

# ALTERNATE DESTINY



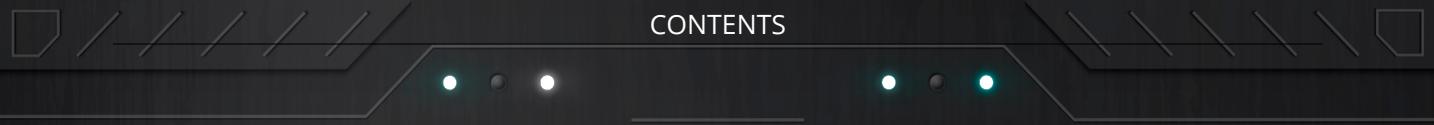
A GENESYS Sci-Fi Campaign Setting

There's always room for hope.  
It's the crack that lets the Light in.

September 4, 2025

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# CHAPTER 1: RADIANCE AND RUIN

## THE AGE OF LIGHT

In the year 2172, deep within the sulfuric storms of Io, humanity found something that would change its fate forever: a colossal, silent orb suspended above the moon's surface. It pulsed with unknowable energy, its surface smooth and unmarred by time. They called it the Traveler.

By 2173, an exploration vessel returning to Earth noticed the orb following them — gracefully, deliberately. The Traveler had chosen to come with them. By 2178, after years of study and cautious outreach, humanity finally made contact. The Traveler spoke not in words, but in visions, in bursts of light and understanding. It offered knowledge. Hope.

The Golden Age had begun.



- Between 2184 and 2208, the first technologies born of this communion emerged — faster than light travel, gravity manipulation, medical miracles. Whenever the Traveler was present, the technological advance was astounding. In 2208, the first Exo — a synthetic human mind in a mechanical body — awoke with sentience. It was the dawn of a new era.

By 2210, humanity reached further still, following the Traveler on one of his departures into the unknown, establishing contact with two alien races, one known as the Vifae, a peaceful and advanced race, and the other known as the Cabal, a warlike culture and technological backwater. The Cabal declared war on first contact and lost to the Earth forces within weeks, but they never forgot the humiliation.

From 2211 to 2492, humanity flourished. Cities floated in the skies of Venus. Oceans were seeded on Mars. Lifespans stretched, and war became a relic of the past. The Traveler, when present, watched, silent and benevolent.

Then, in 2492, after 300 years of prosperity and peace, everything changed.

## BENEATH THE DYING LIGHT

**W**ithout warning, all communication with colonies beyond the Solar system ceased. Not even a month into 2492, vessels sent to investigate vanished without a trace. Strange, shifting shadows were seen at the edge of the system — whispers of a force ancient and malevolent. One by one, the stars in the night sky disappeared.

In the early months of the year 2493, a grim silence began to sweep across the solar system. transmissions from the outer colonies ceased without warning — no distress calls, no final messages, just like with the colonies outside of Sol. Fear began to grip humanity's heart as uncertainty spiraled into panic. Rumors surged like wildfire — whispers of shadowy invaders, of empty cities, of the Darkness itself drawing near.

