

# Chapter 3:

## Equipment

As technology advances, the perpetual arms race becomes ever deadlier with new and ingenious ways to both kill and stay alive. This chapter includes a variety of equipment and gear for a voidrunner's needs, including armor, weapons, vehicles, drones, and even cybernetic enhancements. While many entries in the base game have more modern counterparts here, there are some—such as instruments, artisan's tools, and the like—that still have application for more technologically advanced heroes.

### Technology Levels

Science fiction settings depict a wide range of different levels of technology, ranging from the recognizable to the jaw-dropping. Voidrunning technology is divided into two broad categories:

**Standard technology.** These items can reasonably be expected to exist in a wide variety of science fiction settings, and constitute the majority of the gear in this book. Unless otherwise noted, equipment is considered standard technology.

**Advanced technology.** These items tend to be more fanciful, showing up more frequently in full-fledged space opera worlds or as precursor artifacts in more grounded ones. Advanced technologies are often setting-defining items, allowing a few unique wrinkles such as time travel or matter constructors to exist in an otherwise normal world, or for outfitting cultures that are even more advanced than the voidrunners.

In addition to being noted in its entry or properties, an advanced item is also marked with <sup>A</sup>.

### Archaic Gear

All non-magical items from the base game are available to voidrunners at double the cost—they are antiques, after all. Availability of such items is at the Narrator's discretion, and those which are magical in nature are not available unless the game setting includes magic.

Credits and gold pieces are of equal value.

### Currency

Everything has a price, and in the future, the standard unit of measuring those prices is the credit, often abbreviated to 'cr'.

Depending on the nature of the setting, this currency may be a fiat currency, a digital currency, or even one backed by some sort of 'gold standard'. It may also have a different name.

A typical worker in a prosperous future society earns about 10 credits per day of work.

### Supply

Supply includes rations, water, basic consumables, minor first aid gear, and power cells. Androids consume Supply in the same way that organic beings do (they drain energy from power cells), and energy weapons use Supply as ammunition.

Supply costs 0.5 cr per Supply.

## Armor, Shielding, and Weaponry

A soldier's armor featuring her unit's distinctive logo, a praetor's signature blade, the dagger a conman keeps for when a deal goes wrong—characters are often defined by the arms and armaments that they utilize as much as any psychic ability or well-honed lie. You gain most of your proficiencies from your character class, but your background and culture may mean that

you are capable with other kinds of equipment as well.

Ideally, selecting gear means more than checking off items on a list. A character likely has an association with most of their equipment—they chose a blade instead of a blaster for a reason, after all. Your character's backstory and personality likely play a key role in this. Did they grow up on the streets and need a well-hidden weapon to get past the authorities, or did they have reason to wear a blade openly? Is a character's firearm a named and cherished member of the crew, or is it merely a grim tool to take up when there is no other option? Answers to questions like these help define who your character is on and off the battlefield.

## Weapons

Objects made for killing come in every shape and size. Your class gives you proficiency with certain kinds of weapons, all of which have different properties and ranges. Melee weapons like blades and mauls are held or thrown, while firearms and casters propel ammunition. When making an attack with a weapon, you add either your Strength or Dexterity modifier to the roll, depending on the weapon's type, as well as your proficiency bonus if you have one. A galaxy's worth of peoples utilize an equally diverse range of weapons, but most fall into one of five general types: blades, casters, firearms, mauls, and polearms. In addition to the pre-industrial weapons found in the base game, the weapons in this chapter are typically available to voidrunners.

**Simple Weapons.** Direct weapons that require no particular finesse, such as mauls, simple weapons are often wielded by NPCs, who usually lack the training to wield other sorts of weapons. Voidrunners are often proficient with many simple weapons, which include mauls, polearms, and some firearms.

**Martial Weapons.** These weapons require special training and sometimes even exceptional strength to use properly. You must be proficient with a weapon type to gain your proficiency bonus on attack rolls made with it. Unless they have the simple property, the weapons in this chapter are considered martial weapons.

**Starship Weapons.** Weapons mounted on capital ships and starfighters are covered by proficiency in starship weapons.

## Melee Weapons

While firearms have been widely adopted throughout many cultures, there are still many instances where hand-to-hand combat is preferable, or even unavoidable. Unless otherwise noted, a melee weapon uses your Strength modifier for attack and damage rolls.

**Table: Melee Weapons**

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Battle gauntlet ( <i>special</i> )	5 cr	1d6 bludgeoning	½ lb.	Dual-wielding, exotic, hand-mounted
Combat chainsaw ( <i>special</i> )	65 cr	2d4 slashing	12 lbs.	Breaker, exotic, heavy (Str 13+), two-handed
Combat knife ( <i>light blade</i> )	2 cr	1d4 piercing	2 lbs.	Defensive (light), dual-wielding, finesse
Dueling sword ( <i>medium blade</i> )	20 cr	1d8 slashing	3 lbs.	Defensive (medium), parrying, versatile (1d10)
Electro Halberd ( <i>heavy polearm; shock</i> )	75 cr	1d10 electricity	7 lbs.	Heavy, reach, two-handed
Plasma sword ( <i>medium blade; plasma</i> )	70 cr	1d8 fire	3 lbs.	Defensive (medium), parrying, versatile (1d10)
Longspear ( <i>heavy polearm</i> )	10 cr	1d10 piercing	7 lbs.	Heavy, reach, two-handed
Mono-whip ( <i>special</i> )	35 cr	1d6 slashing	2 lbs.	Exotic, finesse, parrying immunity, reach (15)
Shock mace ( <i>medium maul; shock</i> )	30 cr	1d8 lightning	4 lbs.	Breaker, defensive (medium), simple, versatile (d10)
Sonic maul ( <i>medium maul; sonic</i> )	30 cr	1d8 thunder	7 lbs.	Breaker, exotic, heavy, simple, versatile (d10)
Stun stick ( <i>light maul; shock</i> )	27 cr	1d4 lightning	2 lbs.	Exotic, finesse, simple
Tactical baton ( <i>light maul</i> )	2 cr	1d4 bludgeoning	2 lbs.	Simple
Vibroknife ( <i>light blade; sonic</i> )	30 cr	1d4 thunder	2 lbs.	Defensive (light), dual-wielding, finesse

**Battle Gauntlet.** This heavy glove is reinforced with hi-tech materials designed to protect the wearer's hands and bolster the force of their punches. While wearing a battle gauntlet, you can reach your hand into a hazardous area (such flames or a pool of acid) without suffering any harmful effects. The Narrator may rule that extended exposure to a hazard defeats the gauntlet's protection, or that the gauntlet offers no protection against certain hazards.

**Combat Chainsaw.** Unlike the tools designed for industry or personal use, combat chainsaws are meant for war. When you make a damage roll with the weapon, if either of the dice result in a 4, you can roll an additional d4 and add the result to the total damage dealt.

**Combat Knife.** These simple, mass-manufactured duranium blades are sturdy and practical, often carried by military forces as a backup weapon.

**Dueling Sword.** Well-crafted and usually individually designed, dueling swords are often ceremonial—however many cultures still regard hand-to-hand combat as an honorable way to resolve disputes.

**Electro Halberd.** This polearm sports an electrified blade.

**Longspear.** A basic weapon, the longspear is a simple duranium shaft tipped with a pointed blade.

**Mono-Whip.** Spools of monomolecular wire affixed to a thin handle, mono-whips slice neatly through organic and inorganic matter alike.

**Plasma Sword.** A plasma sword is a superheated blade, reminiscent of a psyknight's starglaive—although not as potent.

**Shock Mace.** A medium-sized weapon consisting of a handle ending with a ball or other shaped head. The head is electrified.

**Sonic Maul.** This heavy hammer delivers a thundering boom when it strikes its target.

**Stun Stick.** These hand-held devices deliver a powerful electric current that

temporarily disrupts the target's neuromuscular autonomy. A target damaged by a stun stick makes a Constitution saving throw against your maneuver save DC. On a failed save, the target is knocked prone and rattled until the end of your next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled.

**Tactical Baton.** A simple duranium stick with a handle.

**Vibroknife.** A short blade which emits a high pitched whine capable of dealing sonic damage.

## Weapon Slang

Some weapon types have certain colloquial names.

**Burners** are laser weapons which do radiant damage.

**Blasters** are plasma weapons which do fire damage.

**Coolers** are cryo weapons which do cold damage.

**Screechers** are sonic weapons which do thunder damage.

**Shockers** are electro weapons which do lightning damage.

**Sluggers** are weapons which fire physical bullets doing piercing damage.

## Ranged Weapons

Ranged weapons require ammunition to utilize properly. Melee attacks made with ranged weapons are considered to be an attack with an improvised weapon. These weapons use your Dexterity modifier for both attack and damage rolls.

**Table: Ranged Weapons**

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Bio-chakram ( <i>special</i> )	25 cr	1d6 slashing	2 lbs.	Dual-wielding, exotic, thrown (range 20/60), parrying
Blaster ( <i>light firearm; plasma</i> )	95 cr	2d4 fire	2 lbs.	Ammunition (range 50/150), dual-wielding, reload (20 shots), simple
Energy crossbow ( <i>medium caster; plasma</i> )	120 cr	1d12 fire	5 lbs.	Ammunition (range 50/150), reload (10 shots)
Flame bracer ( <i>special</i> )	50 cr	2d4 fire	2 lb.	Exotic, reload (3 shots), hand-mounted
Flamethrower ( <i>special</i> )	85 cr	2d8 fire	12 lbs.	Exotic, reload (3 shots), two-handed
Grenade launcher ( <i>special</i> )	85 cr	as grenade	25 lbs.	Ammunition (range 150/600), exotic, heavy (Str 13+), reload (1 shot), two-handed
Pulse rifle ( <i>medium firearm; auto, plasma</i> )	135 cr	2d6 fire	7 lbs.	Ammunition (range 120/360), auto, reload (20 shots), two-handed
Slugger ( <i>light firearm</i> )	20 cr	2d4 piercing	2 lbs.	Ammunition (range 50/150), dual-wielding, reload (20 shots), simple
Slug rifle ( <i>medium rifle; auto</i> )	135 cr	2d6 piercing	8 lbs.	Ammunition (range 120/360), auto, reload (20 shots), two-handed
Hypodermic pistol ( <i>special</i> )	35 cr	1d4 piercing	2 lbs.	Ammunition (range 30/120), dual-wielding, reload (5 shots), exotic
Ion cannon ( <i>heavy firearm; force</i> )	635 cr	2d8 force	25 lbs.	Ammunition (range 150/600), heavy (Str 13+), overkill, reload (20 shots), two-handed
Jolt pistol ( <i>special</i> )	40 cr	1d4 lightning	2 lbs.	Ammunition (range 15 feet), dual-wielding, reload (20 shots), exotic, simple
Laser pistol ( <i>light firearm; laser</i> )	70 cr	2d4 radiant	2 lbs.	Ammunition (range 100/300), dual-wielding, reload (20 shots), simple
Netcaster ( <i>special</i> )	45 cr	None (see description)	5 lbs.	Ammunition (range 30/120), exotic, loading, two-handed
Polaron gatling gun ( <i>heavy firearm; auto, plasma</i> )	535 cr	2d8 fire	25 lbs.	Ammunition (range 150/600), heavy (Str 13+), overkill, reload (20 shots), two-handed
Shotgun ( <i>medium firearm</i> )	35 cr	2d6 piercing	25 lbs.	Ammunition (range 120/360), reload (20 shots), two-handed
Sniper rifle ( <i>medium firearm; long-ranged, scoped</i> )	165 cr	2d6 piercing	8 lbs.	Ammunition (range 240/720), reload (20 shots), two-handed
TK gauntlet ( <i>special</i> )	750 cr	1d6 bludgeoning	½ lbs.	Exotic, hand-mounted, parrying, simple, thrown (20/60)
Viper retainer ( <i>special</i> )	35 cr	1d12 poison	n/a	Exotic, reload (1 shot)

**Bio-Chakram.** Bio-chakrams are sharp-edged discs designed to return to the wielder's hand when thrown. All bio-chakrams come equipped with the biometric weapon augment. When you make a ranged attack with the bio-chakram, it returns to your hand whether the attack hits or misses and regardless of what space you are in.

If you are separated from the bio-chakram by 50 feet or less, you can use a bonus action to call the weapon to your hand. The bio-chakram must be unattended and can't pass through obstructions such as doors or walls, but you do not need to see the weapon to call it in this way (it flies around corners to reach you, for example).

Whenever you miss with a ranged attack using the bio-chakram, before the weapon returns to your hand, you can use your reaction to make another attack with the weapon against the same target or another target you can see within the weapon's range.

**Blaster.** A common weapon and the standard sidearm of many a voidrunner, a blaster is a pistol which fires bolts of plasma.

**Energy Crossbow.** This primitive-looking weapon fires condensed bolts of energy at the target. It has excellent range, and packs quite a punch.

**Flame Bracer.** A flame bracer is an anti-personnel weapon designed to be strapped to the user's forearm. As an action, you can activate the bracer to project a jet of flame in a 15-foot line that is 5 feet wide. Each creature in that line takes 2d4 fire damage, or half as much damage on a successful Dexterity saving throw against your maneuver DC. If you expend three uses of the flame bracer's fuel canister, you can alter the area of effect to a 15-foot cone instead.

**Flamethrower.** Unlike flame bracers, flamethrowers are military-grade weapons that project wide swaths of flame. As an action, you can choose between a 30-foot line that is 5 feet wide or a 15-foot cone.

Each creature in that area takes 2d6 fire damage, or half as much damage on a successful Dexterity saving throw. The DC of this save is 8 + your proficiency modifier + your Dexterity modifier. Unattended flammable objects in the area are ignited.

**Grenade Launcher.** Grenade launchers allow the wielder to fire a grenade out to the weapon's maximum range rather than throwing it. Once a grenade lands, it detonates, creating a specific effect depending on the grenade's type (see Grenades).

**Hypodermic Pistol.** Hypodermic pistols launch darts equipped with liquid-filled reservoirs. Upon impact, a dart injects the contents of its reservoir into the target. Assassins typically fill their darts with poison, but the darts can also deliver beneficial substances such as medicine. See the medicine section for more information about the types of substances that can be loaded into a hypodermic pistol.

**Ion Cannon.** Ion cannons are heavy, two-handed weapons which fire blasts of pure force. Ion cannons have superior range and are highly destructive.

**Jolt Pistol.** Originally designed for personal protection, jolt pistols fire short-range arcs of electricity that shock the target's nervous system. A target damaged by a jolt pistol makes a Constitution saving throw against your maneuver save DC. On a failed save, the target is knocked prone and rattled until the end of your next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled. Energy batteries designed for shock weapons (see Ammunition) are also used to power jolt pistols.

**Laser Pistol.** Laser-based firearms fire beams of coherent light at their targets.

**Netcaster.** Netcasters fire cartridges that break apart mid-flight, deploying a net made of sturdy carbon fiber. A corporeal Large or smaller creature that cannot move through a space one inch or smaller who is hit by ranged attack made with a

netcaster is restrained until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. A net has AC 10, 15 hit points, and is immune to bludgeoning, poison, and psychic damage.

**Pulse Rifle.** Standard issue military fare, a pulse rifle is an automatic weapon which fires plasma bolts.

**Polaron Gatling Gun.** Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2,000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

**Shotgun.** This conventional firearm fires a cartridge of small metal projectiles.

**Slugger.** A slugger is simply a pistol which fires solid ammunition in the form of bullets. Sluggers predate energy weapons.

