

Aeonisk Gear & Tech Reference

Quick-look tables for weapons, armor, accessories, vehicles, and companion automata — all formatted for at-table play or fast GM prep.

0 · Economics & Infrastructure

Raw Seed – Unstable; degrades in 7 cycles (7 weeks); +1 Void if used without proper ritual attunement. Becomes a Hollow when degrading. Must be ritually attuned into an elemental aspect before use in specialized gear or as a stable talisman.

May be preserved in an Echo-Calibrator or fully attuned at a Ritual Altar to mitigate Void risk.

Echo-Calibrator – Used to help stabilize and align Raw Seeds during attunement rituals. Requires careful handling (DC 16 Dexterity + Craft/Tech check to avoid +1 instability). Standard upkeep: 1 Drip charge per 3 uses.

Ritual Altar – A prepared sacred space or dedicated device that focuses energies for attunement rituals. Provides +1 to +3 bonus on attunement ritual rolls depending on quality and offerings; risk of instability if desecrated or improperly maintained (GM discretion). Upkeep: offerings or cleansing rites.

GM Tip—Local Rates: Typical markets peg 1 Spark = 2–5 Drips per session; high-security hubs (e.g., Aeonisk Prime) slide it closer to 1 Spark = 3 Drips, while frontier bazaars might only honor 1 Spark = 2 Drips.

1 · Weapon Class Cheat-Sheet

Class	Core Effect	Built-In Cost / Risk
Bonded	Attuned: +1 Attack / Bypasses +2 Defense of target; Unattuned: Wielder suffers –2 to attack/defense.	Requires ritual attunement; can “bleed” if wielded by another
Glyph-Encoded	Attuned: Bypasses wards / +2 Defense vs specific elements; Unattuned: Wielder suffers –2 to attack/defense. May add elemental traits.	Monthly maintenance or +1 Void per degraded use

Class	Core Effect	Built-In Cost / Risk
Void-Infused	+4 Damage, ignores ritual armor	Always +1 Void; fumble may summon entity
Spirit-Weave	+1 to rolls when action aligns with True Will	Organic; whispers in dreams, unpredictable warnings
Contractual	Works only if Soulcredit/contract valid	Locks, explodes, or alerts on breach
Conventional	Normal kinetic/energy weapons	No ritual traits; legality varies

2 · Weapon Catalog (Field Stats)

How to read this table:

- “Key Numbers” are flat bonuses (e.g. “+5 DMG”) you add to the normal YAGS damage roll ($\text{Str} \times \text{Skill} + \text{d}20$).
- A dash (—) means “same as a baseline weapon of this type”; *Scales* means damage grows with your current Void score.
- Items marked ‡ have GM-set scaling; items marked • are vehicle-mounted.
- Abbreviations: SC = Soulcredit, DMG = damage bonus, DEF = defence bonus, Void = Void impact.

See the foot-notes beneath the table and the Reference Symbols list for full details.

Name	Class / Type	Key Num- bers†	Signature Effects	Upkeep / Fuel
Mnemonic Blade	Bonded • Melee	+5 DMG	+2 DMG when trauma invoked; +1 Void if used on Bond	Re-ink sigils monthly
Shrike Cannon	Glyph • Heavy rifle	+6 DMG	Ignores tier I–II ritual shields	Glyph stabilizer monthly
Ash Pulse Pike	Void • Polearm	+4 DMG	Stuns astral 1 rnd; +2 Void on crit	+1 Void per use
Debtbreaker Sidearm	Contract • Pistol	+4 DMG	Fires track-tags; locks if Soulcredit < 0	Codex ping on every shot
Wraithroot Vineblade	Spirit • Dagger	+2 DMG	+1 to hit when defending a Bond; dream warnings	Must be watered (Drip)
Spark-Bound Pulse Rifle	Bonded • Assault	+?‡	Radiant burst vs armor	1 Spark per 20 shots

Name	Class / Type	Key Numbers†	Signature Effects	Upkeep / Fuel
Dripshock Baton	Conventional • Melee	—	Crowd-control; amplifies emotion	None
Hollowed Repeater	Void • Sidearm	Scales	Damage grows with Void score	Accuracy ↓ if Bonds > 0
Oathpiercer Carbine	Conventional • Rifle	—	+DMG vs ex-Bonds	Ethically suspect
Glyph-Slinger	Glyph • Wrist launcher	—	5 mini ritual charges	Re-carve sigils
Seedstrike Blade	Glyph • Blade	—	Breaks Seed on crit for burst (requires an elementally Attuned Seed; raw use adds +1 Void)	Consumes 1 Attuned Seed
Spark Lash	Glyph • Whip	+5 DMG	Chain-lightning on crit	1 Spark/3 rds
Drip Veil Projector	Spirit • Non-lethal	—	Induce purge trance (Will 18)	1 Drip cap / shot
Seedburst Gauntlet	Glyph • Fist	+6 DMG	Roots target (Will 15) (requires an elementally Attuned Seed; raw use adds +1 Void)	1 Attuned Seed per use
Breath Whisper Array	Contract • Sonic	+3 DMG	Silences chants on crit	Fails if Bonds > 3
Sparkspike Dagger	Bonded • Knife	+4 DMG	+1 DEF next turn if duel	Re-spark daily
Union Heavy Pistol	Conventional	+4 DMG	Ubiquitous street sidearm	Legal in most zones
Breach Hammer	Conventional • 2-H	+7 DMG	Breaks bonded tech (Will 15)	Restricted
Compact Drone	Contract • Assist	Soak +5	Auto-deploy shield	1 Spark / hr; Soulcredit
Halo*	drone			−2
Arcstorm Array*	Glyph • Vehicle	+12 DMG	EMP vs 10 m on crit	3 Spark per volley
Tempest Ballista Mk IV*	Contract • Vehicle	+10 DMG	Locks without Tempest key	—