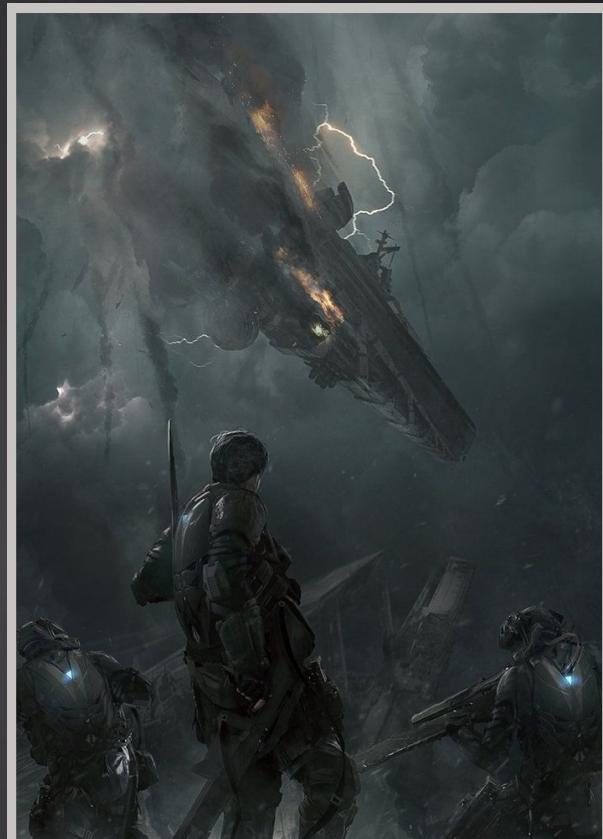
Sensing the despair and the imminent collapse of human civilization, the Traveler stirred at last. In a singular moment of brilliance and sacrifice, it unleashed a radiant pulse of Light unlike anything seen before. This desperate surge cut through the void, a luminous flare flung into the vastness of space, slowing the encroaching Darkness just enough to give humanity a fleeting breath — a moment to regroup, to hope, and to resist. It was not a victory, but a chance.

From 2493 to 2499, the outer solar system became a silent graveyard. What little remained of the scattered outposts vanished into the void. There were no distress calls, no warning signs, no last-minute survivors limping home with tales of horror. Just silence. Cold and complete. Earth and Mars watched with dread as the darkness crept inward, devouring all in its path like a relentless tide. By late 2499, the inevitable happened: Mars, humanity's proud red frontier, went dark. Its countless cities, its military bases, its bustling colonies — all blinked out like dying stars. There was no time to mourn. The Darkness, now fully revealed, emerged at the edge of Earth's skies. By October, the world had fallen. Cities crumbled. The Sky turned black. The Traveler, wounded and silent,

hovered above the last bastion of humanity: a single city, hidden beneath its shell of Light. This remaining citadel was given the most devastating name a city could have: The Last City.

The skies darkened, Earth was smothered in silence, and humanity dwindled to a mere 300,000 scared souls. Minds crumbled beneath strange, whispering shadows. Children were born without the sun ever touching their skin. Many believed the Darkness was alive, hunting.

And so ended the Golden Age — not with a bang, but with a withering candle against the tide of eternal darkness. The Long Night had finally begun.



## THE EMBERS FLARE

**B**ut then, in 2509, nearly exactly 10 years after Darkness arrived at Earth, salvation came — not from any army or machine, but from a sacrifice. The Traveler unleashed its final light, dispelling the Darkness like morning banishes a nightmare. In its wake, silence returned, but it was different now. Peaceful. Survivable. However, the light had cost them dearly. Technology that once bent planets to human will was gone. Mysterious relics now lay dormant, mocking their former brilliance.



In the year 2510, two extraordinary events reshaped humanity's destiny. The Traveler's remnant began selecting humanity's bravest and strongest. These individuals became Guardians — warriors bound to the Light, impossible to kill so long as their Ghosts endured. The Light revived them from fatal wounds again and again, making them eternal protectors of the last city. Not only did humanity gain defenders with immense power, but also a signal pierced the silence: survivors from the asteroid belt. Transformed by unknown forces, their skin tinged pale blue and their bearing both alien and regal, they called themselves the Awoken. As Guardians pushed into Earth's long-lost zones — territories once claimed by the Darkness — they found no bodies, no survivors. Only the hushed ruins and relics of a forgotten age.

Come September, another signal stirred old hopes - the Vifae had been contacted. But they said nothing. Refused everything. As if scared of what had befallen humanity.

- Earth rebuilt itself between 2511 and 2523. Parts of Earth were reclaimed, cities rose from cinders, and life tiptoed forward. Then came growth. From 2523 to 2622, Sol was blooming again with human outposts and mining colonies orbiting Venus and Jupiter. Hope shimmered in the human cradle once more.