**Slug Rifle.** A slug rifle is an automatic weapon which fires solid ammunition.

**Sniper Rifle.** A slug rifle designed for long range.

**TK Gauntlet.** This gauntlet allows the wearer to manipulate the gravity fields surrounding nearby objects. As an action, you can manipulate an unattended object weighing no more than 10 pounds that you can see within 20 feet of you, allowing you to move an object through the air, open or close an unlocked container or door, or perform similar actions. You can't use the gauntlet to perform complex tasks like wielding a weapon or using hacking tools. The effect ends if the object you are manipulating moves farther than 20 feet away from you.

While you are manipulating an object, you can hurl the object at a target you can see within 20 feet of you, allowing you to make a ranged attack against the

target. This attack normally deals bludgeoning damage, although the Narrator might decide the attack deals a different type of damage, or no damage at all, depending on the nature of the object you are throwing.

**Viper Retainer.** A viper retainer is designed to fit discreetly inside the wearer's mouth. All viper retainers come equipped with the concealed weapon augment. While wearing a viper retainer, you can use your tongue to activate the retainer as a bonus action, deploying a spray of poisonous gas at a creature you can see within 5 feet of you. The creature makes a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failure, the target takes 1d12 poison damage. Once activated, the expended retainer must be disposed of; inserting a new retainer requires a full minute.

## Ammunition

Ranged weapons, such as casters and firearms, require ammunition to fire. Physical ammunition can be fired only by the type of weapon for which it was designed. When you purchase ammunition (or discover an ammo cache during an adventure), be sure to note the ammunition's type.

**Energy Batteries.** Unlike weapons which launch physical projectiles like bolts or bullets, weapons which do energy damage drain charges from batteries or power cells. These charges come from the voidrunner's Supply cache—one battery or power cell is equal to 1 Supply and is enough power for 40 shots of a light weapon, 20 shots of a medium weapon, or 10 shots of a heavy weapon.

**Table: Ammunition**

Name	Cost	Weight
Light, medium, or heavy caster (20)	1 cr	1 lb.
Pistol, rifle, or cannon	1 cr	½ lb.
Darts (10)	1 cr	½ lb.
Fuel canister	5 cr	½ lb.
Net cartridge	5 cr	½ lb.

## Weapon Properties

All weapons have special properties that make each of them unique. You can only benefit from these properties if you have proficiency with the weapon. This list also includes properties for vehicle weapons, which are marked with <sup>V</sup>

**Ammunition.** This weapon requires ammunition (see above).

**Area Fire<sup>V</sup>.** Area weapons are usually short-ranged weapons and are almost always a defensive measure, such as flamethrowers, water cannons, and single-use anti-personnel munitions. Area weapons sometimes have non-lethal options.

**Aquatic<sup>V</sup>.** This weapon property can only be applied to vehicle weapons. Aquatic weapons, such as torpedoes and depth charges, can only be fired through water or a similar liquid.

**Breaker.** This weapon deals double damage to unattended objects such as doors and walls.

**Burst Fire.** In addition to making normal attacks with this weapon, you can use an action to expend 10 pieces of ammunition from the weapon and select a 10-foot-cube area within the weapon's range. Each creature in that area makes a Dexterity saving throw against your

maneuver save DC. On a failure, the target takes the weapon's normal damage.

**Defensive.** This weapon is designed to be used with a shield of the stated weight or lighter (light, medium, or heavy). When you make an attack with this weapon and are using an appropriate shield, you can use a bonus action to either make an attack with your shield or increase your Armor Class by 1 until the start of your next turn.

**Direct Fire<sup>V</sup>.** This weapon property can only be applied to vehicle weapons. Direct fire weapons are aimed by pointing the weapon directly at what you want to destroy and firing it. This category includes a wide variety of projectile weapons, directed energy weapons, and rockets. These weapons typically are typically used as either defensive weapons to fend off attacks against a vehicle or as a way of laying down a lot of firepower from the air (in the case of rockets). Rocket-powered direct-fire weapons often have longer ranges than ballistic ones.

**Dual-Wielding.** This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in your main hand that does not have the heavy property, you can use your bonus action to make an attack with this weapon.

**Exotic.** Not all weapons fall into neat categories. These miscellaneous weapons have special properties unique to them. Typically, exotic weapons cannot be modified with weapon augments, although the Narrator may allow exceptions for augments that seem particularly appropriate (such as the biometric, concealed, or long-range augments).

**Finesse.** You may choose to use your Dexterity modifier for attack and damage rolls made with this weapon.

**Guided Fire<sup>V</sup>.** This weapon property can only be applied to vehicle weapons. Guided weapons are usually missiles or torpedoes. A guided weapon can either be



fired at a specific space like an indirect fire weapon or it can be locked on to a target as an action, which the weapon then automatically attempts to strike (the full lock-on and firing process is handled as a normal weapon attack).

Guided weapons can be targeted at far-off targets if you have an ally mark them or if you have some kind of remote viewing capacity (such as a drone or satellite view or a psionic remote viewing ability).

**Hand-Mounted.** This weapon is affixed to your hand. You can do simple activities such as climbing a ladder while wielding this weapon, and you have advantage on saving throws made to resist being disarmed. You cannot use a hand that is wielding a hand-mounted weapon to do complex tasks like picking a pocket or using hacking tools.

**Heavy.** This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons. If a heavy weapon has a Strength requirement (noted in parentheses), even Medium or larger creatures need a Strength score equal to or higher than the requirement to use the weapon effectively. creatures that don't meet the Strength requirement have disadvantage on attack rolls made with the weapon.

**Indirect Fire<sup>V</sup>.** This weapon property can only be applied to vehicle weapons. Otherwise known as artillery, indirect fire weapons rely partially on gravity to get their payload to the target by firing in an arc. They are often extremely damaging and frequently have ranges measured in miles, but are slow-firing and most accurate against targets that are either stationary or moving in an extremely predictable way. When targeting something such as a creature or vehicle that has moved in the last round, attacks with indirect fire weapons are made at disadvantage. However, a direct hit is seldom necessary as the most common payloads for these weapons deal area damage.

Indirect fire weapons nearly always have the loading property. Indirect fire weapons can be fired at distant targets if you have an ally mark them or if you have some kind of remote viewing capacity (such as a drone or satellite view or a psionic remote viewing ability). A miss with an indirect fire weapon lands a number of feet away from the target equal to the amount the attack missed by multiplied by 5 (round up to the nearest 5). Roll 1d8 on Indirect Fire Scatter Diagram to determine which direction from the target the ammunition landed.

Indirect fire scatter diagram

1	2	3
8	TARGET	4
7	6	5

**Loading.** This weapon must be loaded before it can be used. You can make only one attack with a loading weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

**Overkill.** Only heavy weapons may have the overkill property. These weapons are designed to do massive damage. The attacker activates the overkill setting as part of their attack action, before making their attack roll. The overkill setting allows the weapon to do double damage, but once it has done so it cannot be used again for 1 minute.

**Parrying.** When you are wielding this weapon and you are not using a shield, once before your next turn you can gain an expertise die to your AC against a

single attack made against you by a creature you can see.

**Parrying Immunity.** Attacks with this weapon ignore the parrying property and Armor Class bonuses from shields.

**Range.** This weapon fires ammunition. The range lists two numbers after it, both measured in feet—the first is the weapon's normal range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range.

**Reach.** This weapon can be used to make attacks against targets within 10 feet. If a weapon has a longer reach, it is stated in parentheses after this property.

**Reload.** A weapon with this property can fire a number of times equal to the listed value before it must be reloaded. You can reload the weapon as an action, and you must have a free hand to do so.

**Simple.** This weapon can be used with very little skill or training, and all creatures gain proficiency with it.

**Thrown.** This weapon can be thrown as a ranged weapon attack. The thrown property lists two numbers after it, both measured in feet—the first is the weapon's normal thrown range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range. Additionally, when using this weapon to make a ranged weapon attack, you may choose to use your Strength modifier or Dexterity modifier for its attack and damage roll.

**Two-Handed.** You must use two hands to wield this weapon.

**Versatile.** This weapon may be wielded with one or both hands. If wielded with both hands, it deals the damage listed in parentheses.

## Improvised Weapons

Ambushes, bar fights, and attacks made on fancy dress parties mean that the weapon for the job is not always at hand. An improvised weapon is taken from the environment, whether it's a broken champagne glass, a fifth of alcohol, or even another creature. At the Narrator's discretion, an improvised weapon that closely resembles a simple weapon deals that weapon's damage, while an object that has no obvious analog deals 1d4 damage of a type determined by the Narrator. Improvised thrown weapons have a normal range of 20 feet and a maximum range of 60 feet.

## Explosives

When detonated, explosives such as grenades and mines create a variety of spectacular effects.

### Grenades

Grenades are simple, thrown weapons that detonate upon impact. As an action, you can throw a grenade at a point you choose within 30 feet of you. The grenade explodes once it lands, creating an effect determined by its type. Most grenades require creatures caught in their area of effect to make a saving throw. Unless otherwise noted, the DC of this save is equal to your maneuver save DC.

Certain weapons, such as grenade launchers (see Ranged Weapons), allow you to launch grenades longer distances without throwing them.

**Concussion.** Each creature within 10 feet makes a Dexterity saving throw. On a failed save, the target takes 1d6 thunder damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

**EMP.** Each creature within 10 feet makes a Dexterity saving throw. On a failure, any electronic devices the creature is wearing or carrying cease to function.

until the end of the creature's next turn. Unattended devices in that area automatically fail the save. Constructs in the area also take 1d6 lightning damage on a failed save.

**Flash.** Each creature within 10 feet makes a Constitution saving throw, and is blinded for 1 minute on a failure. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Foam.** When detonated, a foam grenade fills a 10-foot-radius sphere with slippery, fire-retardant foam. Open flames in the area when the grenade explodes are immediately extinguished. For the next minute, the ground in the area is difficult terrain. A creature in the affected area or one that enters the area for the first time on a turn or begins its turn in the area, makes a DC 10 Dexterity saving throw, falling prone on a failure.

**Frag.** Each creature within 5 feet makes a Dexterity saving throw, taking 1d6 piercing damage on a failed save, or half as much damage on a successful one.

**Gas.** When detonated, a gas grenade creates a 10-foot-radius sphere of poisonous gas. A creature that enters the cloud for the first time on a turn, or that starts its turn inside the cloud, makes a Constitution saving throw. Creatures that don't need to breathe automatically succeed on the saving throw. On a failure, the creature is poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The gas spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until dispersed by a moderate wind (at least 10 miles per hour).

**Goo.** When detonated, a goo grenade fills a 10-foot-radius sphere with a quick-hardening, adhesive foam. For the next minute, the ground in the area is difficult terrain. A creature in this area makes a Dexterity saving throw, becoming grappled on a failure (escape DC 10).

**Incendiary.** Each creature within 10 feet makes a Dexterity saving throw, taking

1d6 fire damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners and ignites unattended flammable objects in the area.

**Remote Detonator.** When you set a mine, you can link it to a remote detonator, allowing any creature holding the detonator to trigger the mine as an Interact action. Typically, a detonator's range is limited to 1,000 feet, but a mine connected to a detonator via a computer network can be detonated from essentially any distance.

**Smoke.** A smoke grenade creates a 10-foot-radius sphere of smoke centered on the point where it detonates. The smoke spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until dispersed by a moderate wind (at least 10 miles per hour).

**Stun.** Each creature within 10 feet of the grenade when it explodes makes a Constitution saving throw. On a failed save, the target takes 1d6 thunder damage and is rattled until the end of its next turn. A creature that fails the saving throw by 5 or more is stunned instead of rattled until the end of its next turn. On a success, the target takes half as much damage and isn't rattled.

## Mines

Unlike grenades, which explode shortly after being thrown, mines are designed to detonate once a specific trigger occurs. As an action, you can set a mine in an unoccupied space within 5 feet of you. When you set a mine, determine the circumstances under which the mine will detonate. For example, you can set the mine to detonate on a timer, when a creature enters the mine's space, or under other specific circumstances (such as when a door opens or a vehicle activates). You can also rig the mine to detonate remotely using a remote detonator (see below).

When detonated, a mine functions identically to the grenade it emulates.



**Table: Explosives**

NAME	COST	WEIGHT	RADIUS
Concussion	60 cr	1/2 lb.	10 ft
EMP	80 cr	1/2 lb.	10 ft
Foam	20 cr	1/2 lb.	10 ft
Flash	40 cr	1/2 lb.	10 ft
Frag	30 cr	1/2 lb.	5 ft
Gas	40 cr	1/2 lb.	10 ft
Goo	40 cr	1/2 lb.	10 ft
Incendiary	50 cr	1/2 lb.	10 ft
Smoke	20 cr	1/2 lb.	10 ft
Stun	100 cr	1/2 lb.	10 ft
Remote detonator	25 cr	—	

**Explosives Blast Radius**

10'	10'	10'	10'	10'
10'	5'	5'	5'	10'
10'	5'	☆	5'	10'
10'	5'	5'	5'	10'
10'	10'	10'	10'	10'

## Armor

Every spacefarer knows that their suit is the one thing that stands between them and hard vacuum. For some, that's all it does, but others have turned their suit into a toolbox equipped for their every need; while the most feared combatants are those for whom their suit itself is a weapon. However, such suits are not known for their comfort or maneuverability, and as such many adventurers have multiple sets of armor for different occasions; what may resist hard vacuum is hardly ideal for exploring a verdant alien world, and vice versa.

Your armor's type is what the majority of the suit is made of, whether that be leather harvested from your homeworld or a high-tech forcefield. Your armor's type determines your armor class and if your armor is space-proof or not. In addition, your armor's type may come with certain benefits or drawbacks: forcefields can be hacked, while power armor tends to be bulky and difficult to maneuver in unless you're strong enough to handle it. Your armor may also have one coating and some also have a number of mod ports as indicated next to its spacefaring property.

## Armor Types

With countless cultures throughout the void, there are practically infinite styles of protective gear your characters could be wearing. The following table divides armors by their foundational materials and covers a variety of potential armors your setting might include.

**Aramid Vest.** An aramid vest is a high-tech series of layers of overlapping synthetic fibers capable of stopping projectiles that covers the torso. Its construction is simpler than hyperweave or synthweave, at the expense of comfort.

**Canvas.** Canvas is thick, durable cloth, such as coveralls; it provides limited protection from weapons and projectiles.

**Carbide Plate.** Carbide Plate is similar to composite armor, but the carbide panels cover the arms and legs as well as the torso and groin.

**Chitin Armor.** Many planets have monstrous inhabitants covered in durable scales, exoskeleton, or hide. The more daring of adventurers hunt these creatures for sport and profit, turning the spoils into this armor. As such, each set of chitin armor is unique to the creature it is made from and the craftsman who designed it.

**Composite.** Composite armor is made of two layers: a durable carbide plate that covers vital areas and an aramid underlayer.

**Composite Mesh.** Composite mesh is a hyperweave base with metal or ceramic mesh plates covering vital organs.

**Forcefield.** Some highly developed civilizations have developed wearable devices that generate a forcefield around the wearer. These devices usually comprise a helm or belt and a respirator, which can be incorporated into the rest of the device or take the form of a separate mouthpiece.

**Hyperweave.** Hyperweave is a denser and heavier form of synthweave, with multiple layers covering vital organs. It is worn by the Fleet's designated combat units.

**Leather.** Leather offers more protection than canvas and often takes the form of a vest or duster.

**Polymer.** Polymer armor is made of a set of comparatively light-weight molded panels that cover the torso and groin.

**Power Armor.** The most feared warriors of the galaxy wear power armor, designed to reflect all but the most powerful shots and blows. Due to its extreme weight, power armor is equipped with hydraulics to support the wearer's movement, rendering it easier to move in, if rather slow.

