If settlement has **any negative relationship with a faction**, that faction sends **enforcers** - **Choice:** - **Pay Tribute:** Lose 5 Scrap + 10 Credits - **Fight:** Immediate battle (2 enemy Caskets, no preparation) - **Negotiate:** Roll Charisma check (1d6, need 5+ to succeed), failure = both above consequences

Narrative: They've come to collect. Old debts. Old grudges. They don't care about your excuses.

45 - FORGE-PRIEST BLESSING

Type: Crafting Miracle

One piece of equipment is enhanced: - Choose 1 equipment in any pilot's deck - That equipment gains +1 card permanently (add duplicate of existing card) - Example: Longsword (6 cards) → Longsword (7 cards, gains 2nd "Slash")

Narrative: The Forge-Priest inscribes holy runes. The weapon hums with power. It is more than it was.

46 - DESPERATE RECRUITMENT

Type: New Pilot

Settlement recruits **1 new pilot:** - Starts at Level 0 (no Scars, no experience) - Equipped with basic gear (player chooses: Longsword + Buckler OR Spear + Kite Shield) - Cannot deploy this mission (needs training)

Narrative: A volunteer steps forward. Young. Untested. Desperate. They want to pilot. You remember when you were like them.

51 - ABOMINATION SIGHTING

Type: Early Warning

Scouts report **Abomination migration:** - Mission will have +1 Abomination encounter - Gain **+1 Scrap** if mission succeeds (bonus salvage)

Narrative: Tracks. Slime trails. Claw marks. Something big passed through recently.

52 - SUPPLY DROP

Type: Logistics

Settlement receives **supply cache**: - Gain 2 Scrap + 1d6 Credits - OR 1 random Common equipment

Narrative: A Church convoy passes through. They share supplies. Charity in the wasteland.

53 - PILOT RIVALRY

Type: Social Event

Two pilots **argue before deployment**: - Roll 1d6: - **1-2**: Fistfight, both start mission with -1 HP (discard 1 card) - **3-4**: Bitter words, both have -1 to Initiative this mission - **5-6**: Resolved peacefully, both gain +1 Morale

Narrative: Tempers flare. Old grudges surface. The pressure is getting to everyone.

54 - ELVEN OMEN

Type: Nature Warning

An elf scout delivers **cryptic warning**: - “The roots are bleeding.” - “Something has awakened in the deep places.” - “Do not trust the reflections.”

Effect: GM secretly notes 1 dangerous encounter this mission

Narrative: The elf speaks, then vanishes into mist. Their words linger like a curse.

55 - THE ASCENSION

Type: LEGENDARY EVENT

One pilot achieves transcendence: - Choose 1 pilot with **5+ Scars** - That pilot may **retire** and become a settlement NPC (gain +1 permanent settlement bonus) - OR continue piloting with **Veteran Status**: +1 SP maximum permanently, immune to Fear

Narrative: Something changes. They've seen too much death, survived too many battles. They're no longer just a pilot—they're a legend.

56 - RESONANCE PULSE

Type: Environmental Event

Sibarian Wastes pulse: - All Soulstones in settlement glow brighter - All pilots start mission with **+2 Heat** (Soulstone overcharge) - All attacks this mission deal +1 damage (Soulstone empowerment)

Narrative: The Engine pulses. Power floods the world. Your weapons hum with terrible energy.

61 - NIGHTMARES

Type: Psychological

All pilots suffer **disturbing dreams:** - Start mission with -1 Morale - First attack each pilot makes this mission has -1 damage

Narrative: You didn't sleep. When you did, you saw things—eyes in the dark, voices in the static. The Void whispers.

62 - WORKSHOP FIRE

Type: Disaster

Fire breaks out in workshop: - Lose 2 Scrap - One random pilot loses 1 random equipment card (destroyed in fire)

Narrative: Sparks. Screaming. The smell of burning metal and flesh. You save what you can.

63 - DWARVEN TRADERS

Type: Trade

Dwarven caravan offers deals: - Can buy equipment at **+50% markup** (expensive, but quality) - Can commission custom gear (pay 2× Scrap, choose exactly what you want)

Narrative: Dwarves never give discounts. But their work never fails.

64 - TAIN PURGE

Type: Healing

Settlement **Inquisitor performs cleansing:** - All pilots may remove up to 2 Taint - **Cost:** 1 Wound per 2 Taint removed (painful procedure)

Narrative: The Inquisitor's methods are brutal but effective. The corruption burns away. So does part of you.