Name	Class / Type	Key Num-bers [†]	Signature Effects	Upkeep / Fuel
Void Reclaimer Cannon*	Void • Siege	+14 DMG	+1 Void to 5 m splash	Risk: local breach

[†]Add relevant attribute + d20 per YAGS; [‡]see GM for scaling. *Mounted systems.

3 · Armor & Wearables

Name	Class	Soak / DEF	Features	Cost / Risk
Sovereign Sanctum Mantle	Bonded	+4 / +2	Blocks ritual tracking	Monthly oath rite
Resonant Shell Weave	Glyph	+3	Reduces energy dmg 2	+1 Void if cracked
Tempest Tactical Skin	Contract	+5 / +1 ranged	Sends breach ping if torn	Soulcredit 0
Voidshroud	Void	+2	Phase-shift (harder to hit)	+1 Void / hr
Drape				
Echo-Lattice Gown	Spirit	+1	+1 DEF when True Will	Nightly dream quest
Embercloak	Glyph	+3 / +1 vs energy	Deflects dmg once	1 Spark /session
Shroud				
Bondweave Mantle	Bonded	+4 / +2*	Share dmg between Bonds	1 Seed / month
Rainthread Vestment	Spirit	+1	Resist mind effects ×2	Absorb grief (±SC)
Riot Carapace (Standard)	Conventional	+5	Blast resistant	Legal civ-grade

4 · Accessories & Utility

Item	Type	Function	Upkeep / Risk
Leyshade Visor	Sensor	Reveal hidden glyphs/Bonds	1 Breath use; +1 Void in dreamspace

Item	Type	Function	Upkeep / Risk
Multi-Bind Sheath	Bracer	Quick-swap 4 Talismans	1 Spark/day to bond
Soulcredit Tag	Civic ID	Broadcasts ledger	+1 Void per forged sync
Talisman Blanks (3)	Craft	Raw substrates	Carve to suit
Whisper Wax Tablet	Recorder	Breath-activated audio	Single-use

4.1 · Dreamwork Accessories

Item	Type	Function	Upkeep / Fuel / Risk
Dream Ring	Accessory	Enables Dreamwork rolls, enhances dream recall	Minor psychic static if overused; 1 Breath per week
Oneiric Mask	Headgear	Stabilizes dream-state, +1 to Dreamwork rolls for introspection	Risk of attracting dream entities if not properly warded
Echo Shard	Talisman	Stores a single dream echo for later review	May degrade or corrupt over time (1d6 cycles)
Somnus Drape	Wearable	Quiets mental chatter, aids trance induction	Prolonged use may lead to difficulty distinguishing dream/reality

5 · Companion Drones & Bots

Name	Role	Effect	Fuel / Legal
Dustling Drone	Custodian	Cleanse + incense	None; mundane
Bondwatcher Familiar	Surveillance	Records Bonds & SC	Protected by Nexus law
Mini-Oraculum	Home AI	Ritual advice, snark	Data tithe to Codex
Seedwalker Class 3	Utility heavy	Gate, carry corpses	Attunes to glyphs
Voidling Assistant V	Illicit aide	Reads suppressed memory	Banned in Nexus
Glyph-Walker Scribe	Lore drone	+1 to Ritual rolls	1 Spark/2 uses
Echo Pulse Familiar	Performance	+2 Persuade/Perform	1 Breath/session

Name	Role	Effect	Fuel / Legal
Voidcradle A-Bot	Anti-Ritual	Disables 1 glyph/turn	1 Hollow/3 uses; +1 Void

6 · Vehicle & Ship Quick List

Class	Crew	Purpose	Custom Notes
Halo-Runner	1–2	Planetary hop shuttle	Breath-drive; student couriers
Choir Ferry	3–6	Pilgrimage & group travel	Shared song-pilot protocol
Trade Sloop	4–8	Spiral commerce craft	Bond-registry cargo altar
Voidwake	6–	Tempest light frigate	Hollow-thread hull;
Cutter	12		unstable
Bondforge	12+	Terraform & freight	Needs 4-Bond synced crew
Hauler		ark	

All interplanetary travel demands Resonance Aligner, Ley-Reader, or attuned Seed astrolith.