**Riot Armor.** Heavy but cheap, riot armor is the preferred protection of most security forces. It is typically composed of a standard-issue vest, boots, and helmet.

**Spacesuit.** While it doesn't offer much in terms of protection, a spacesuit allows the wearer to operate in environments like the vacuum of space.

**Synthweave.** Synthweave, or synthetic weave, is a polymer-based, tightly-woven fabric. Its subtle stretch and protective capacities make it a comfortable and light-weight option for many spacefarers. It is the standard armament for most members of the Fleet, often being the material of a basic uniform.

**Table: Armor Types**

TYPE	COST	WEIGHT	AC	MATERIAL PROPERTIES	STRENGTH REQUIREMENT	STEALTH PENALTY	REPAIRABILITY
<b>Light</b>							
Canvas	5 cr	5 lbs.	11 + Dex	Comfortable	—	—	DC 5, sewing kit
Forcefield	1,000 cr	5 lbs.	13 + Dex	Hackable, Spacefaring, ignores ports	—	—	DC 20, engineer's toolbox
Leather	15 cr	10 lbs.	12 + Dex	Comfortable	—	—	DC 10, sewing kit
Synthweave	30 cr	2 lbs.	12 + Dex	Comfortable	—	—	DC 10, sewing kit
<b>Medium</b>							
Aramid breastplate	80 cr	8 lbs.	14 + Dex (maximum 2)		Str 11	—	DC 20
Composite Mesh	100 cr	20 lbs.	14 + Dex (maximum 2)	Spacefaring (2 mod ports)	Str 11	—	DC 20
Polymer	200 cr	25 lbs.	15 + Dex (maximum 2)	Spacefaring (3 mod ports)	Str 13	Disadvantage	DC 20
Hyperweave	50 cr	5 lbs.	13 + Dex (maximum 2)	Comfortable	—	—	DC 15, sewing kit
Riot Armor	10 cr	30 lbs.	15 + Dex (maximum 2)		Str 13		DC 15
<b>Heavy</b>							
Chitin Armor	150 cr	40 lbs.	16		Str 13	—	Not repairable
Composite	450 cr	35 lbs.	17	Spacefaring (4 mod ports)	Str 14	Disadvantage	DC 20
Carbide Plate	600 cr	45 lbs.	18		Str 15	Disadvantage	DC 20
Power Armor	4,500 cr	90 lbs.	18	Spacefaring (6 mod ports)	Str 11	Disadvantage, speed reduced by 5 feet	DC 15 engineer's toolbox

## Armor Coatings

In addition to its base material, armors can have up to one coating which confers additional benefits. Armor can be recoated, but can only have one coating at a time.

Coating armor takes place over a long rest.

**Camouflage.** This armor has been patterned to help its wearer blend into the environment. Pick green (swamps, forests, jungles, and the like), brown (deserts, grasslands, and rocky environments), or gray (industrial) camouflage. You gain an expertise die to Stealth checks while wearing camouflaged armor crafted for the terrain you are in.

**Cloaking.** This armor has pseudo-field-generators built into its surface. You gain an expertise die to Stealth checks made to hide in any terrain. If the armor is damaged, this coating ceases to function until it is repaired.

**Cold-Shielding.** While wearing this armor, you gain an expertise die to checks made to survive extreme cold.

**Greased.** This armor has a slippery coating that makes it difficult for opponents to grab onto you. You gain an expertise die to saving throws made to avoid being grappled.

**Heat-Shielding.** While wearing this armor, you gain an expertise die to checks made to survive extreme heat.

**Mirrored.** This armor has a shiny, reflective coating. If an attacker rolls a natural 1 with a single-target attack which does radiant damage when you are the target of the attack, the attack rebounds upon the attacker.

**Shear-Thickening.** This armor provides some of its protection from small silicon particles suspended in a fluid that hardens when struck, providing easier mobility while still protecting from fast-moving projectiles. The Strength requirement for this armor is reduced by 1.

**Spikes.** This armor has barbs built into its surface. A creature that begins its turn grappling you takes 1d4 piercing damage while you are wearing this armor.

## Armor Mods

Many more expensive armors have one or more mod ports, circuitry and connectors that allow for easy modifications and upgrades. Mods purchased for armor are typically installed as part of the cost, but armor mods can be added or removed during a long rest.

**Biosensors.** This mod tracks the wearer's vitals at all times. As a reaction, you may reduce the damage of an attack against you by 2d6. Once you have done so, you must perform Maintenance on the armor to use this ability again.

**Drone Port.** This mod provides a place to store and charge a **utility drone** (you must acquire this drone separately but any variety of utility drone may utilize your drone port). Drones you charge using this port are connected to inbuilt comms in your armor and you can command such drones through voice commands over a distance up to 1 mile with no action required. If you command your drone to attack however it requires your action and the drone's reaction. If your drone's signal is ever jammed it does its best to return to your last known location.

**Environmental Recycling.** This mod captures lost fluids and scrubs carbon dioxide from its internal environment. Armor equipped with this mod can provide you with oxygen and water for up to 48 hours. These hours are restored when maintenance is performed on the armor.

**Floodlights.** As an action, you can enable or disable bright lights mounted on your shoulders. The floodlights shed bright light in a 30 foot cone and dim light for another 30 feet..

**Glider Wings.** You can extend your arms and glide on hyperweave sails. While doing so, you fall at a rate of 60 feet per round rather than 200 and can move a



corresponding distance in any direction laterally. If you take any other action while gliding in this way, such as attacking or casting a spell, you make a DC 15 Acrobatics check or overbalance and begin falling. When falling, you can activate your glider wings as a reaction by succeeding on a DC 10 Acrobatics check.

**Grappling Hook.** This hook is mounted to your back connected to a high tensile line. As an action, you can make a ranged attack with the grappling hook, which has a range of 30/80 and deals 1d4 piercing damage and sticks to the surface, object, or creature hit. The attached line has an AC of 18 and has 20 hit points. The grappling hook can be detached at the hook as an action with a DC 10 Athletics check.

**Ground Anchors.** As a bonus action, you can drive your boots into the ground. You cannot move until you take an action to retract the anchors, but you gain advantage on all checks and saves made to resist being moved from your spot. If you are moved anyway, the ground anchors automatically retract.

**Hazmat Sealing.** This suit is resistant to the effects of radiation and provides advantage on saving throws made to resist radiation.

**Improved Cold-Shielding.** This mod takes the form of heavy insulation to protect from the coldest temperatures. You make checks to survive extreme cold at advantage and can use your reaction to reduce cold damage you take by 1d6 + your proficiency bonus.

**Improved Heat-Shielding.** Suits with this mod are specially designed to reflect heat outwards, away from vital organs and processing units. You make checks to survive extreme heat at advantage and can use your reaction to reduce fire damage you take by 1d6 + your proficiency bonus.

**Improved Weapon Hatch.** When you choose this mod, pick a weapon. The hatch is designed to hold that weapon. In addition, you may use the weapon while it is embedded in your armor. Attempts to

Disarm you have disadvantage, and you have your wielding hand free. If the weapon requires two hands, you still must use your non-wielding hand when making an attack.

**Integrated First Aid.** This kit can contain up to ten small single-use biomechs that can provide limited first aid. As an action, you can deploy one of the biomechs and regain 2d4+2 hit points.

**Integrated Jetpack.** As a bonus action, you can activate this mod to gain a flying speed of 30 feet for the duration of your turn. If you end your turn still in the air and are in gravity, you immediately fall.

**Integrated Tool.** When you choose this mod, pick a tool. The tool or piece of equipment cannot be Bulky. The hatch is designed to hold that tool and you can use a tool integrated in this way with only command inputs and without the use of your hands.

**Kinetic Assistance.** Hydraulics or small jets enhance your movement. While wearing a suit with this mod, your base speed increases by 5 feet.

**Mass Jammer.** As an action, you may activate or deactivate the mass jammer. While the jammer is active, any hacking attempts remove both 5s and 6s from the hacking countdown pool. The mass jammer covers you and anything within 10 feet of you. While this jammer is active, comms and computing devices are inoperable while they are within 10 feet of you.

**Mindshielding.** This mod grants an expertise die on saves to resist being charmed, frightened, and against any psionic powers from the empathic or telepathic mental disciplines.

**Nightvision Goggles.** When you have this mod equipped, you can see in darkness as if it were dim light up to a range of 60 feet. If you have darkvision, you instead see through darkness as if it were bright light up to a range of 60 feet, and as if it were dim light for a further 60 feet.

**Personal Jammer.** As an action, you may activate or deactivate the jammer.

While the jammer is active, any hacking attempts made against any item on your person remove both 5s and 6s from the hacking countdown pool. While this jammer is active you cannot utilize any comms or computing devices.

**Pocket.** The humble pocket is often overlooked, but its usefulness cannot be overstated. A pocket is typically large enough to fit a small book or a single ration.

**Power Claw.** This gauntlet is equipped with retractable blades and hydraulics. You gain advantage on Athletics checks made to climb or hold things. In addition, you can use a bonus action to activate the blades, increasing your basic melee damage to 1d4 + your Strength modifier. While the blades are activated, the power claw has no other effects and that hand cannot be used for other tasks. The blades can be retracted as a bonus action.

**Recharge Port.** This port is designed to recharge force shields. When a force shield is plugged in, it recharges in one minute without requiring an Engineering check.

**Recon Apparatus.** When you have this mod equipped, you double the distance you can see. When making ranged attacks at long range, you do not have disadvantage on the roll.

**Repair Kit.** This mod is a small pouch containing ten uses of emergency suit repair supplies. As an action, you may spend one of those uses and make a DC10 Engineering check to repair a Damaged spacesuit.

**Secondary Armor Plating.** Suits with this mod have detachable additional plates. Armor with this mod grants you 20 temporary hit points. These temporary hit points can only be replenished by performing maintenance on the armor and the plates are destroyed when these temporary hit points ever reach 0. As a bonus action, you can detach these plates and discard them. If you do so while you are flying or in zero g, you gain an

additional 15 feet of movement for that turn.

**Weapon Hatch.** When you choose this mod, pick a weapon. The hatch is designed to hold that weapon, like a traditional sheath.

## Spacefaring Armor

Spacefaring armor includes small thrusters, which can be used for maneuvering in zero-G environments, and magnetic boots to allow for walking or grabbing onto ships and gear. These magnets can be engaged or disengaged as a bonus action or reaction. Spacefaring armor always includes a full-coverage helm which allows the wearer to breathe in the void for up to one hour.

**Table: Armor Coatings**

COATING	PRICE	RESTRICTIONS
Camouflage	20 cr	—
Cloaking	80 cr	Medium or heavy armor only
Cold-shielding	50 cr	—
Greased	10 cr	—
Heat-shielding	50 cr	—
Mirrored	40 cr	—
Shear-thickening	60 cr	Medium or heavy armor only
Spikes	100 cr	—

**Table: Armor Mods**

MOD	PRICE
Biosensors	100 cr
Cold-shielding, improved	80 cr
Drone port	100 cr
Environmental recycling	200 cr
Glider wings	200 cr
Grappling hook	12 cr
Ground anchors	20 cr
Hazmat shielding	100 cr
Heat-shielding, improved	80 cr
Integrated First aid	25 cr + 50 cr per biomech
Integrated tool	10 cr + cost of tool
Integrated jetpack	600 cr
Jammer, personal	100 cr
Jammer, mass	200 cr
Kinetic assistance	250 cr
Mindshielding	400 cr
Nightvision goggles	500 cr
Pocket	5 cr
Power claw	900 cr
Recharge port	75 cr
Recon apparatus	500 cr
Repair kit	90 cr
Secondary armor plating	30 cr
Weapon hatch	20 cr + cost of weapon
Weapon hatch, improved	60 cr + cost of weapon

usually all that is required to alter a suit of armor to fit a new wearer of the same size category. Changing an armor's size category requires a repair check; armor can only decrease in size category.

Most armors, while protective, are not comfortable to sleep in. If you sleep in your armor, you regain half the number of hit dice and if you have any levels of fatigue or strife, they are not reduced following your long rest. Armor with the comfortable property negates this penalty, allowing you to regain hit dice and remove fatigue and strife as normal.

The time it takes to don or doff armor depends on the armor's category.

**Don.** This is the time it takes to put on armor. Your Armor Class is only increased by armor that you have fully donned.

**Doff.** This is the time it takes to take off armor. If you have help, reduce this time by half.

**Table: Donning And Doffing Armor**

CATEGORY	DON	DOFF
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

### Hacking Armor and Mods

Armor with the hackable property can be hacked, following the rules for a contested hack. If armor is the target of the hack, the creature wearing it is treated as if it were the device for the purpose of hacking maneuvers.

### Donning, Doffing, Sizing, and Sleeping in Armor

For light and medium armor, little resizing is required; a single maintenance check is

## Shields

Shields have come a long way since medieval times, and while putting a big sturdy slab in between yourself and danger is still a valid tactic, many combatants choose to utilize forcefields which envelope the wielder in a protective barrier. Despite these advancements, timing their projection to coincide with oncoming danger without draining power still takes training and attention. The shields presented here are still regarded as traditional shields for the purposes of proficiency requirements, can still be used for a shield sacrifice, and require a free hand to don and utilize.

**Breaching Shield.** This shield gives you a +2 to your AC and adds an expertise die to your Maneuver DC when you attempt to Shove another creature.

**Duranium Shield.** Shields made of duranium are similar to those used hundreds of years ago, albeit lighter.

**Force Shield.** A force shield is generated from a wrist-mounted shield generator and can absorb a limited amount of damage before it needs to recharge. The size of the shield determines how many temporary hit points it grants, as seen in Table: Shields. It takes a short rest for a force shield to recharge.

**Riot Shield.** This shield gives you a +2 to your AC and an expertise die on saves made to resist being shoved.

**TABLE: SHIELDS**

SHIELD	PRICE	WEIGHT	PROTECTION
Breaching shield	75 cr	12 lbs.	+2 AC, expertise die to maneuver DC for Shoves
Duranium shield, light	10 cr	2 lbs.	+1 AC
Duranium shield, medium	20 cr	4 lbs.	+2 AC
Duranium shield, heavy	35 cr	10 lbs.	+3 AC
Force shield, advanced	As force shield x10	1 lb.	As force shield x2
Force shield, light	30 cr	1 lb.	8 temporary hit points
Force shield, medium	60 cr	1 lb.	16 temporary hit points
Force shield, large	90 cr	1 lb.	25 temporary hit points
Riot shield	75 cr	12 lbs.	+2 AC, expertise die to resist Shoves

# Voidrunning Gear

Weapons and armor are not all there is to survival—effective medical care, reliable communication, or the right cyberware at the right time can all mean the difference between living to share stories at the end of the day or being sent home in a small box. While most of the items found in the base game are still available if one knows where to look, many of them have modernized versions listed here. The following section describes general and specialized gear commonly used by voidrunners.

## Clothing

It is assumed that all voidrunners have basic clothing, or the uniform of an organization to which they belong. For those who wish to spend a little more, the following options are available.

**Table: Clothing**

CLOTHING	COST	WEIGHT
Basic or uniform	—	2 lbs.
Costume	5 cr	4 lbs.
Fine	15 cr	6 lbs.
Noble	50 cr	6 lbs.

Technology advancements do not bypass the humble garment, and never had. Throughout time people have sought to make their clothing more suited to the way they live their lives, and with the improvement of technology, more specialized garments emerge.

**Diver's Suit.** This kit includes a wetsuit, swim fins, an oxygen tank, and a diving mask with rebreather. It allows a diver to stay submerged for an hour before

needing to change oxygen tanks and gives them advantage on Athletics checks related to swimming. Light armor can be worn with a diving suit, without issue but medium armor tends to make swimming exhausting, requiring a DC 13 Constitution save every minute to avoid gaining a level of fatigue. Heavy armor generally sinks the character wearing it, rendering swimming impossible.