65 - SETTLEMENT EXPANSION

Type: Growth

Settlement can **build 1 new structure:** - At 50% cost (half Scrap/Credits required) - Must decide now (offer expires after this mission)

Narrative: Materials are available. Labor is willing. The settlement can grow—if you invest.

66 - THE END TIMES

Type: ULTIMATE CATASTROPHE

Reality is collapsing:

Roll 1d6 to determine catastrophe type:

1 - Void Invasion: - Settlement is **under siege** by Abominations - Must deploy to defend (cannot go on original mission) - If settlement HP reaches 0, settlement is destroyed (campaign ends)

2 - Pilot Death: - One random pilot **dies before deployment** - Not in battle. Not gloriously. Just... gone. - Roll on Cause of Death table (Void exposure, heart failure, suicide)

3 - Resonance Engine Overload: - All Soulstones in settlement **explode** - All pilots take 5 damage immediately - All stored equipment with Soulstones destroyed

4 - Mass Corruption: - **All pilots gain 5 Taint** immediately - Roll on Mutation table for anyone reaching 10 Taint - Settlement loses 3 Morale (fear spreads)

5 - Faction War: - A hostile faction **declares war** on your settlement - Must fight 3 consecutive missions against them (no rest between) - Lose 2 of 3 = settlement is conquered (campaign ends)

6 - The Calling: - All pilots hear **the Voice from the Void** calling them to Sibaria - **Choice:** - **Resist:** Roll Willpower (1d6, need 4+), failure = gain 3 Taint - **Answer:** Must immediately travel to Sibarian Wastes (legendary mission, extremely dangerous)

Narrative: The sky cracks. The world screams. This is the moment you've feared. The end has come.

ARRIVAL EVENT TABLE (2d6)

Roll 2d6 after returning from successful mission. Read dice individually.

11 - HERO'S WELCOME

Type: LEGENDARY CELEBRATION

Settlement erupts in celebration: - All pilots remove **ALL Wounds** - Settlement gains **+3 Morale** - Gain **1d6 × 2 Credits** from grateful citizens - **One pilot gains Veteran Status** (choose who)

Narrative: They sing your names. They carve your deeds into stone. Today, you are legends.

12 - SPOILS OF WAR

Type: Bonus Loot

Roll **twice** on Loot Table: - Keep both results - If doubles, gain Rare loot instead

Narrative: The battlefield was rich with salvage. You return laden with treasure.

13 - FORGE-GUILD GIFT

Type: Equipment Reward

Forge-Guild sends gift: - 1 random Medium weapon (free) - OR 3 Scrap

Narrative: A dwarf emissary arrives. "Your victory honors the Forge. Accept this token."

14 - NOTHING SPECIAL

Type: Neutral

Standard return. Proceed to Settlement Phase normally.

Narrative: You survived. That's enough.

15 - MEDICAL TREATMENT

Type: Healing

Settlement Infirmary provides **free healing:** - All pilots remove 1 Wound - All pilots recover to full HP (reset deck to 30 cards)

Narrative: The doctors work through the night. You wake feeling almost whole.

16 - SETTLEMENT GROWTH

Type: Progress

Settlement gains **+1 Morale** and **1d6 Credits**: - People are hopeful - Commerce improves

Narrative: Merchants set up stalls. Children play in the streets. Life continues.

21 - SCAVENGER'S LUCK

Type: Bonus Salvage

Gain **2 Scrap** from battlefield salvage.

Narrative: You stripped the wrecks clean. Every bolt. Every wire. Waste nothing.

22 - THE PLAGUE

Type: CATASTROPHIC DISEASE

Disease spreads through settlement: - All pilots roll 1d6: - **1-2:** Contract plague, gain 1 Wound, cannot deploy next mission - **3-4:** Mild symptoms, start next mission at -5 HP - **5-6:** Immune (for now) - Settlement loses **2 Morale**

Narrative: It starts with coughing. Then fever. Then screaming. The plague doesn't care about your victories.

23 - MERCHANT DEMAND

Type: Trade Pressure

Merchant Guild demands **payment**: - Pay 5 Credits OR 3 Scrap - If cannot pay, lose access to Merchant trades for 2 missions

Narrative: “You bought on credit. Now pay up, or we walk.”

24 - TAIN T SPREAD

Type: Corruption

All pilots gain **1 Taint**: - Battlefield exposure catches up - Roll on Mutation table if any pilot reaches 10 Taint

Narrative: The black veins crawl further up your arms. You try not to look.