Reference Symbols

SC = Soulcredit • DMG = Damage bonus • DEF = Defense bonus • Void = Void score impact

Feel free to copy, amend, or slot more gear into these tables. Every new item should list **Class** / **Key Numbers** / **Signature Effect** / **Upkeep** to stay codex-compliant.

7 · Corner Store Inventory – Node Cluster 92B

Approved for Common Tier Sale *Indexed 683.AR • S4CU Certified • Vending Node 92B Transactions may be conducted in Soulcredit, elemental talismans, or Seed-barter. Resonance scan standard.*

Everyday Consumables

- **Breathwater Flask** – Distilled air-essence with mnemonic mist. Calming, ritual-safe.
- **Dripfruit Chews** – Sugary spheres with legal-dose mood softeners. Gifted in minor Bond rites.

- **Sparksticks** – Saliva-reactive buzz twigs. Technically addictive. Teen favorite.
- **Void-Cut Tea (Synthetic)** – Flavorless simulacrum of forbidden rites. Used in performance rituals.
- **Reviv-Essence Lozenges** – Stimulant tabs with sigil infusion. Favored for study/work sessions.
- **Flavorglyph Strips** – Sigil-paper that tastes like memories. (First kiss, city rain, etc.)
- **Mnemonic Salt Packets** – Mood-colored salt to amplify emotional resonance in food/drink.

Ritual-Adjacent Supplies

- **Ley-Chalk (8pk)** – Elemental color sticks for temporary glyphs.
- **Mini-Bond Bowl** – Palm-sized altar. Common for students/lovers. One Seed slot.
- **Talisman Blanks (x3)** – Unattuned ritual substrates. Craft competitions.
- **Warding Cord** – Bracelet that repels minor mnemonic bleed. May fray in emotional conflict.
- **Whisper Wax Tablets** – Breath-activated audio scrolls. Secrets or affirmations.
- **Glow-Beads (x10)** – Charm-lights that react to nearby emotional agitation.

Snacks & Street Food

- **Echo-Crackers** – Crunchy, joy-infused snack. Each tied to a public memory.
- **Glowpeel Noodles** – Luminescent street food. Spark-dust spiced. Extremely messy.
- **Hollow Cone** – Black sugar dessert with ironic void-cream core. Freeborn zone favorite.
- **Bondcake Slices** – Shared ritual snack with edible sigils. Split with someone trusted.
- **Ley Pop (Sourwave)** – Fizzes when near emotional resonance. Kids detect arguments.
- **Saltcake Rounds** – Bitter ritual food for mourning. Paired with cold tea.
- **Streetwraps (Multi-Fill)** – Folded starch bread filled with anything. Marketplace staple.

Household + Low-Tech Tools

- **Soulcredit Mirror Tag** – Displays ledger when touched. Dating/confessional use.

- **Drip Basin (Foldable)** – Compact water altar. Worn as bracelet when stowed.
- **Pocket Sigil Stamp** – Temporary house-seal for letters, receipts, gifts.
- **Seed Vault Clip** – Keychain holder for pulsing attuned Seeds. Youth accessory.
- **Tidewind Clothesline** – Self-drying resonance-reactive cord. Ley-heated.
- **Censer Wax Cubes** – Scent cubes for ritual ambiance. Ashplume, First Bond, etc.
- **Blessing Sponge** – Resonant cloth for altar prep or food sanctification.
- **Shard Catcher (Countertop)** – Mini-dome to contain glyph fragments during rites.

Entertainment + Media

- **“Ritual Fail” Holovid Disk** – Slapstick rite-gone-wrong docudrama. Youth favorite.
- **Mini-Dance Glyph Projector** – Low-grade ley-reactive party lighting.
- **Whisper Capsules** – Ambient dream audio. Used for trance, meditation, background.
- **The Spiral Deck (Novice)** – Card game on Covenant Ring themes. School-banned in some zones.
- **Mnemonic Sketch Slab** – Drawing tablet that captures emotion with art.
- **Puzzlecore Orb** – Solve shifting glyphs to reveal prize or symbolic poem.

Social Curiosities

- **Bondless Thread Pin** – Lapel pin signaling spiritual solitude or mourning.
- **Echo-Quill** – Writes intent instead of literal words. Used in confession.
- **Voidpocket Locket** – Empty ornament. Marketed as “a reminder.”
- **Kiss-Twine Pack** – Bond-string tokens. Tie to sleeve/hair for interest.
- **Ley-Stamped Facewraps** – Scarves with decorative protection glyphs. Teen fashion.
- **Bond Tokens (x5)** – Wooden vow markers. Meant to burn, bury, or gift.
- **Mirror Words Deck** – Reflective affirmation cards that change per reader.
- **Driftcharms** – Low-grade talismans for resonance-based attraction. Party wear.

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