**Ghillie Suit.** Favored by snipers and others highly-reliant on stealth in natural surroundings, a ghillie suit is made up of shaggy-looking fabric strips hanging from a mesh suit. It makes the wearer look like a pile of loose vegetation when still. A ghillie suit only works in the environment it was designed for, but in that environment, it grants advantage on Stealth checks. It is worn over armor.

**Optic Camouflage Cloak.** This hooded cloak contains an array of sensors and a fiber optic mesh that mimics the look of whatever the user is standing in front of. It does not grant true invisibility, but the wearer has advantage on Stealth checks based on sight and can use the Hide action even when directly observed. The user has a passive Stealth score of 17 even in open environments and bright light as long as the cloak is active. It is worn over armor.

**Tactical Clothing.** Favored by militaries, emergency services personnel, and field repairmen alike, this clothing comes in a variety of colors and camouflage patterns and has a large number of convenient pockets to keep equipment in. A camouflaged version grants an expertise die to Stealth checks in a corresponding terrain type. It includes pants and a shirt worn underneath armor and a vest which fits over body armor, allowing the wearer to keep up to 8 lbs of items with individual weights of no more than 1 lb. easy at hand. Retrieving an item stored this way can be done as a bonus action or action.

**Table: Specialist Clothing**

ITEM	COST	WEIGHT
Diver's suit	300 cr	20 lbs.
Ghillie suit	50 cr	5 lbs.
Optic camouflage cloak	900 cr	3 lbs.
Tactical clothing	25 cr	3 lbs.

## Communications and Computing

Arguably the key technologies of not only the modern world, but most science fiction ones as well, communications and computing are all about data: generating, transmitting, interpreting, manipulating, storing, and concealing it as the need arises.

**Data Wafer.** Data wafers are miniature storage devices about the size of a fingernail. The standard capacity is 1 petabyte. Holders in the forms of rings, pendants, and other jewelry are often used to avoid losing them.

### **Personal Communicator (ICD).**

Individual communication devices are very common in most societies. A typical device allows its user to communicate by video, audio, or through text, can connect to whatever society-wide network exists, and runs a selection of useful programs. A personal communicator is typically a small device controlled with hand gestures, but it may take the form of a heads-up device that combines a monocle or visor with an earpiece, a wristwatch, or even a badge worn as a pin on the lapel.

### **Portable Computing Device (PCD).**

These devices are designed for scenarios where a larger viewable area and/or a bit more processing power than an ICD is desirable. They may be a folding device with a separate keyboard or other control panel and screen, or they may look like a giant ICD (this latter type is sometimes referred to as a datapad). In some worlds, they may also be worn on the arm,

generating a user interface out of projected light that can be interacted with by multiple appendages at once.

**Signal Jammer.** These devices interfere with the signals generated by wireless networks of various types. Signal jammers are usually found in the possession of militaries and clandestine organizations, but criminals, security services, and hackers employ them as well. The listed cost is for a small version that fits in a backpack or briefcase, but larger ones that require vehicles or even towers to employ also exist. The portable version covers roughly 4 city blocks, making it impossible to get a wireless network signal in or out of the area while it is active. Setting the jammer up takes a minute. Once it is set up, activating or deactivating it takes an action.

### **Workstation Computing Device**

**(WCD).** Dispensing with portability entirely, these larger-scale computers are used on desktops or ship's terminals. They have a lot of processing power and are favored by those who need it like engineers, programmers, gamers, hackers, and those responsible for creating media such as video and music.

**Table: Communications And Computing**

ITEM	COST	WEIGHT
Data Wafer	2 cr	—
Personal Communicator	50 cr	—
Portable Computing Device (PCD)	75 cr	2 lbs.
Signal Jammer	250 cr	10 lbs.
Workstation Computing Device (WCD)	200 cr	20 lbs.

## Containers

Containers don't change much in their shapes and sizes as technology advances, but they do get lighter, stronger, and sometimes less expensive. Containers marked with \* are ruggedized, with an AC of

15 and 30 hit points, and shield their contents in a hard vacuum.

**Table: Containers**

ITEM	CAPACITY	COST	WEIGHT
Backpack	60 lbs of gear or 2 cubic feet	10 cr	3 lbs.
Duffel bag	200 lbs of gear or 4 cubic feet	20 cr	4 lbs.
Shipping container*	70,000 lbs or 1,150 cubic feet	500 cr	8000 lbs.
Storage drum	55 gallons liquid or 7 cubic feet of solid	25 cr	30 lbs.
Storage crate	300 lbs of gear or 12 cubic feet	10 cr	10 lbs.
Tactical case*	50 lbs of gear or 2 cubic feet	25 cr	5 lbs.

## Drones

From tiny friendly orbs to autonomous death machines, drones are simple mechanized creatures that dutifully carry out their digital orders. They may be shiny and new fresh from the package, or they may be sentinel drones patrolling long-abandoned facilities on forgotten worlds, collecting data for creators that no longer exist.

Most drones are linked to an accompanying device, typically a datapad or a wrist mounted data screen that acts as the drone's control device that requires the use of a free hand to operate. A creature wielding a drone's control device can use a bonus action to command the drone to perform a simple action such as "attack", "scout and report back", or other easily processed tasks which it does to the best of its ability on its next turn in initiative which is always immediately after its controller's initiative.

If a drone's control device is destroyed (AC 14, 10 hit points) or the signal between a drone and its control device is jammed the drone becomes confused as per its malfunction feature.

Equipment, such as armor and drone ports, and some class features may

alter the nature of a drone's control, such as allowing for actionless verbal commands or other benefits or alterations to drone controlling. The statistics for all drones are detailed in the Alien Bestiary.

**Table: Drones**

ITEM	COST	WEIGHT
Utility drone	50 cr	2 lbs.
Attack drone (utility)	120 cr	4 lbs.
Hacker drone (utility)	750 cr	5 lbs.
Healer drone (utility)	75 cr (+100 cr per nanobot pouch)	4 lbs.
Recon drone (utility)	60 cr	4 lbs.
Sentinel drone	150 cr	10 lbs.
Flamethrower drone (sentinel)	250 cr	12 lbs.
Mortar drone (sentinel)	250 cr	12 lbs.
Processor drone (sentinel)	350 cr	10 lbs.
Shield drone (sentinel)	450 cr	14 lbs.
Stunner drone (sentinel)	200 cr	10 lbs.
Automaton	500 cr	220 lbs.
Hound automaton	600 cr	180 lbs.
Turret automaton	650 cr	225 lbs.

## General Gear

Technological equipment, vehicles, and even beings need to be maintained and built, and those with the knowledge—and implements—to do so have a hand in shaping the future.

**Construction Foam.** An industrial "spray concrete," industrial foam comes in a heavy canister or drum and is deployed with a special sprayer. It is semi-solid and shapeable for about 5 minutes after spraying. Once it fully sets after an hour, it becomes a durable stone-like material. A 1-foot thick (cubic) section of construction

foam has an AC of 15 and 40 hit points, but only weighs 10 lbs, roughly 1/15th of the weight of concrete. It is waterproof and takes no damage from cold, fire, acid, poison, or lightning. In industrial applications, it is usually transported via truck. Price and weight are for a smaller backpack applicator that creates 6 cubic feet of the foam.

**Duct Tape.** This heavy-duty, airtight, water-resistant tape has a multitude of uses. You can use 3 feet for emergency repairs to clothing, containers, mechanical creatures, or armor, removing the broken condition for 1d8 days. However, if the user suffers a critical hit before the item can be properly repaired, or something else would impose the broken condition on the item, the item re-breaks and cannot be repaired with duct tape again until properly repaired. You can also use 6 feet of the tape and an action to restrain a medium-sized creature (as zip cuffs), 1 foot to blind a restrained creature until an action is spent to remove the tape, and 1 foot to render a restrained creature unable to speak until an action is spent to remove the tape. A restrained creature's airway can also be covered with 1 foot of the tape, causing it to begin suffocating until an action is spent to remove the tape. You can use 12 feet of the tape to secure a restrained creature to a chair or other stationary object, imposing disadvantage on checks to escape its restraints.

**Earplugs.** These small, comfortable foam plugs fit into the ear canal of most humanoids. They grant advantage on saving throws to avoid being stunned or deafened by loud noises, but disadvantage on hearing-based Perception checks.

**Multitool.** A small folding toolkit designed to be clipped to a pocket or carried in a pouch, a multitool usually has pliers, screwdrivers, and a knife blade at a minimum. You can use it for vehicle repair or in place of weaponsmith toolkits, but such checks suffer a -1d4 penalty and take twice as long.

**Notebook.** Notebooks of various shapes and sizes are still useful—and inexpensive—in the age of digital media.

**Pen.** Available in a basic, extremely inexpensive variety and a version that works in zero gravity but costs much more, pens are the standard writing utensil of most Voidrunners.

**Spray Adhesive.** An incredibly strong glue that bonds virtually anything solid to anything else solid. The underlying structures typically give way before the glue does. It comes with a canister of solvent that dissolves a square foot of adhered area in 1 minute. A single spray canister is good for 50 uses. A creature glued to a surface can rip free, taking 1d8 slashing damage in the process.

**Spray Paint.** Used primarily for painting furniture, machine parts, and so on, spray paint is also used for graffiti and street or vehicle art and can blind creatures and cameras alike. It can be sprayed at a creature or camera within 10 feet. Cameras are automatically blinded until the paint is cleaned off (requiring 2 actions). Creatures make a saving throw against the attacker's maneuver DC. **Creatures that fail are** blinded for 1 round if unprotected, or until 2 actions are spent to clean the lenses or visor of whatever eye or face protection they are wearing. A canister has 5 uses. Luminescent varieties exist that cast dim light within 5 feet of the area they are applied to; they cost twice as much.

**Zero-friction Lubricant.** A super-slick sprayed compound, Zero-friction lubricant can make any surface incredibly slippery. It doesn't quite remove *all* friction (the name is hyperbole) but any creature attempting to cross a surface coated with the lubricant or hold onto an item sprayed with it makes a DC 19 Dexterity saving throw each round. Failing the save results in the creature falling prone (and needing another check at the same DC to stand up or move from their position) in the case of a surface or drop the item in the case of an item. Spraying a grappling creature with the lubricant gives advantage on checks to escape a grapple. A spray canister contains enough lubricant to cover 25 square feet. Spraying a creature or 5 foot square takes an action.



**Table: Tools**

Item	Cost	Weight
Construction foam	150 cr	60 lbs.
Duct Tape (60 feet)	2 cr	—
Earplugs	.5 cr	—
Multitool	75 cr	½ lb.
Notebook	1 cr	—
Pen (basic)	.10 cr	—
Pen (zero-g)	30 cr	—
Spray adhesive	8 cr	½ lb.
Spray paint (5 uses)	1.25 cr	½ lb.
Zero-friction lubricant	75 cr	½ lb.

## Jetpacks

They're dangerous and impractical, but still the dream of freeform personal flight has always been a technological penultimate goal. Unless otherwise noted, the jetpacks provided here can be worn alongside light or medium armors, but do not provide enough lift for takeoff when wearing heavy armors. For most adventures jetpacks are assumed to function as intended without concerns for fuel. If your campaign is utilizing desperate supply rules, instead each jetpack can function for up to an hour on a full fuel tank and can be refilled at the cost of 25 cr.

**Anti-Grav Pack/Boots.** An ultra-tech descendent of the standard jetpack, an Anti-Grav pack uses antigravity technology to maneuver. The user is surrounded by a very lightweight protective field while the pack is active (AC becomes 12 if it would otherwise be lower) which protects the user from the high winds and allows much faster flight speeds. An Anti-Grav pack grants its user a flight speed of 60 feet. Another variant

that uses boots or anklets also exists; it works in the same manner. This is an advanced item.

**Covert Ops Jetpack.** A military variant of the standard jetpack that incorporates a set of broad, retractable glider wings covered in stealth compound. The pack provides its user a fly speed of 25 feet. While the user is at an altitude of at least 100 feet in atmosphere, they can activate the glider wings and stay aloft mostly by gliding, using only small pulses from the jetpack to stay aloft. While gliding, you have a passive Stealth score of 10 + your Stealth bonus and you can hide in the sky without any obstacles to hide behind. At night or in space, you also receive an expertise die to Stealth checks while aloft.

**Jet Boots.** A favorite of daredevils, jet boots essentially integrate a jetpack into two large, heavy boots. While wearing the jet boots, your walking speed is reduced by 5 feet and you make Stealth checks at disadvantage, but you have a fly speed of 30 feet. You can also make a jet blast attack with the boots. They are considered an improvised weapon, and deal 3d6 fire damage with a reach of 10 feet.

**Improved Jetpack.** A technological development of a standard jetpack, these improved models eliminate many of the risks and provide higher speeds. This pack grants the user a fly speed of 25 feet. These jetpacks are designed to integrate with cybernetics or an armor's system, allowing hands-free operation. This is an advanced item.

**Microgravity Maneuver Pack.** Designed specifically for precision movement in space, this maneuver pack has a large number of small but precise thrusters across its entire surface. It allows a user to make incredibly exacting movements in space or in other microgravity situations. The user gains a fly speed of 20 feet while in a zero-g environment, and has both advantage *and* an expertise die on Acrobatics checks made to maneuver in such environments.

**Military Ducted Fan Flightpack.** A heavy-duty pair of powerful ducted fans

attached to an armor-plated power pack, this flight system can function even with large-sized creatures and creatures wearing heavy armor, granting them a fly speed of 25 feet. It can be operated by one hand using a small handheld control stack.

**Standard Jetpack.** This device is what most people think of when they imagine a jetpack. A pair of turbines or chemical rockets worn like a backpack that can be operated by one hand using a small handheld control stack. creatures who roll a natural 1 for any attack, check, or saving throw while airborne using the jetpack take 2d6 points of fire damage as they accidentally stick some body part directly in the exhaust stream. It grants the user a fly speed of 300 feet, or 30 miles per hour.

**Table: Jetpacks**

Item	Cost	Weight
Anti-grave pack/boots	5,000 cr	30 lbs
Covert ops jetpack	15,000 cr	17 lbs
Improved jetpack <sup>A</sup>	10,000 cr	60 lbs
Jet boots	1,500 cr	70 lbs
Microgravity maneuver pack	2,500 cr	25 lbs
Military ducted fan flightpack	10,000 cr	175 lbs
Standard jetpack	1,500 cr	40 lbs

## Medicine

Advanced medicine is another hallmark of many science fiction settings, with medical technology and procedures that can cure many ailments and injuries. In addition to the standard medical pouch (see tools) the following drugs and other items are available.

## Drugs

Voidrunners often benefit from the better living chemistry provides. Whether they are used to heal, harm, or anything in between, drugs can be administered physically, orally, or via airhypo as an action.

**Anti-G Cocktail.** Administered to pilots and passengers on aircraft and spacecraft executing high-g maneuvers, these injected drugs are unpleasant, but potentially life-saving. A user gains an expertise die on saving throws for starship maneuvers, but also takes 1d4 poison damage. A dose lasts for 10 minutes. The delivery system is typically integrated into a vehicle seat, where it can be activated with the user's reaction in response to starting a maneuver. If it needs to be administered manually with an airhypo, it takes an action.

**Anti-Rad.** Anti-rad flushes radiation from a creature's body. A dose is administered via airhypo as an action and takes 10 minutes to take effect, but then immediately flushes all radiation from the patient's body. The process is exhausting, and leaves the patient with two levels of fatigue.