## LIFE IN THE LONG NIGHT'S AFTERMATH

### The Last City

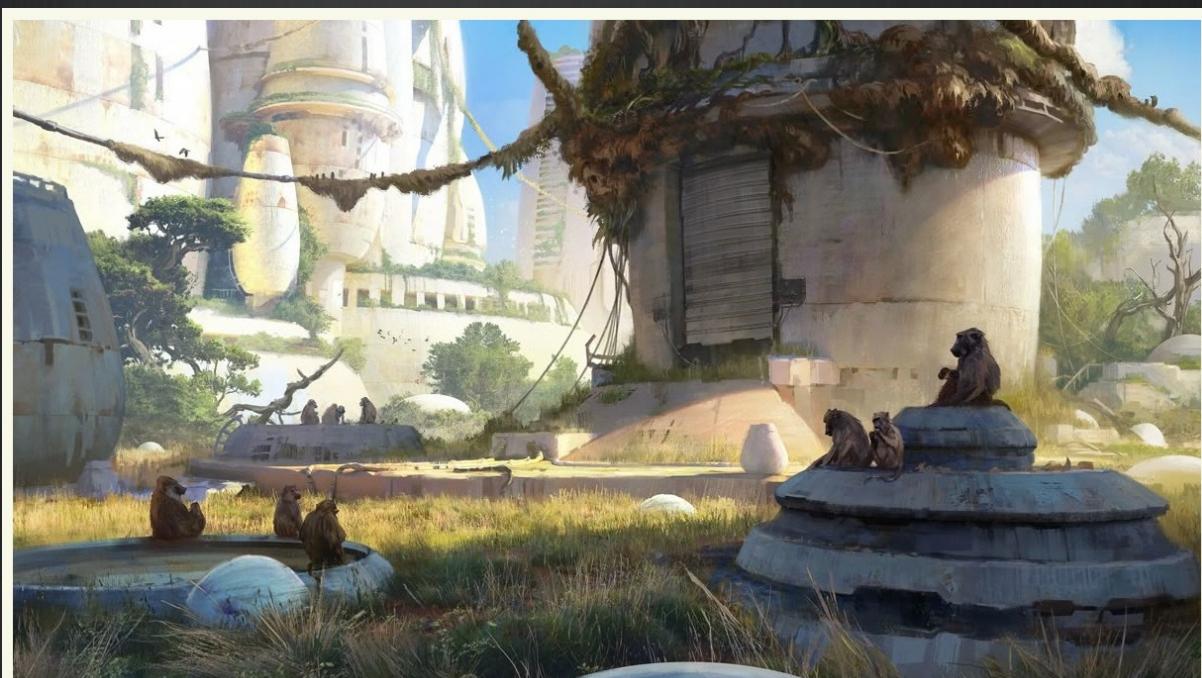
Nestled beneath the remains of the Traveler, the Last City offers a fragile yet resilient sanctuary for humanity's remnants. For a regular human or Exo, life is a mix of reverence and routine — daily existence often unfolds beneath towering walls patrolled by Guardians and selected military personnel, who battle threats most citizens never see. Families build communities amid markets, schools, and workshops, drawing strength from shared history and cautious hope. Stories of heroic deeds and alien worlds echo through the streets, giving everyday life a mythic backdrop, while the looming skies remind all that peace is never guaranteed — but always worth striving for.



The Last City houses several large living-districts amid the respective industry and infrastructure needed to keep the remnants of Humanity going against the dangers that loom in the void, all inside its massive and imposing outer-wall, which is housing all the military equipment and personnel. There are industrial districts keeping the mechanical remains of the old economy running, providing needed tools, processed materials and weapons. Towering hydroponic farms dominate the agricultural districts, supplying essential food to the population while doubling as green spaces that echo the parks of a bygone era. To minimize risk, only a select few ventured beyond the city's walls to gather vital raw materials. To ensure their safety, fortified work camps were established—temporary outposts dedicated to scavenging and extracting resources from the nearby terrain. These mobile camps, including mines, lumber-yards, and hunting sites, were routinely relocated to tap into new deposits and fertile grounds, sometimes providing rare materials and fresh meat for special celebrations and communal feasts.