25 - SETTLEMENT RAID

Type: Enemy Attack

Settlement was **raided while you were gone**: - Lose 1d6 Scrap - Lose 1 Morale - Roll 1d6: On 1, one civilian killed (settlement gains Fear)

Narrative: You return to burning homes. They came while you were away.

26 - PILOT PROMOTION

Type: Experience Gain

One pilot gains **bonus experience**: - Choose 1 Scar from Combat Scars table (positive effect) - OR gain +1 SP maximum permanently

Narrative: Something clicked out there. You’re better now. Sharper. Deadlier.

31 - RIVAL FACTION CONTACT

Type: Political Event

A **rival faction** sends emissary: - Offers alliance (gain +1 Faction Relationship) - OR demands tribute (pay 3 Scrap or gain -1 Faction Relationship)

Narrative: Politics. Even in the apocalypse, there are games to play.

32 - VOID RIFT NEARBY

Type: Environmental Hazard

A **Void Rift opens near settlement:** - Settlement takes 1d6 damage per mission until rift is sealed - Can deploy mission to seal rift (dangerous, high reward)

Narrative: The sky tears open a mile away. The Void bleeds through. You have days, maybe less.

33 - THE REVELATION

Type: CATASTROPHIC SECRET

A terrible truth is revealed:

Roll 1d6: - **1:** One pilot was secretly Taint-corrupted (10 Taint, immediate roll on Mutation table) - **2:** Settlement's Soulstone supply is contaminated (all Soulstones cause +1 Taint per mission) - **3:** A trusted NPC is revealed as spy (lose 2 Morale, NPC flees) - **4:** The mission you just completed was **a trap** (enemy faction now knows your location) - **5:** One pilot's family was killed while you were away (pilot gains Trauma Wound) - **6:** Settlement is built on **mass grave** (hauntings begin, lose 1 Morale per mission)

Narrative: The truth comes out. You wish it hadn't.

34 - FORGE BLESSING

Type: Crafting Bonus

Next crafting action costs **50% less Scrap**.

Narrative: The Forge-Priest smiles. "The ancestors favor you."

35 - TRAINING OPPORTUNITY

Type: Skill Development

All pilots may **learn 1 new Tactic Card**: - Choose from any faction's Tactics pool - Replaces existing Tactic

Narrative: A veteran offers to teach new techniques. You practice late into the night.

36 - SETTLEMENT FESTIVAL

Type: Morale Event

Settlement celebrates your return: - All pilots remove 1 Wound - Settlement gains +2 Morale - Gain 1d6 Credits

Narrative: Feasting. Music. Gratitude. For tonight, the war is forgotten.

41 - NPC ENCOUNTER

Type: Iconic NPC

An **Iconic NPC** arrives at settlement: - Roll on NPC table (or GM chooses) - NPC offers side mission (Signature Card reward if completed)

Narrative: A legend walks through your gates. They have a proposition.

42 - EQUIPMENT UPGRADE

Type: Crafting Opportunity

Workshop can **enhance 1 equipment**: - Add +1 card to any equipment (duplicate existing card) - Costs 2 Scrap

Narrative: "I can make this better. Give me time and materials."

43 - SCRAP SHORTAGE

Type: Resource Drain

Settlement loses **2 Scrap**: - Maintenance costs, repairs, theft

Narrative: The quartermaster reports losses. Someone has to pay.

44 - THE RECKONING (Arrival Version)

Type: CATASTROPHIC CONSEQUENCES

The mission had hidden costs:

Roll 1d6: - **1**: Enemy survivors followed you home (settlement under siege next mission) - **2**: You brought back **Void contamination** (all buildings take 1d6 damage) - **3**: A pilot is **secretly replaced** by doppelganger (GM chooses, reveals later) - **4**: Settlement's children are **abducted** (must deploy rescue mission immediately) - **5**: **Mass desertion** (lose 1d6 civilians, lose 2 Morale) - **6**: **Friendly fire incident** revealed (one pilot accidentally killed civilian, lose 3 Morale)

Narrative: Victory has a price. You're only now realizing how much.

45 - LEGENDARY LOOT

Type: Rare Reward

Roll on **Rare Loot Table** (or Legendary if mission was vs Boss)

Narrative: Amid the wreckage, you find something extraordinary.