**Gullibility Serum.** This drug, administered via ingestion or injection, makes the victim extremely trusting. The victim makes a DC 13 Wisdom saving throw or Persuasion checks made against the target have advantage for the next hour.

**Quick-Sober Patch.** This is a small drug patch about an inch square that can be applied to any exposed skin as an action. It takes effect in one minute, immediately ending the effects of alcohol and similar "soft" drugs on the user once the minute has passed. Poisons with a save DC of less than 13 are simultaneously neutralized in the patient's system, and the user gains an immediate saving throw at advantage against poisons with a DC of 13 or higher.

**Smelling Salts.** Available in several different forms (crystals, a solution, etc.) when the fumes from smelling salts are inhaled by a creature, they immediately become more alert. Unconscious creatures make a DC 10 Constitution saving throw, and on a success, regain consciousness. creatures that are already conscious can ignore the effects of one

level of fatigue for up to 10 minutes. Overuse of smelling salts can be dangerous. For every dose beyond the first in a 24-hour period, a creature makes a constitution saving throw of DC 11 + 1 per dose beyond the first. A creature that fails takes 1d4 points of poison damage.

**Styx.** A potent memory-erasing drug, Styx forces a creature exposed to it to make a DC 14 Constitution saving throw or forget the last hour of their life. It can be injected or ingested. Multiple doses extend further back, and it is possible to wipe out weeks or even months of a creature's memory with repeated or large doses. If a creature is subjected to additional doses within 1 hour of failing this saving throw, they must repeat the saving throw, losing an additional 1d4 days of memory on a failed save.

**Synthetic Adrenaline.** Typically used as a combat drug, but sometimes used recreationally, synthetic adrenaline gives the user advantage on Strength, Dexterity, and Constitution checks and saves for one minute. Once the effect ends, the user immediately gains two levels of fatigue. It can only be injected.

**Truth Serum.** A drug used by interrogators, a victim injected with truth serum makes a DC 17 Constitution save and on a failed save is unable to lie for an hour, and remaining silent or vague when asked questions requires a separate DC 14 Wisdom saving throw for each question asked.

**Universal Airhypo.** Can be used to administer a dose of any injected drug to the user or a willing or restrained creature as an action.

**Table: Drugs**

ITEM	COST	WEIGHT
Anti-G Cocktail	50 cr	—
Anti-Rad	10 cr	—
Gullibility Serum	100 cr	—
Quick-Sober Patch	25 cr	—
Smelling Salts	5 cr	—
Styx	75 cr	—

Synthetic Adrenaline	250 cr	—
Truth Serum	100 cr	—
Universal Airhypo	20 cr	1/2 lb.

## Injury Treatment

Futuristic science has produced a variety of items to help voidrunners live to see another day.

**Antiseptic (5 uses).** Once applied, this fresh-smelling cream can keep a wound moist and prevent infection for more effective healing. You can apply an antiseptic as an action. When a non-synthetic creature treated with an antiseptic takes a short rest, they roll a bonus hit die and add the result to the total number of hit points regained from the rest. Once a creature benefits from an antiseptic, it cannot do so again until it finishes a long rest.

**Blood-Stop Bandage.** These highly durable and stretchy strips are clear to better allow monitoring of a wound's condition. Additionally, they are coated with a coagulant to help them staunch bleeding. You can use an action to apply a blood-stop bandage to yourself or another creature to end ongoing piercing or slashing damage. When using improvised bandages, such as torn clothing, there is a 50% chance of exposure to a disease. Synthetic lifeforms such as androids can benefit fully from this healing, as it prevents the leakage of critical fluids.

**First Aid Kit (15 uses).** This kit includes all the basic materials you need to staunch bleeding and start treatment of wounds. As an action, you can expend one use of this item to stabilize a non-synthetic creature that has 0 hit points, without needing to make a Medicine check.

**Medical Gel.** A highly-active slurry of stem cells and various beneficial drugs, medical gel is the ultimate in combat medicine. A single dose, when administered topically, heals 4d6 hit points. It is expensive, but used widely by

military units. Synthetic lifeforms such as androids cannot benefit from this healing. This is an advanced item.

**Nanopatch.** An adhesive fabric bandage infused with nanomachines. When applied to a wound as an action, the nanomachines clean out debris and dead cells, and apply an antiseptic/analgesic compound. The patient recovers 1d6 hit points. Synthetic lifeforms such as androids can benefit fully from this healing.

**Nanobot Compound.** A vial of gray goo that is actually millions of tiny medical nanomachines. These nanomachines can be drunk or applied directly onto a wound as an action. The patient recovers 1d4+4 hit points and in addition, they also gain 4 temporary hit points as the lingering active nanomachines quickly work to repair new injuries. Synthetic lifeforms such as androids can benefit fully from this healing.

**Sedative.** This calming solution can ease mental pain. When a non-synthetic creature is administered this drug, it recovers level of strife. Roll 1d10. On a 1, it gains a short-term mental stress effect. Once a creature benefits from a sedative, it cannot do so again until it finishes a long rest.

**Table: Injury Treatment**

ITEM	COST	WEIGHT
Antiseptic (5 uses)	7.5 cr	—
Blood-Stop Bandage	.1	—
First Aid Kit (15 uses)	15 cr	2 lbs.
Medical gel <sup>A</sup>	250 cr	1/2 lb.
Nanopatch	30 cr	—
Nanobot compound	80 cr	—
Sedative	3.5 cr	—

## Medical Technology Advancements

Medications and first aid supplies advance rapidly as technology improves, but the desired effects often remain the same. The

following table details items that have supplanted those found in the base game. Unless otherwise noted, these items are administered by airhypo or pill, either by the patient or another creature, as an action.

Expertise dice granted by the use of medicine can only be gained from that type of medicine once between long rests.

**Anti-Inhibitor.** This reddish liquid fills you with confidence. After injecting it, you gain an expertise die on Charisma saving throws for 2 hours.

**Cognitive Enhancer.** This amber liquid helps sharpen focus. After injecting this compound you gain an expertise die on Intelligence saving throws for 2 hours.

**Immune Booster.** This dark liquid boosts your immune system. After injecting it, you gain an expertise die on Constitution saving throws for 2 hours.

**Steroid.** This iron-gray liquid increases a patient's physical prowess. After injecting it, you gain an expertise die on Strength saving throws for 2 hours.

**Stimulant.** This cloudy solution heightens the senses. After injecting it, you gain an expertise die on Wisdom saving throws for 1 hour.

**Reflex Enhancer.** This bright blue liquid improves reaction time. After injecting it, you gain an expertise die on Dexterity saving throws for 2 hours.

**Table: Medical Technology Advancements**

ITEM	COST	WEIGHT
Anti-Inhibitive	5 cr	—
Cognitive Enhancer	5 cr	—
Immune Booster	10 cr	—
Steroid	10 cr	—
Stimulant	10 cr	—
Reflex Enhancer	10 cr	—

## Synthetic Repair

The unique conditions of androids (and other synthetic lifeforms) mean that their

injuries must be treated differently than most humanoids. In addition to any treatments that are specified to work on their constructed physique, any injectable substance listed under Medical Technology Advances has an equivalent that can usually be purchased at a cost increase of 50% of the original price, taking the form of short-term programs that act in nearly identical ways.

Additionally, there are the following items:

**Patch Kit (15 uses).** This kit includes all the basic materials you need to regulate a construct's systems, staunch the loss of critical fluids, and begin repair. As an action, you can expend one use of this item to stabilize a synthetic lifeform that has 0 hit points, without needing to make an Engineering check.

**Repair Kit.** The professional version of a patch kit, repair kits are most useful to those with formal engineering training. Any creature can expend one use to stabilize a dying artificial lifeform without the need for an Engineering check.

However, creatures with proficiency in Engineering can spend a use of the kit to greater effect. When a creature proficient in this skill makes an Engineering check with the kit to stabilize a synthetic lifeform, the synthetic lifeform recovers 1d6 hit points for every 5 full points the DC of the check is exceeded by (1d6 on a result of 15, 2d6 on a result of 20, etc.). This DC is 10 in most cases, except in the case of especially complicated or severe damage. The kit can be used 5 times before being depleted. Replacement supplies cost 50 credits per use.

**TABLE: SYNTHETIC REPAIR ITEMS**

Item	Cost	Weight
Patch Kit	50 cr	5 lbs.
Repair Kit	300 cr	15 lbs.

## Psionic Foci

Whether they are synthetic gems, symbols imbued with psionic power, or carefully knotted cords that encourage mindful

concentration, psionic foci are items that allow creatures with psionic abilities to concentrate on two powers. Their rarity and cost can vary greatly from planet to planet. Cyberware that serves as a psionic focus can be found under Enhancement Implants below.

A psionic focus allows a creature to concentrate on more than one psionic power simultaneously as long as the sum of the powers' levels is less than or equal to their power rating. If the manifester's concentration is disrupted, such as if they are pushed or take damage, they roll for both powers individually. Both powers' effects still end early if the manifester is killed or incapacitated.

**Table: Psionic Foci**

Item	Cost	Weight
Knotted Focus	150 cr	—
Synthetic Crystal	200 cr	3 lbs
Imbued Emblem	225 cr	—

## Psychic Crystals

Crystals, gems, and precious stones have long been used as shiny adornments, for healing rituals, and as valued treasures. But there are some naturally occurring crystals that resonate at a frequency with which psionic minds can interact, allowing them to work as psionic foci. The Narrator determines the rarity and availability of such crystals within your campaign setting, but they are likely coveted treasures.

## Security Gear

Police, soldiers, spies, and similar professions are frequently thought of mostly in terms of weapons and armor, but there is a lot of other specialized equipment in the arsenal of these types of professionals.

**Binoculars.** A good pair of binoculars comes in handy in a variety of situations. They can give the user a clear view of targets up to a quarter-mile away in bright or dim light. An additional 100 credits adds a night vision mode, which allows the user to see at the same range in

darkness. The user has advantage on sight-based Perception checks dealing with faraway targets (up to half a mile).

**Bug.** Tiny clandestine surveillance devices are often referred to as “bugs.” They are about the size of a grain of rice (DC 22 Investigate check to locate) and can pick up ambient conversation in an area up to 20 feet from their location and transmit it over an encrypted datastream up to a mile. Video-capable versions cost twice as much.

**Bug Detector.** A small handheld device for locating bugs. Using a bug detector automatically detects the presence (but not location) of transmitting bugs within 20 feet of you, and grants advantage on Investigation checks to find them.

**Chemical Light Stick.** A heatless chemical flare activated by cracking an internal seal, which mixes two chemicals together causing a luminescent chemical reaction. Can be activated as an action, after which it provides bright light in a 5-foot radius and dim light in a 10-foot one. Once activated, the light stays lit for 12 hours.

**Gateway Projection Device.** This apparatus fits over the forearm and hand of the user. It has the ability to fire matched portals onto flat surfaces within long range. The weapon has two triggers, one fires blue-rimmed portals and the other orange-rimmed ones. The portals are roughly 6 feet tall and oval-shaped, large enough for a medium-sized creature to pass through comfortably. Entering one portal causes a creature, object, or effect to immediately exit the other. If one portal of each color does not exist, the portal is not enterable, appearing merely as a lighting effect. If the user creates a portal while one of the same color is already in existence, the old portal is immediately replaced with the new one. The device can “fire” a portal up to 120 feet, which takes an action. An active portal can be dismissed as a bonus action. Portals cannot be dismissed if a creature or object is currently traversing them. This is an advanced item.

**Handcuffs.** The prisoner restraints of choice in most sci-fi worlds, these metal restraints (AC 16, 20 hit points) can restrain a Small or Medium creature. You can restrain an unwilling creature which requires an action, and for the creature to be either restrained, or both grappled and prone. Escaping the manacles requires a DC 22 Dexterity check, and breaking them requires a DC 22 Strength check. Each set of handcuffs comes with one key. Without the key, a DC 15 thieves’ tools check can pick this lock.

**Long-Range Microphone.** The audio equivalent of binoculars, long-range microphones allow normal conversation to be heard at a range of up to 300 feet.

**Night-Vision/Multi-Spectrum Goggles.** These battery-powered goggles grant the user darkvision with a range of 300 feet. The multi-spectrum version (costing 1000 credits or more) also allows the wearer to see through clouds of smoke, mist, or other non-solid obstructions and pick out heat signatures from the surrounding environment, granting an expertise die to spot hidden creatures with exothermic metabolisms or other objects notably warmer or colder than the surrounding environment, regardless of other visual concealments.

**Night-Vision/Multi-Spectrum Contacts.** These special contact lenses work the same as the goggles above. This is an advanced item.

**Portable X-Ray Scanner.** A handheld scanning device used in security searches, a portable x-ray scanner can penetrate even into a subject’s body, revealing surgical hardware, dental fillings, and most importantly, cybernetic implants. It is virtually impossible to hide carried, implanted, or swallowed contraband from this device, which grants the user a passive DC 30 Investigate check to find such things on a one-minute scan.

**Proximity Alarm.** This device monitors a 20-foot diameter area for up to 8 hours. It has a passive Perception score of 14

and makes a loud noise if it detects movement within that area.

**Range Earmuffs.** These over-ear headphones provide the same protection as earplugs without the drawback by amplifying ambient sound and cutting off at a certain decibel level.

**Tracer.** This button-sized device can be planted on a person or vehicle and sends out a signal allowing its location to be tracked, typically via a program on the user's ICD. While the tracer is active and within 10 miles, you know the direction of it, and combining a tracer with a mapping program (an upgrade that costs an additional 100 cr) can show you the precise location of it on a map. The tracer stays active for 24 hours, but they are easy to find with bug detectors (automatic success, no roll required). They are typically used on targets that will not suspect their presence.

**Zip Cuffs.** These super lightweight and portable version of handcuffs are used by riot police and in other situations where mass arrests are likely. They have an AC of only 13 and 15 hp, and the Strength check to break them is DC 16. Unlike most restraints, they are single-use, with the cuffs being cut to release a prisoner rather than unlocked with a key.

**Table: Security Gear**

Item	Cost	Weight
Binoculars	100 cr	2 lbs.
Bug (audio-only)	100 cr	—
Bug (audio-visual)	200 cr	—
Bug Detector	250 cr	1 lb.
Chemical Light Stick	1 cr	—
Gateway Projection Device <sup>A</sup>	100,000 cr	5 lbs.
Handcuffs	15 cr	1 lb.
Long-Range Microphone	45 cr	2 lbs.
Night Vision/Multi-Spectrum Goggles	250 cr	2 lbs.
Night Vision/Multi-Spectrum Contacts <sup>A</sup>	1,000 cr	—

Portable X-Ray Scanner	500 cr	2 lbs.
Proximity Alarm	100 cr	2 lbs.
Range Earmuffs	30 cr	1/2 lb.
Tracer	60 cr	—
Zip Cuffs (set of 10)	.5 cr	—

## Scientific Gear

Heroes are not always made so because of their ability to fight; scientists have long been revered by sapient societies who admire those who push the frontiers of knowledge past their current boundaries. Like any task, doing so is easier with the right tool.

**Chemical Detector.** This handheld device measures various fume levels in the air and provides information about their concentration levels. It is often used by security personnel to look for drugs or explosives. While using a chemical detector, you gain an expertise die on Investigate checks to find hidden drugs, chemicals, or explosives.

**Cryospray.** An aerosol flash-freezing agent, cryospray is normally used to preserve specimens collected during scientific expeditions, but enterprising users have learned a blast of the spray can make metal brittle (a use of the spray reduces an unattended metal object's AC by 2) or as an improvised weapon (the spray can only be used on targets within 5 feet, and does 2d6 cold damage). A single canister contains enough for 10 uses.