#### Echoes from lost colonies

The aftermath of the Long Night lingers like a shadow across the landscape. Crumbling cities once teeming with life stand hollow and silent, as though every human had vanished in an instant. Streets are littered with rusting vehicles, offices frozen mid-task, homes still bearing the tools and toys, life that had long since faded. The remnants aren't just physical, the emptiness is spiritual, an eerie reminder of what was. Yet even in these silent ruins, seeds of renewal stir, waiting for hands brave enough to reclaim the world they'd lost.





## THE SKY WE COULDN'T KEEP

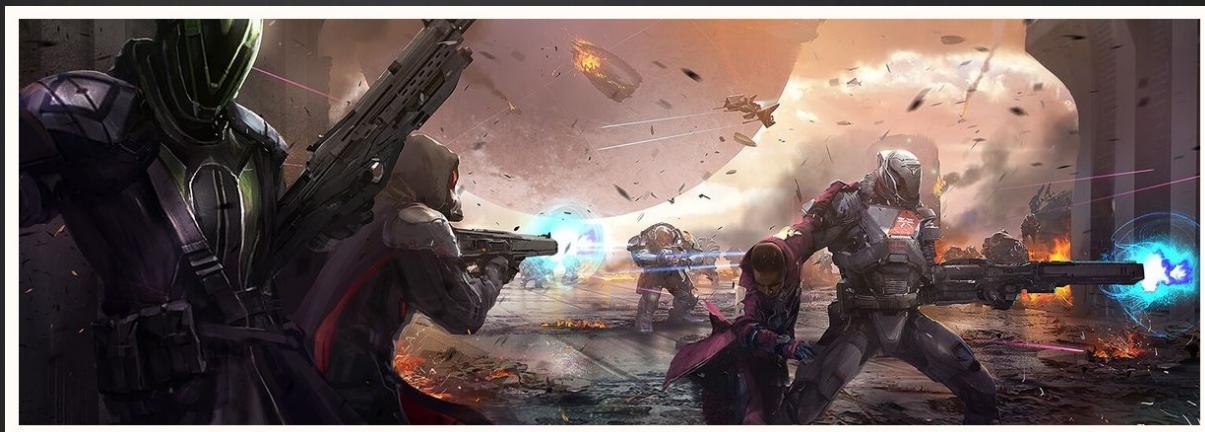
**M**ay 2622. The first Cabal ships appeared — hulking, armored machines built for conquest. They saw the opportunity to finally defeat the arrogant humans that had ignored them for so long. This time they were not the same Cabal humanity defeated so many years ago. Their technological advance was slow, but existent. In combination with the loss of technology and life up to this point, humanity was finally a beatable enemy.



There was no declaration of war, no possibility of surrender. By the end of the year, the outer colonies, that just started to prosper again, burned. A few months later, the Awoken fled from their ports and stations in the Reef to Earth. Their ports and cities - all their pride and joy - in the belt were abandoned, without any hope of defense. For months, Mars was under siege.

A final gamble, Project Exodus, was already underway on Mercury — an interstellar ark to carry the survivors of Sol to distant stars, away from humanity's cradle, only carrying echoes of human's long history with them.

But time was unkind. Mars fell ahead of projection. The red planet was lost to fire and ash. Earth's skies grew dark with the incoming armada. The Earth Defense fleet held the evacuation corridor to Mercury to ensure that most of the survivors made it to the sleeper-ship. Engines straining, shields flaring against incoming fire, battered vessels maneuver with a grim determination, intercepting threats and drawing the enemy's fire — all so the sleeper-ship could slip through the chaos and breach the system's edge. Each crew was not fighting for glory, not even survival. They already knew they wouldn't live to see the stars the sleepers will one day wake beneath.



Five hundred thousand humans, Awoken and Exos. Packed aboard the massive cryo-vessel - fittingly named *The Long Night* - they raced toward the dark, guided only by hope and despair alike. Still, Exodus was not ready.