46 - SETTLEMENT SABOTAGE

Type: Betrayal

Someone **sabotaged the workshop**: - 1 random building takes damage (roll 1d6 damage) - Investigation possible (costs 1 mission to track down culprit)

Narrative: Explosions in the night. Someone wanted this place to burn.

51 - CALM BEFORE STORM

Type: Ominous Peace

Everything is too quiet: - All pilots recover fully (remove all Wounds, restore HP) - Settlement gains +1 Morale - **Hidden Effect**: Next Departure Event is rerolled twice, take worse result

Narrative: The world holds its breath. Something is coming.

52 - FORGE-GUILD CONTRACT

Type: Economic Opportunity

Dwarves offer **contract**: - Deploy 3 missions for them (specific objectives) - Reward: 10 Scrap + 1 Legendary equipment

Narrative: "We have work. You need resources. Mutual benefit."

53 - PILOT BREAKDOWN

Type: Psychological Trauma

One random pilot suffers **mental break**: - Roll on Trauma table, gain 1 Trauma Wound - Cannot deploy next mission (needs recovery)

Narrative: They haven't spoken since you returned. They sit in the dark, staring at nothing.

54 - SETTLEMENT EXPANSION OFFER

Type: Growth Opportunity

Can build **1 new building** at standard cost.

Narrative: Materials are available. The settlement can grow.

55 - THE AWAKENING

Type: LEGENDARY TRANSFORMATION

One pilot transcends limits:

Choose 1 pilot with 5+ Scars: - **Option A:** Retire as Legendary NPC (settlement gains permanent +1 SP to all pilots) - **Option B:** Continue piloting with **Transcendent Status**: - +2 SP maximum - Immune to Fear and Trauma - All attacks deal +1 damage permanently

Narrative: They've seen the abyss. They've survived the impossible. They are no longer human—they are legend incarnate.

56 - VOID EXPOSURE AFTERMATH

Type: Corruption Fallout

All pilots who gained Taint this mission roll 1d6: - **1-2**: Gain +1 additional Taint - **3-4**: No change - **5-6**: Body fights back, remove 1 Taint

Narrative: The corruption festers. Some resist. Others don't.

61 - INFIRMARY OVERFLOW

Type: Medical Crisis

Too many wounded: - Can only heal 1 pilot this Settlement Phase (choose who) - Others must wait (keep Wounds)

Narrative: Not enough doctors. Not enough supplies. Triage is a cruel mathematics.

62 - SETTLEMENT MORALE DROP

Type: Social Decline

Settlement loses **2 Morale**: - War weariness sets in - People are losing hope

Narrative: The civilians avoid your eyes. They've stopped believing you can save them.

63 - MERCHANT BOON

Type: Economic Windfall

Merchant Guild rewards your success: - Gain $1d6 \times 2$ Credits - Gain 1 random Common equipment

Narrative: "Your victory improves trade routes. Here's your share."

64 - TAINT PURIFICATION

Type: Healing Miracle

Church Inquisitor offers **free Taint removal**: - All pilots may remove up to 3 Taint (no cost) - **Catch**: Must swear loyalty to Church (affects faction relationships)

Narrative: "The Church cleanses. But loyalty is expected."

65 - SETTLEMENT ATTACK WARNING

Type: Intel

Scouts report **enemy force approaching**: - Next mission will be **Settlement Defense** (mandatory) - Can prepare defenses (spend Scrap to improve Settlement HP)

Narrative: They're coming. You have time to prepare, but not much.

66 - THE MIRACLE

Type: ULTIMATE BLESSING

Divine intervention (or luck beyond measure):

Choose 1: - **Full Revival**: All pilots restored to perfect condition (remove ALL Wounds, ALL Taint, restore all HP) - **Settlement Prosperity**: Gain 10 Scrap + 20 Credits + 1 Legendary equipment - **NPC Ally**: One Iconic NPC **permanently joins settlement** (becomes controllable pilot) - **Void Seal**: Nearby Void Rift **permanently closes** (stops all Taint generation for 5 missions) - **Legendary Discovery**: Find **Artifact-tier equipment** (one-of-a-kind, game-changing power)

Narrative: You don't know why. You don't know how. But today, the universe smiled. Don't question it. Just accept.

SPECIAL EVENT: DOUBLE SIXES (66)

When you roll **double sixes** (reading as “66”), this is the **most extreme outcome**—either ultimate catastrophe or ultimate miracle.

The dice have spoken. Fate has intervened.

END OF DOCUMENT

“The dice are your destiny. The rolls determine survival. In the end, we are all at the mercy of chance.”