**Geiger Counter.** This device measures ambient radiation, emitting an audible warning in the presence of dangerous radiation levels.

**Table: Scientific Gear**

Item	Cost	Weight
Chemical Detector	100 cr	1 lb.
Cryospray	20 cr	1 lb.

Geiger Counter	80 cr	2 lbs.
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## Survival Gear

The universe is a big place, and those who wish to see unexplored parts of it would do well to pack accordingly. As technology advances, so too do the means to traverse and survive in hostile environments.

**Blanket.** A basic foil blanket that provides warmth in cold environments.

**Digital Scale.** An improvement on the merchant's scale, this version is precise to .01 oz.

**Distress Beacon.** A personal-sized version of a standard piece of starship hardware, this device transmits a distress signal and a message of no more than 10 seconds using a powerful transmitter. Typical range is about 20 miles, though atmospheric conditions may adjust this. They are popular with exploration teams.

**Entrenching Tool.** A lighter version of the shovel, capable of folding for easy transportation.

**Flashlight.** The default source of portable light from the discovery of electricity onward. Provides bright light in a 20-foot cone and dim light in a 30-foot one. Alternate versions based on head bands or gloves provide light in more specific areas or hands-free, but only to half the range.

**Floodlight.** A scaled-up version of a flashlight, a floodlight can light up a much larger area. They are typically either mounted on vehicles or on a tripod. They provide bright light in a 300-foot cone and dim light in a 600-foot cone.

**Gas Mask.** A full-face mask that protects the wearer from airborne poisons and other dangerous particles. While wearing a gas mask, you automatically succeed on saving throws against inhaled hazards, but the mask narrows your field of view, imposing a -1d4 penalty on sight-based Perception checks while wearing it.

**Grapple Gun.** This device is roughly the same size as a heavy pistol. It fires a sturdy line (AC 15, 30 hp, capable of supporting 1000 lbs) which is attached to a grappling hook up to 60/120 feet. The

grapple needs some sort of protrusion to latch onto; common ones are architectural features like railings, ornamental statuary, pipes, and so on. The line can then be retracted, reeling the user toward the hook, granting an effective climb speed of 60 feet. Improved versions (which cost double the cost) have a nanomachine-paste anchor instead which can bond to any surface able to support the weight on the line. This version does not need to "catch" on anything and can adhere to even sheer surfaces and is considered an advanced item.

**Lighter.** This small fire-starting device can be used to light anything with abundant, exposed fuel or highly-flammable objects such as paper as an action. You may also expend a use to cause the lighter to shed dim light in a 5-foot radius for one round.

**Map.** When using a map, you may travel at a fast pace without taking a penalty to your passive Perception while within the area it depicts. Additionally, you gain an expertise die on checks made to avoid becoming lost.

**Local:** This map depicts a well known area. In most settings digital maps of any explored area are available, often for free.

**Planetary:** This map depicts the entirety of a single planet. On well-explored or long-inhabited planets this usually includes populated areas, delineations between countries, provinces, and states, and names of natural formations, such as mountain ranges or forests, if they've been given them. Many also include topography, elevation, terrain, and even live weather. Planets that have only been seen remotely or have not been properly surveyed may only show major geographical features, known settlements, and established routes (if any).

**System:** This map shows the entirety of a single star system, including planets, meteor belts, moons, and significant planetoids.

**Galactic:** This map is a series of navigation charts to allow ships to make their way from one galaxy to the next. Depending on the amount of data the map maker had, it may be more or less detailed or accurate.

**Matches.** An improvement on the tinderbox. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

**Mirror (plastic).** Made of synthetic products, this mirror is lighter and cheaper than its steel counterpart.

**Paper.** With the advancement of technology, paper is significantly cheaper.

**Rope, Synthetic.** This synthetic rope is lighter than previous versions while still being able to hold the same weight.

**Sleeping Bag.** An improvement on the bedroll, this light sleeping bag is essential to sleeping outdoors.

**Tent.** Made of light, synthetic materials, tents provide protection from the elements so long as there is a flat surface to set them up on.

**One Person:** Suitable for a Medium-sized creature. Occupies a 5-foot by 10-foot space when set up.

**Two Person:** Suitable for up to 2 Medium-sized creatures. Occupies a 10-foot by

10-foot space when set up.

**Communal:** Suitable for up to 6 Medium-sized creatures. Occupies a 15-foot by 15-foot space when set up.

**Umbrella.** Designed to keep the rain off of pedestrians, these small folding shelters are also sometimes used by protestors to block thrown weapons. When equipped with an open umbrella, you may make a DC 13 Dexterity saving throw to bounce a grenade targeting your space to a space 10 feet away from you in the direction the attack originated from. Umbrellas fold up when not in use, but are a bulky item when open. Folding or unfolding an umbrella costs an action.

**Table: Survival gear**

Item	Cost	Weight
Blanket	.5 cr	1 lb
Digital Scale	12 cr	1 lb.
Distress Beacon	100 cr	2 lbs.
Entrenching Tool	5 cr	2 lbs.
Flashlight	2 cr	½ lb
Floodlight	40 cr	5 lbs.
Gas Mask	100 cr	2 lbs.
Grapple Gun	300 cr	4 lbs.
Lighter (30 uses)	1 cr	—
Map (local)	0.5 cr	—
Map (planetary)	20 cr	—
Map (system)	100 cr	—
Map (galactic nav charts)	5,000 cr	—
Matches (100)	1.5 cr	—
Mirror (plastic)	1 cr	—
Paper (100 sheets)	0.1 cr	—
Rope, synthetic (50')	7 cr	2 lbs.
Sleeping Bag	4 cr	5 lbs.
Tent (one person)	10 cr	8 lbs.
Tent (two-person)	20 cr	16 lbs.
Tent (communal)	50 cr	30 lbs.
Umbrella	1.7 cr	½ lb.

## Toolkits

In addition to the less-technological tools in the base game, these toolkits allow you to perform specialized tasks such as repairs on the specific type of equipment or vehicle or the collection and interpretation of detailed scientific data. If you lack the proper toolkit, tasks that would use it may be impossible, or at best, all checks will be made with disadvantage. You must be proficient with specialist's tools to use them.

## Computers

While they aren't represented by a specific tool kit, computers are a vital tool proficiency for voidrunners. Much of society relies on them. This tool proficiency represents the normal use of computers—computer technician kits and hacking tools are different, more specialized proficiencies. You can use the computers tool proficiency to conduct research or operate a device, but you cannot use it to rewire or repair devices or to hack systems.

**Computer Technician Kit.** This kit includes specialized opening tools, a multimeter, spare parts, thermal compound, and an assortment of cables and adapters. It is used for setting up and performing basic repairs on computer systems or mechanical creatures from an ICD up to a battle droid.

With 10 minutes work and a DC 10 computer technician kit check, you can repair a construct or synthetic lifeform (such as an android) or device. The creature or device regains 1d4 hit points, plus an additional 1d4 hit points if the check's result is 15 or higher. The Narrator might set a higher DC for specialized repairs or decide that such repairs require more time or additional equipment. Fixing a sentinel droid's malfunctioning gyroscopic systems, for example, might require a DC 20 check.

**Cybernetics Kit.** Contains a mixture of spare parts, anti-rejection drugs, specialized instruments, and basic first aid supplies. This allows you to perform field maintenance and repairs on a creature's cybernetic implants. It can also be used once as a first-aid kit, but then 2 credits must be spent to replenish the expended supplies before the kit is useful again.

**Disguise Kit.** This pouch of props, costuming, and cosmetics lets you change your physical appearance. A creature observing you after you make a disguise kit check must make a Perception check (DC equal to the result of your disguise kit

check) in order to see through your disguise.

**Engineer's Toolbox.** This kit contains wrenches, bolt drivers, instruments, and so on to work on the drive, braking, navigation, and suspension systems. With 10 minutes work and a DC 10 tools check, you can repair a machine, vehicle, or starfighter. The machine, vehicle or starfighter regains 1d4 hit points, plus an additional 1d4 hit points if the check's result is 15 or higher. The Narrator might set a higher DC for specialized repairs or decide that such repairs require more time or additional equipment. Fixing a wrecked starfighter engine for example, might require a DC 20 check.

The toolbox also contains a standard-issue military field maintenance kit for modifying and repairing high-tech weapons and armor. It includes the small drivers, hardening sprays, and cleaning supplies needed to keep a soldier's combat gear working.

**Field Laboratory.** A semi-portable lab with various scientific instruments, sample containers, and reagents allows a creature proficient with the Science skill to perform various types of testing such as identifying substances or organisms, measuring environmental effects such as barometric pressure and seismic activity, and other similar tasks. Some tasks may only be possible with a Field Laboratory, but ones that do not require it (Narrator's discretion) are made with advantage instead.

**Hacking Tools.** Hacking tools resemble common datapads containing potent hacking programs, but they can also be more custom-rigged device amalgams that better reflect their less-than-legal purpose. If you are proficient with hacking tools, you can use an action to begin a hack by making a hacking tools check against a DC determined by the security of the device being hacked. If successful you begin hacking that device, while hacking a device your hacking tools cannot be used to hack another device until the previous hack attempt ends.

**Medical Pouch.** Often referred to as ‘crash kit’, the professional version of a first-aid kit, crash kits are most useful to those with formal medical training. Any creature can expend one use to stabilize a dying creature without the need for a Medicine check, even if they are not proficient.

However, creatures with proficiency in Medicine can spend a use of the kit to greater effect. When a creature proficient in Medicine makes a Medicine check with the kit to stabilize a creature, the creature recovers 1d6 hit points for every 5 points the DC of the check is exceeded by (1d6 on a result of 15, 2d6 on a result of 20, etc.) The kit can be used 5 times before being depleted. Replacement supplies cost 25 credits per use.

A medical pouch can also be used to remove a condition from an adjacent creature, as long as the condition is a temporary condition and originally required a saving throw to avoid or resist and is on the following list: blinded, charmed, deafened, paralyzed, poisoned, slowed, stunned. Use an action to make a Medicine check with a DC equal to the saving throw DC originally required to resist or avoid the condition. On a success, the condition is removed. At the Narrator’s discretion, certain conditions may not be removable in this manner, and a creature can only benefit from this feature once per long rest.

**Multi-Scanner.** This handheld device can analyze the chemical makeup of a substance, diagnose illnesses or injuries, determine the levels of any known type of radiation, measure temperature, wind direction, and barometric pressure, carbon-date a sample of organic material, scan the genetics of a creature, detect life forms, and so on. Any sort of reading that could be supplied by a specific scientific or medical instrument can be quickly and accurately supplied by the multi-scanner. Getting a scan of a target within 10 feet requires one action, and uses either the Science or Medicine skill depending on the nature of the scan. Using a

multi-scanner gives you advantage on Science and Medicine checks, and an expertise die on Engineering or Investigation checks where precise scientific data would be useful. This is an advanced item.

**Thieves’ Tools.** This set of technical instruments are used to open mechanical locks. You can use an action to open a lock by making a thieves’ tools check against a DC determined by the quality of the lock being picked.

**Table: Specialist Tools**

ITEM	COST	WEIGHT
Computer technician kit	200 cr	5 lbs.
Cybernetics kit	350 cr	8 lbs.
Field laboratory	2,000 cr	100 lbs.
Hacking tools	500 cr	—
Medical pouch (crash kit)	250 cr	5 lbs.
Multi-scanner <sup>A</sup>	500 cr	1 lb.
Thieves’ Tools	25 cr	1 lb.
Vehicle repair kit	600 cr	20 lbs.
Weapons and Armor Maintenance Tools.	550 cr	20 lbs.

## Musical Instruments

The musical arts grow and innovate as artists gain access to new technologies and new potential sounds. Musical instruments are a type of tool, and the following instruments have been added to the list of instruments found in the base game.

**Table: Musical Instruments**

ITEM	COST	WEIGHT
Acoustic guitar	30 cr	7 lbs.
Electric guitar	50 cr	8 lbs.
Harmonica	2 cr	—
Keytar	50 cr	12 lbs.
Saxophone	40 cr	4 lbs.
Theremin	20 cr	2 lbs.

# Cyberware

One of the most dramatic examples of technological progress is the introduction of cyberware, which allows living creatures to replace parts of themselves with artificial components or implant devices which grant them new abilities into their bodies.

## Prosthetics

The most common and simplest form of cyberware are prosthetics. It is the default assumption that any world with FTL travel will have also developed sophisticated prosthetics, though the specifics of those can vary. A character that has suffered the loss of a limb, organ, or other body part can receive a fully-functional replacement for 1,000 credits, though in some settings this type of medical care may be fully or partially-covered by a character's government benefits or insurance plan. In other settings, this service may be significantly more expensive, costing 5, 10, or even 100 times as much, making these prosthetics the realm of the wealthy or well-connected and consigning the poor to non-technological options.

Prosthetics function just like the body part they emulate (though they may look different). The prosthetic may be plastic, or metal; vat-grown clones from creature's own stem cells are fully indistinguishable from the original.

## Enhancement Implants

Implants provide new or enhanced capabilities to a creature. The cost listed for enhancement implants includes the cost of having them surgically implanted. As long as the implant procedure is done with the proper equipment, there is no chance of

rejection or failure; however, creatures need time to adjust to the presence of the implants. Therefore, a character may only have a number of enhancement implants equal to their proficiency bonus. If more are added, the newest implants simply do nothing until the implanted character's proficiency bonus rises enough to accommodate them, with the oldest inactive implant always coming online first.

Despite the advantages they provide, enhancement implants have drawbacks as well— they require some level of external networking to function, which makes them vulnerable to various attacks such as hacking and EMPs. The DC to hack an implant is 8 + the creature's Intelligence modifier + its proficiency bonus.

### Adhesion Pads

**Cost:** 500 credits

You have nanomachine adhesion pads implanted on your palms and the soles of your feet. While you are barefoot and not wearing gloves, you gain the ability to walk on walls and upside down on ceilings, as well as a climbing speed equal to your base Speed. The implant can also be activated as a reaction in response to a Disarm attempt, allowing you to automatically succeed the maneuver check to retain your weapon.

**Hacking.** If hacked, the implants will go into a safety lock mode and will not release until the emergency reboot procedure (which takes 1d4 rounds) completes. During this time you are stuck to whatever surface you are in contact with and your Speed is reduced to 0.

### Augmented Reality System

**Cost:** 5,000 credits

This system projects useful information onto your field of view. When making a skill check you have proficiency in, you gain an expertise die as though you had the relevant skill speciality. If this implant is used in concert with an implanted or ranged

weapon connected to you with a cyberlink, that weapon's short range increases by a number of feet equal to 10 times your proficiency bonus, up to a maximum of its long range. Its long range is unaffected.

**Hacking.** If this system is hacked, it projects static into your field of view. You suffer disadvantage on all checks based on sight (such as Perception, Investigation, and Insight) and ranged attacks (but not melee ones) until the hack ends or you reboot the system, which takes 1 minute. You are blinded while the system reboots, but can choose when to initiate the reboot.

### **Biomonitor**

**Cost:** 300 credits

While it is functioning, a biomonitor provides detailed medical data and helps regulate your body's systems. Creatures making Medicine checks on you while accessing the biomonitor do so with advantage, and you regain an extra hit point for every hit die you spend during a short rest.

**Hacking.** If the monitor is disabled via hacking or the character is subject to an EMP blast, the monitor goes into a failsafe mode. During this time, you suffer the effects of two levels of fatigue that cannot be removed until the implant is reset. Resetting the biomonitor requires a short rest and a cybernetics kit. Additionally, when a hacker who gains access to the biomonitor's output data makes a successful attack roll against you they deal extra damage equal to their proficiency bonus. Resetting the implant removes this damage bonus.