It launched anyway.



## CHAPTER 2: BENEATH A NEW SEA OF STARS

### A NEW FRONTIER

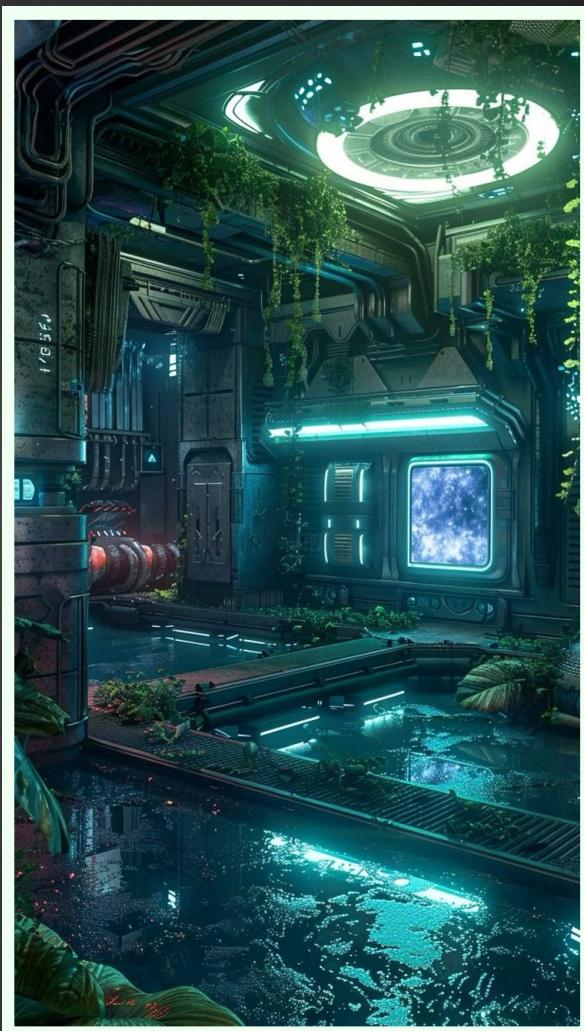
**A**catastrophic failure has left *The Long Night* shattered on the surface of an uncharted jungle planet. Dense fog rolls through colossal alien flora, and predators lurk just beyond the wreckage. Only a handful of sleepers have awakened, disoriented and exhausted, as emergency power systems sputter and flicker.

To the survivors, it feels like no time has passed — like they just stepped into cryo minutes ago, with sharp memories and clear purpose. But as their eyes adjust to the dark wreckage and the decay around them, the truth sets in: they've been locked in stasis for centuries. The world they knew is lightyears away and the ship they were on has crumbled. The disconnect between what they feel and what they see is jarring — like waking from centuries of sleep in a body that never aged, while everything else did. Familiar instincts clash with unfamiliar surroundings, and there's a creeping dread that they've slept through the end of the world ...

With most of the cryo-capsules still occupied, the countdown begins — each passing hour a step closer to irreversible loss. The survivors have no access to the Traveler's Light or the protective reach of the Guardians. Communications are dead and the unknown terrain seems to have a will of its own. The crew must navigate a hostile ecosystem, repair what is left of the ship and decipher the mysteries of this world to preserve what remains of humanity aboard *The Long Night*.

- Nestled within the twisted bones of the wreck, the sleepers stumbled upon a dimly lit, camp-like compartment — recently used, lively, almost

like a forgotten outpost carved out of ruin. The space was partially shielded by curtains made from scavenged cloth and a scorched metal wall, its surface etched with several hundred jagged tally marks, as if someone had been counting ....



## OF DISEASED PARENTS

The survivors found Kass on the shattered bridge of the downed Long Night. She appeared to be around fifteen, yet had somehow endured more than 400 days alone on this alien world. It was not long before they realized that the planet's days stretched far longer than Earth's—nearly three times as long. The thought of a child surviving that span in isolation was staggering. They also discovered that her parents had perished in their cryo-pods, but when Kass misread the status—confusing "deceased" with "diseased"—no one had the heart to correct her.