### **Comms Implant**

**Cost:** 150 credits

You have an implanted ICD (see Communications and Computing) which is by default connected only to your auditory cortex and vocal chords, allowing you to receive voice comms privately and inaudibly. If you also

have an augmented reality system, you gain full ICD functionality including video and text messaging, app usage, and so on as if you were connected via a cyberlink.

**Hacking.** If hacked, the implant shuts down and stops working until it is rebooted, which requires 1 minute. During this time, it may not be used for any sort of communication or application functionality, but you are otherwise unaffected.

### **Companion AI**

**Cost:** 2,000 cr

You have a non-sentient AI integrated with your brain. You recall everything you have experienced in the past week in perfect detail and can opt to manually store specific memories on more permanent storage (costing 50 credits per hour of memory) if desired. You also make all Intelligence checks and saving throws with advantage and Intelligence-based checks take you half as long.

**Hacking.** If the AI is hacked, you immediately suffer 2d8 psychic damage and gain two levels of strife that persist until the implant is reset, which requires a short rest and a cybernetics kit.

### **Cyberlink**

**Cost:** 1,000 credits

A cyberlink allows you to bypass all conventional forms of input in terms of direct mental interface with any connected device. Cyberlink cables are typically only about a foot long, requiring you to hold the item you are interfacing with or touch it. If the item is a weapon, you count as proficient with it, even if you normally would not be. At the Narrator's discretion, you may gain additional benefits if you also have an augmented reality system.

**Hacking.** If the implant is hacked, you suffer 2d8 lightning damage and are slowed for 1d6 rounds.

### Implanted Psionic Focus

**Cost:** 500 credits

You gain the benefits of a psionic focus without needing an external piece of gear.

**Hacking.** If hacked, the focus goes haywire. For the next minute, using any psionic power deals 1d6 psychic damage to you. This damage can't be reduced or prevented in any way. In addition, you are rattled for the duration, and any saving throws you make against the psionic abilities of other creatures are made with disadvantage. The implant stabilizes automatically.

### Implanted Weapon

**Cost:** weapon cost + 30%

A weapon is implanted into your body, typically in a forearm or hand. The primary benefits of this implant are stealth and constant access; the weapon functions the same as a handheld version in combat. Melee weapons chosen for this implant must have the light property and ranged weapons are limited to pistols.

**Hacking.** The weapon can be hacked, temporarily disabling it. Getting it working again requires a cybernetics kit and a DC 15 Computers check as part of a long rest.

### Jump Coils

**Cost:** 600 credits

You do not need to move to make a long jump, and your jumping distances are tripled. You also can safely fall up to 100 feet without taking damage as long as you are not incapacitated.

**Hacking.** If hacked, the system locks, dramatically hampering your movement. Your walking speed decreases by 20 feet and for every 10 minutes of walking, you suffer a level of fatigue. Repairing the system requires a DC 15 check with a cybernetics kit and a short rest.

### Vision Enhancers

**Cost:** 500 cr

A set of high-performance sensors are implanted in your eyes or the surrounding area and connected to your visual cortex. While active, they function as a set of multi-spectrum goggles.

**Hacking.** If you are subjected to an EMP blast, the implant malfunctions. The character loses the benefits of the implant and treats everything as lightly obscured until they can reboot the implant, which takes 1d4 rounds.

## Vehicles

Even in a spacefaring age there will always be a need for planetside vehicles. The following vehicles are distinct from spacecraft and follow the basic rules for vehicles as presented in the base game, with new additions as we advance from sailing ships and wagons to helicopters and hover cars.

### Size

Technological advancement brings a host of new vehicular possibilities. Small vehicles like scooters, and truly massive vehicles like shuttle crawlers and mining machines exist alongside cars, trucks, boats, and planes.

**Small.** A Small vehicle has Strength and Constitution scores of 10 (+0), can 1 passenger along with the driver, up to 10 Supply, and up to 2 bulky items in addition to 300 lbs of carrying capacity.

**Medium.** A Medium vehicle has Strength and Constitution scores of 12 (+1), can carry up to 2 passengers along with the driver, up to 15 Supply, and up to 5 bulky items in addition to 500 lbs of carrying capacity.

**Large.** A Large vehicle has a Strength and Constitution score of 14 (+2), can carry up to 3 passengers along with the driver, up to 40 Supply, and up to 10 bulky

items in addition to 2,000 lbs. of carrying capacity.

**Huge.** A Huge vehicle has a Strength and Constitution score of 18 (+4), can carry up to 6 passengers along with the driver, up to 80 Supply, and up to 20 bulky items in addition to 4,000 lbs. of carrying capacity.

**Gargantuan.** A Gargantuan vehicle has a Strength and Constitution score of 22 (+6), can carry a number of additional passengers equal to the minimum required crew, up to 800 Supply, and up to 200 bulky items in addition to 40,000 lbs. of carrying capacity.

**Titanic.** A Titanic vehicle has a Strength and Constitution score of 26 (+8,) can carry a number of additional passengers equal to the quadruple the minimum required crew, up to 4,000 supply, and up to 1,000 bulky items in addition to 200,000 lbs of carrying capacity.

## Collisions

If a vehicle enters the space occupied by a creature or another object, a collision occurs. Both the vehicle and whatever it impacts take bludgeoning damage according to the other's size:

**Table: Vehicle Collisions**

Size	Damage
Small	1d6
Medium	2d6
Large	4d6
Huge	8d6
Gargantuan	12d6
Titanic	16d6

If the object or creature impacted is the same size as the vehicle or larger, the vehicle immediately stops and loses momentum. If the object or creature impacted is smaller than the vehicle, it is shunted into the closest unoccupied space that allows the vehicle to complete its movement unimpeded.

## Malfunctions

When a vehicle is reduced to half its total hit points or less, it is damaged and suffers a malfunction. Roll 1d6 on Table: Malfunctions to determine the nature of the malfunction. Vehicle malfunctions can usually be fully repaired during a short rest by a proficient user with an engineering toolkit.

**Table: Malfunctions**

### D6 MALFUNCTION

- 1 Movement.** Movement has been compromised, such as losing the sails, losing the animal team drawing the vehicle, or destroying an engine. The vehicle's Speed is reduced to half its normal value.
- 2 Integrity.** Some key component holding everything together has been lost and the vehicle immediately loses additional hit points equal to 25% of its hit point maximum.
- 3 Brakes.** The ability to stop has been lost. The vehicle moves at its Speed each round until it collides with an obstacle of its size or larger.
- 4 Steering.** The driver's ability to fully control the vehicle has been compromised. The vehicle cannot turn.
- 5 Cargo.** Half of any Supply currently carried by the vehicle are destroyed.
- 6 Superficial.** The damage looks bad but doesn't cause any further issues.

## Hotwiring a Vehicle

Unlike the humble wagon, technological vehicles can be hotwired, allowing a voidrunner to go for a ride—for a time, at least. In a futuristic setting, this calls for a hacking check, as these vehicles are operated by computers. Civilian vehicles typically have a hacking DC of 12, while military vehicles have a hacking DC of 18. See Contested Hacks for more information.



**Table: Military Land Vehicles**

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT	PROPERTIES
APC, "Streetfighter"	Huge	19	500	60 feet/60 mph	2	20k cr	200	16 tons	Armed (HMG ×2, plasma cannon ×2, 1× light missile pod ×1), heavy armor, sealed, sensor array
Armored landing vehicle, "Percival"	Huge	18	600	50 feet/50 mph (land), 30 feet/30 mph (water)	3	25k cr	80	8 tons	Armed (HMG x2, GPMG x1) all terrain, amphibious, medium armor, sealed, sensor array, transport (10)
Assault mech, "Grave Digger"	Huge	21	1,500	40 feet/40 mph	2	100k cr	40	12 tons	Armed (heavy blaster ×2, heavy missile launcher x1, infantry mech missile ×2, kinetic cannon x1), legged, long-range sensor array, pressurized, sealed, ultra-heavy armor
Battle Wheel	Large	19	250	80 feet/80 mph	1	2k cr	15	1.5 tons	Armed (GPMG ×1, heavy blaster ×1, ground attack rockets ×1), all terrain, heavy armor, personal, sealed, sensor array
Exploration APC, "Magellan"	Huge	19	450	40 feet/40 mph	2	10k cr	80	10 tons	All-terrain, armed: HMG ×1, kinetic cannon ×1) medium armor, pressurized, sealed, sensor array
Forward defensive vehicle	Huge	17	400	60 feet/60 mph	4	8.5k cr	80	15 tons	Armed (HMG ×1, GPMG ×2), all terrain, integrated equipment: plow and floodlight, construction foam dispenser; medium armor
Grav fighting vehicle, "Patton"	Huge	19	350	100 feet/ 100 mph	2	17k cr	60	5 tons	Armed (kinetic cannon ×1, light missile pod ×1, hover, medium armor, pressurized, sealed, sensor array,
Grav tank, "Bastion"	Huge	22	800	100 feet/ 100 mph	6	25k cr	40	45 tons	Armed (heavy missile launcher ×1, heavy blaster ×1, kinetic cannon ×1, light blaster ×3, tank cannon ×1,) hover, long-range sensor array, pressurized, sealed, ultra-heavy armor
Heavy transport truck	Huge	15	450	50 feet/50 mph	1	1.5k cr	160	11 tons	All-terrain, light armor, transport
Heavy transport walker	Gargantuan	19	800	30 feet/30 mph	4	10k cr	400	40 tons	Armed (heavy blaster ×4), heavy armor, legged, sealed, transport ×20
Hover APC	Huge	19	700	60 feet/60 mph	3	27k cr	80	9 tons	Armed: (heavy blaster ×2, kinetic cannon ×1); heavy armor, hover, pressurized, sealed, sensor array, transport ×14
Infantry fighting vehicle, "Galahad"	Huge	19	650	50 feet/50 mph	3	22k cr	80	10 tons	Armed (HMG ×1, kinetic cannon ×1), all terrain, heavy armor, sealed, sensor array, transport ×12
Infantry mech, "Draugr"	Large	19	115	20 feet/20 mph	1	15k cr	5	1000 lbs	Armed (HMG ×1, infantry mech missiles ×1) heavy armor, legged, personal, pressurized, sensor array, sealed
Medevac hover truck	Huge	15	400	80 feet/80mph	6	8.5k cr	80	4 tons	Hover, light armor, mobile facility: med bay
Mobile command center, "Gawain"	Huge	17	450	60 feet/60 mph	2	4k cr	40	4.5 tons	All terrain, light armor, long-range sensor array, mobile facility (operations center)
Police interceptor hovercar	Large	16	250	120 feet/120 mph	1	2k cr	40	2 tons	Hover, integrated equipment (floodlight ×2); light armor, mobile facility (holding cell ×2); self propelled
Recon speeder	Large	15	80	135 feet/135 mph	1	500 cr	8	400 lbs	Armed (light blaster ×2), hover, open-frame, personal
Scout vehicle, "Wild Boar"	Large	16	250	80 feet/80 mph	2	1.1k cr	40	3 tons	All-terrain, armed: (GPMG ×1), light armor, open-frame,
Scout vehicle, "Vaultier"	Large	19	350	100 feet/100 mph	1	22.5k cr	40	2.5 tons	Armed (HMG ×2, light missile pod ×1), all terrain, heavy armor, long range sensor array, sealed

Scout walker, "Gruhnka"	Huge	17	250	40 feet/40 mph	2	7.5k cr	40	12 tons	Armed (heavy blaster ×2), legged, medium armor
Special forces mech, "Void Ghost"	Large	19	125	25 feet/25 mph	1	30k cr	5	850 lbs.	Armed (heavy blaster ×1, HMG ×1, infantry mech missiles ×1) heavy armor, legged, personal, pressurized, long-range sensor array, stealth, sealed
Spy car	Large	17	550	150 feet/150 mph	2	17.5k cr	30	4 tons	Armed (flame thrower ×2, GPMG ×2), medium armor, sensor array, sprayer,
Superheavy tank, "Imperitrix"	Gargantuan	23	4000	30 feet/30 mph	10	400k cr	60	350 tons	Armed (heavy flamethrower ×2, kinetic cannon ×2, HMG ×7, tank cannon ×4), all terrain, long range sensor array, pressurized, sealed, ultra-heavy armor
SWAT transport	Huge	17	300	60 feet/60 mph	2	4k cr	40	5 tons	Medium armor, sensor array, integrated equipment (floodlight ×2), transport

**Table: Military Air Vehicles**

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	PROPERTIES
Gunship	Huge	17	175	250 feet/250 mph	2	30k cr	20	Armed (HMG ×1, heavy missile launcher ×4, ground attack rockets ×2), long-range sensor array, medium armor, pressurized, sealed, VTOL,
MedEvac VTOL	Huge	19	250	175 feet/175 mph	4	14k cr	40	Armed (GPMG ×2), heavy armor, long-range sensor array, mobile facility: med bay; integrated equipment (floodlight ×2); pressurized, sealed, VTOL
Orbital Drop Pod	Large	19	95	10 feet/10mph	1	900 cr	10	Drop, heavy armor, personal, pressurized, sealed, VTOL

**Table: Military Water Vehicles**

NAME	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT	PROPERTIES
Fast Attack Vessel	Gargantuan	19	900	50 feet/50 mph	5	55k cr	80	30 tons	Armed: (GPMG ×4, kinetic cannon ×1, smart torpedo ×2), heavy armor, long-range sensor array
Submarine Flagship	Titanic	23	7,000	70 feet/70 mph	30	190k cr	10,000	20,000 tons	Armed, (devastator torpedo ×1, cruise missile launcher ×4, heavy electrolaser ×10, smart torpedo ×20), long-range sensor array; mobile facilities: holding cell ×10, kitchen ×2, medical bay, operations center, residence ×40, science bay), pressurized, sealed, submersible, ultra-heavy armor
Swimmer Delivery Vehicle	Medium	15	60	40 feet/40 mph	1	40 cr	-	80 lbs	High-performance, miniature, open frame, personal, submersible

**Table: Civilian Land Vehicles**

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT	PROPERTIES
Crane Truck	Huge	15	500	50 feet/50 mph	1	2k cr	80	10 tons	Integrated equipment: crane; heavy equipment: wrecking ball
Ground Car	Large	14	200	60 feet/60 mph	1	200 cr	40	1.8 tons	
Hovercar	Large	14	200	70 feet/70 mph	1	300 cr	40	1.8 tons	Hover
Hovercycle	Large	14	155	175 feet/175 mph	1	250 cr	8	450 lbs	Hover, high-performance, open frame, personal
Hovertruck	Huge	15	325	60 feet/60 mph	1	550 cr	80	5 tons	Hover, transport
Mountain Bike	Medium	12	18	ridden	1	8 cr	8	15 lbs	All-terrain, open frame, personal, ridden
Motorcycle	Large	14	165	150 feet/150 mph	1	100 cr	8	500 lbs	High-performance, personal, open frame,
Pod Racer	Large	16	225	20 feet/200 mph	1	800 cr	4	1 ton	Hover, high-performance, open frame, personal,

Surface Exploration Vehicle	Huge	17	450	50 feet/ 50 mph	3	4k cr	80	15 tons	Light armor, hover, mobile facility (science bay), pressurized, long-range sensor array, sealed, windowless
Truck	Huge	15	325	50 feet/ 50 mph	1	400 cr	80	5 tons	Transport

**Table: Civilian Air Vehicles**

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	PROPERTIES
Firefighting VTOL	Huge	15	300	100 feet/ 100 mph	3	7k cr	80	Light armor, pressurized, integrated equipment (fire suppression system ×2 and floodlights ×4), sealed, VTOL,
Flying car	Large	14	210	120 feet/ 120 mph	1	3k cr	40	Pressurized, sealed, VTOL
Heavy transport VTOL	Huge	16	475	120 feet/ 120 mph	2	4k cr	80	Transport, VTOL
News VTOL	Huge	14	350	150 feet/ 150 mph	2	3.5k cr	80	VTOL

## Vehicle Properties

Vehicles in a science fiction setting have the ability to go many more places and do many more things than those in a typical medieval setting do, including incorporating massive tools, mobile working environments, and protections from hostile environments.

**All-Terrain.** All-terrain vehicles have heavy-duty suspensions and tracks or special tires. They ignore difficult terrain.

**Amphibious.** Vehicles with this feature count as both land and water vehicles.

**Armed.** Armed vehicles have one or more weapons in place on board. A creature can use an action to fire a weapon or reload it.

**Armored.** The vehicle is covered in some sort of armor plating. Like personal armor, multiple levels of vehicle armor exist. Each level of armor reduces the damage dealt by an attack by a number listed in the Damage Reduction column of Table: Armored Vehicles and grants the cover listed to its occupants.

ARMOR GRADE	COVER	DAMAGE REDUCTION	SPECIAL
Light	Half cover	2	—
Medium	Three-quarters cover	4	—
Heavy	Full cover	6	Immune to the breaker weapon property.
Ultra-heavy	Full cover	8	Immune to the breaker weapon property.

**Drop.** This vehicle descends from the upper atmosphere at terminal velocity. Landing thrusters engage at about 500 feet above the ground. The given Speed applies to the vehicle once the landing thrusters have fired.

**Heavy Equipment.** The vehicle contains a digger, wrecking ball, roller, massive saw, or other heavy tool. Attacks made with this tool suffer disadvantage and deal bludgeoning, piercing, or slashing damage as appropriate. The tool deals damage according to the vehicle's size: Large—4d6 damage, Huge—8d6 damage, Gargantuan—12d6 damage, or Titanic—16d6 damage.

**Table: Armored Vehicles**

**Hover.** A high-tech development, this vehicle hovers above the surface of solid ground or liquids. It is a land vehicle, but can traverse any surface features by hovering up to 10 feet above the ground without being slowed by difficult terrain or sinking into liquid.

**Integrated Equipment.** The vehicle includes one or more pieces of integrated equipment. This equipment can be activated or deactivated as a bonus action.

- **Plow:** The plow provides an additional +1 to AC against attacks from the front and pushes loose, solid obstacles such as unpacked dirt or snow out of the vehicle's way as it travels. A vehicle can only travel at half its Speed with a plow deployed.

- **Crane:** The vehicle includes a crane arm for reaching high locations. The vehicle must be stopped to use the crane arm. A crane arm may have a tool attached, but typically has either a passenger basket or a winch. A Large vehicle can reach up to 40 feet with a crane boom and a Huge one can reach up to 150 feet. The winch on a Huge crane can lift up to 80 tons, but the vehicle must be stopped and anchored (a process which takes 10 minutes) before it can start moving cargo.

- **Fire Suppression System:** This vehicle has high-pressure hoses that can spray water or fire suppressing foam up to 120 feet. This equipment can also be used as a water cannon.

- **Floodlight:** The vehicle has one or more floodlights.

- **Construction Foam Dispenser:** The vehicle includes a heavy construction foam tank and dispenser system. The tank can carry up to 350 cubic feet of construction foam.

- **Winch:** The vehicle has a sturdy winch and cable. To use a winch, the vehicle must be stopped on a solid surface. A large vehicle can move up to 10 tons, a huge one can move up to 80 tons, and gargantuan winches that can move even heavier weights exist, but

are primarily found at ports rather than out on vehicles.

**Legged.** The vehicle has mechanical legs. It gains the benefits of the all-terrain feature and can also clamber over obstacles of up to the vehicle's own size (moving at a maximum of half the vehicle's Speed when doing so), but the vehicle can be knocked over, suffering from the prone condition. Just like a creature, a prone vehicle must spend half its movement to stand up from prone and cannot move until it does.

**Mass Transit.** A mass transit vehicle is a specialized version of the transport type, and only needs a crew of up to 4 people to operate, regardless of size, though often additional crew members will provide security, customer service, and similar functions. The remaining capacity can be occupied by passengers.

**Miniature.** A miniature vehicle is designed to be operated by an operator one size larger than the vehicle itself without penalties.

**Mobile Facilities.** The vehicle incorporates the features of a starship deck. A vehicle must be at least Huge size to accommodate a single mobile facility or Gargantuan to have up to 4. Available options are leisure deck, medical bay, operations center, and science bay. Additionally, mobile facilities can have the following additional options:

- **Workshop:** Provides the benefits of any four types of vehicle repair tools as well as weapons and armor maintenance tools.

- **Kitchen:** The vehicle has compact but versatile food storage and preparation equipment such as freezer, ovens, providing cook's tools that can be simultaneously used at advantage by a number of creatures equal to half its crew size.

- **Residence:** The vehicle provides sleeping quarters, shower and toilet systems, and a set of cook's tools.

- **Store:** The vehicle has a cramped, but browsable, selection of retail shelving.

- **Holding Cell:** The vehicle has a passenger compartment that can be secured from the outside for prisoner transport. DC 20 Strength check to escape.

**Open-Frame.** Open-frame vehicles do not have enclosing body panels. They provide excellent visibility (and fields of fire) for their occupants, but provide no cover against incoming shots. Regardless of how armored a vehicle with open-frame is, the armor only protects the vehicle itself, not the occupants.

**Personal.** Personal vehicles are designed for a single occupant and usually have far less space. Vehicles with this property can only ever carry a maximum of one person, and have one-quarter the carrying capacity of a normal vehicle of the same size.

**Pressurized.** A pressurized vehicle must also be sealed. It has internal pressure systems that maintain a livable pressure for the occupants, allowing them to survive in hard vacuum, at high altitudes, or deep underwater without the need for additional protective gear.

**Railway.** A railway vehicle travels along a permanent route of some sort, such as train tracks, a maglev system, or the tether of a space elevator.

**Ridden.** A ridden vehicle relies on the muscle power of its rider to propel it, and its speed is determined by the speed of the creature riding it. Multiply the speed of the creature by the indicated value to get the speed of the vehicle, rounding the result down to the nearest 10 feet. For example, a ridden (×3) vehicle ridden by a creature with a speed of 35 feet has a speed of 100 feet or 10 miles per hour. Furthermore, because ridden vehicles rely on the muscles of their riders to move, their carrying capacity is limited to double that of their rider unless otherwise stated.

**Sensor Array.** The vehicle provides the crew with the benefits of a set of multi-spectrum goggles while crewing the vehicle. An occupant can use a bonus action to do an active scan, giving them an expertise die on Perception checks.

**Sensor Array, Long Range.** The vehicle has a sensor package including technologies such as radar, sonar, or satellite imaging data that allows a creature to make Perception checks to locate vehicles or structures of at least Large size within a range of 10 miles. Each such attempt requires an action.

**Sealed.** A sealed vehicle is airtight, keeping the interior atmosphere in and whatever is outside out. This is more for comfort than protection, however, keeping out sand or high and low temperatures. Extreme environments, such as those in a vacuum, high-altitude, and underwater, require the additional protection of the pressurized feature.

**Sprayer.** The vehicle has either a spraying nozzle to distribute liquids across an area behind it or a rotating spreader that performs the same function for solid particulate substances, such as sand, salt, or even seeds. In either case, the effect is the same: a path behind the sprayer the same width as the vehicle and a length equal to the distance the vehicle traveled that round is covered in whatever is loaded into the sprayer. Some common loads are listed below. Unless otherwise noted these loads refer to land vehicles.

Typically a liquid sprayer can be used for 20 turns. Solid sprayers are normally incorporated into large, heavy vehicles that can cover miles and miles before needing to be refilled.

**Adhesive:** A gluey substance coats the area. Vehicles that enter this area make a DC 17 Constitution save, involuntarily taking the Braking action until stopped on a failed save. It cannot move again until repairs are made. Creatures also make the Constitution save, becoming restrained on a failure.

**Caltrops:** Vehicles and creatures that enter this area or begin their turn in it make a DC 15 Dexterity save, taking 1d6 piercing damage for every 10 feet of distance they move. The driver of a vehicle with tires makes a DC 15 Dexterity saving throw and safely stops the vehicle on a success. On a failure

the vehicle either takes the Brake action and stops or rolls over and crashes at the Narrator's discretion.

**Grit:** Vehicles and creatures in the affected area ignore difficult terrain caused by ice and/or snow.

**Lubricant:** A slippery trail is left behind. Vehicles and creatures that enter this area for the first time on a turn or begin their turn in the area make a DC 15 Dexterity save. On a failed save, the vehicle spins, moving half its movement speed in a randomly determined direction. Creatures that fail the save become prone.

**Stealth.** The vehicle has advanced detection countermeasures. Attempts to locate it with sensors or target it with guided weapons are at disadvantage.

**Submersible.** Submersible vehicles are able to travel safely below the surface of the water. They function as having the three-dimensional property with respect to traveling in water and can move up or down below the surface of the water as well as traveling along the surface of it. Submersible vehicles must also have the pressurized feature.

**Three-Dimensional.** A three-dimensional vehicle may also turn up or down when making turns. Flying vehicles nearly always have the three-dimensional property. Land or water vehicles need the tunneling or submersible property, respectively, to have this property and, if they are on the surface, can only turn down unless they also have a fly speed.

**Transforming.** The vehicle has two separate forms. This is often a legged form and a more typical vehicular form, but many variations exist. Both forms must be of the same size category.

**Transport.** Transport vehicles are designed for cargo and crew, and have twice the carrying capacity and maximum number of passengers as normal for a vehicle of the same size.

**Tunneling.** The vehicle is equipped with a heavy drill, grinder, or other tunneling apparatus at the front, granting it a burrow

speed equal to its movement speed as well as the three-dimensional feature (down only). Vehicles always leave a tunnel equal to their size when burrowing.

**VTOL.** A vertical take-off and landing (VTOL) vehicle must have a fly speed. It can hover in place. This is typically either due to rotary wings (like a helicopter) or an anti-grav system.

**Windowless.** The vehicle grants full cover to its occupants regardless of its armor level. However, occupants must rely on sensors or cameras to perceive their surroundings.

## Vehicle Weapons

Vehicles are equipped with a wide variety of powerful weaponry. Most fall into one of the following broad categories: direct fire, indirect fire, guided fire, or area fire.

Vehicular weapons can have the same breaker, burst fire, loading, long range, or reloading properties as personal weapons. Vehicle weapons can also be fitted with weapon augments (see Customized Weapons). All vehicle weapons are considered to be mounted.

Vehicle weapons of up to Large size can be purchased as a mounted weapon or added to existing vehicles. Weapons with a size of Huge or larger or with a price of "integrated" are large, complex, or otherwise demanding in some way and can only be installed on a vehicle specifically designed to use it. Additionally, the Aquatic weapon trait applies to some vehicle weapons.

**Table: Vehicle Weapons**

WEAPON	COST	RANGE	TARGET	DAMAGE	PROPERTIES
Medium vehicle weapons					
Flame thrower	400 cr	30 ft.	30-feet cone	3d12 fire, 3d6 ongoing fire	Area fire
General-purpose machine-gun (GPMG)	225 cr	150/600 ft.	1	2d8 piercing damage	Direct fire, burst fire
Infantry mech missile	800 cr (800 cr/4-missile pack)	1 mi.	1	5d10 piercing	Breaker, guided, reloading (4)
Light blaster	300 cr	150/600 ft.	1 creature or vehicle	2d8 force damage	Direct fire
Light missile launcher	500 cr (175 cr/missile)	1 mi.	1	5d10	Breaker, guided, loading
Large vehicle weapons					
Ground attack rocket	600 cr	400/1,600 ft.	1	4d8 Piercing	Direct fire, burst fire, often loaded with high explosive or incendiary
Heavy blaster	500 cr	200/800 ft.	1	4d8 force damage	Direct fire
Heavy flamethrower	650 cr	50 ft.	50-feet cone	5d12 fire, 5d6 ongoing fire	Area fire
Heavy machine gun (HMG)	350 cr	200/800 feet	1	4d8 piercing damage	Direct fire, burst fire
Smart torpedo	Integrated (1k cr/torpedo)	10 mi.	1	9d10 piercing	Aquatic, breaker, guided, loading
Water cannon	Integrated	60 ft.	80 foot line	1d8 bludgeoning damage and DC 15 Strength save to avoid being knocked prone	Area fire
Huge vehicle weapons					
Heavy electrolaser	Integrated	500/2,000 ft.	1	6d8 lightning	Direct fire, long range
Heavy missile launcher	Integrated (5k cr/ missile)	100 mi.	1	13d10 piercing	Breaker, guided, loading, often fitted with armor piercing or high explosive warhead
Kinetic cannon	Integrated (15 cr/ shell)	250/1,000 ft.	1	6d8 piercing damage	Direct fire, loading
Plasma cannon	Integrated	250/1,000 feet	1	6d8 fire	Direct fire
Tank cannon	Integrated (3.5k/ shell)	4 mi.	1	11d10 piercing	Breaker, indirect fire, loading
Gargantuan vehicle weapons					
Cruise missile	Integrated (10k cr/ Missile)	1,000 mi.	1	16d10 piercing	Breaker, guided, loading
Devastator torpedo	Integrated (7.5k cr/torpedo)	1,000 mi.	1	16d10 piercing	Aquatic, breaker, guided, loading

## Special Ammunition

Indirect fire and guided weapons typically have a wider variety of ammunition types than direct fire weapons do. Basic weapon descriptions assume a general purpose warhead, but additional types exist. When using special ammunition, the number of dice remains the same as the base ammunition type, but the size of dice and type of damage can change and additional effects may be present. Ammunition with a “special” damage type does no damage on impact/detonation and instead produces some other effect.

**Armor-Piercing.** This ammunition deals piercing damage and ignores up to 5 points of damage reduction.

**Anti-Personnel.** This ammunition deals slashing damage, and its damage die is increased one step from its normal damage. The radius of this effect is determined by the weapon’s size: Medium—15 feet, Large—30 feet, Huge—45 feet, and Gargantuan—60 feet.

Creatures in this area can make a DC 15 Dexterity save, taking half damage on a success.

**High Explosive.** This ammunition deals thunder damage to its target, as well as half damage to all targets within a certain radius. This distance is determined by the weapon’s size: Medium—10 feet, Large—20 feet, Huge—30 feet, and Gargantuan—40 feet.

**Incendiary.** This ammunition deals fire damage to its target, as well as half damage to all targets within a certain radius. This distance is determined by the weapon’s size: Medium—10 feet, Large—20 feet, Huge—30 feet, and Gargantuan—40 feet. Flammable objects in area ignite for 2d6 fire damage per round until extinguished

**Singularity.** This ammunition deals force damage. Additionally, nearby targets make a DC 20 Strength save. On a failure, it is pulled violently towards the center of the blast, taking bludgeoning damage equal to half the original blast and are knocked prone. The area of this

secondary affect is based on the vehicle’s size: Medium—20 feet, Large—40 feet, Huge—60 feet, and Gargantuan—90 feet.

**EMP.** This ammunition deals no damage, but acts as an EMP grenade, but with a radius determined by the weapon’s size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.

**Gas.** This ammunition deals no damage, but acts as a gas grenade, but with a radius determined by the weapon’s size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.

**Foam.** This ammunition deals no damage, but acts as a foam grenade, but with a radius determined by the weapon’s size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.