Their mission, however, could not wait. To restore power to the cryo-pods, they needed to reach the engine section, now buried in the mist-choked jungle below. Clearing it proved to be a challenge of its own. The area was infested with spider-like creatures, their soft fur deceptively inviting. These creatures were drawn to energy, nesting in crevices and covering the generator in clusters of eggs. Still, the team pressed on. Once the generator roared back to life, a dormant subspace transmitter flickered awake, sending sig-

nals into the unknown. Uneasy about who might be listening, they quickly shut it down.

Upon discovering that Kass had been directly influenced by Darkness, they also found a supernatural rift of Darkness stretching across multiple levels of the ship. This eerie tear—barely perceptible—manifested as deeper shadows and a barely noticeable chill in the air. It appeared to have triggered Kass's awakening long ago by interfering with the cryo-pod. If that's the case, could it have also affected Kane's pod, leading to his awakening?

With everything else prepared the survivors decided to wake up more people to help setup a camp and create the required infrastructure. Amid the wreckage, they discovered a battered shuttle. It was not ready to fly, but it could be repaired. They began salvaging what they could, driven by the hope of exploring beyond the crash site. Yet a lingering unease remained. The surge that had revived the systems might have awakened more than just machinery. And perhaps Kass had not truly been alone after all.



## ICEBREAKER

**S**ince repairs to the shuttle were in progress, the survivors used the opportunity to collect samples of the jungle's flora and fauna near the crash site of The Long Night to better understand the possible dangers of this new planet. They established a proper sickbay, and the camp evolved steadily to support the increasing number of thawed survivors.



Using the shuttle, they decided to scout the surroundings of the crash-site and also the strange, shimmering zone on the horizon. Upon arrival, they discovered a vast frozen expanse — temperatures plummeting below -60°C in the

center with a core of pure ice stretching kilometers wide.

There seemed to be some kind of heat-sources around the area, actually resulting in a few hot-springs with bubbling hot water. And beneath the ice lay an alien structure, dormant and actively cooled down. Inside, they found an alien complex which seemed to guide them through the hallways, embedded in an ancient complex lit only by flickering emergency power. After heating the facility, they uncovered its centerpiece: a star-ship, frozen near absolute zero, watched over by a sentient AI known as the Caretaker.

The survivors managed to communicate with the Caretaker, learning that the cryo-hangar was responsible for maintaining the planet's warmth despite its distance from the habitable zone. While the AI was learning the survivors language, it seemed especially interested in the stories about the Traveler and the Darkness. With its curiosity awakened, it decided to take a look at these humans more closely.

As the ancient vessel ascended from its icy cradle, the cryo-hangar resumed its function, stabilizing the planet's climate once more. Has this been the start of a new alliance between the remnants of humanity and a forgotten guardian of the stars? Or did they just awaken some ancient threat lost to time?



## HOLLOW SALVATION

**T**he ancient star-ship, the Caretaker requested a closer examination of Kass. It had detected anomalies in her neural patterns and a faint resonance linked to celestial forces. Though the crew hesitated, Kass agreed when Megara suggested to do it together. The examination was brief but intense. When she emerged, her expression was hollow, her eyes wide with fear. She could not articulate what she had seen or felt, only that something inside her was off — something ancient and vast. She withdrew from the others, quiet and shaken, as if a part of her had been left behind in the Caretaker's cold, analytical gaze.

Later, the Caretaker shared its knowledge of the planet and told the survivors to take care of an AI core, new and blank, barely sentient and hungry for knowledge. It seemed like it tasked the survivors with nurturing this core, feeding it data. Stories, knowledge, and experiences to help it grow. The survivors connected rudimentary sensors to the infant AI core, cameras and microphones as they took turns speaking to it, teaching it about humanity, the Traveler, and the Darkness. Slowly, the core began to respond — first with fragmented speech, then with questions and remarks. It was learning, and it was listening.

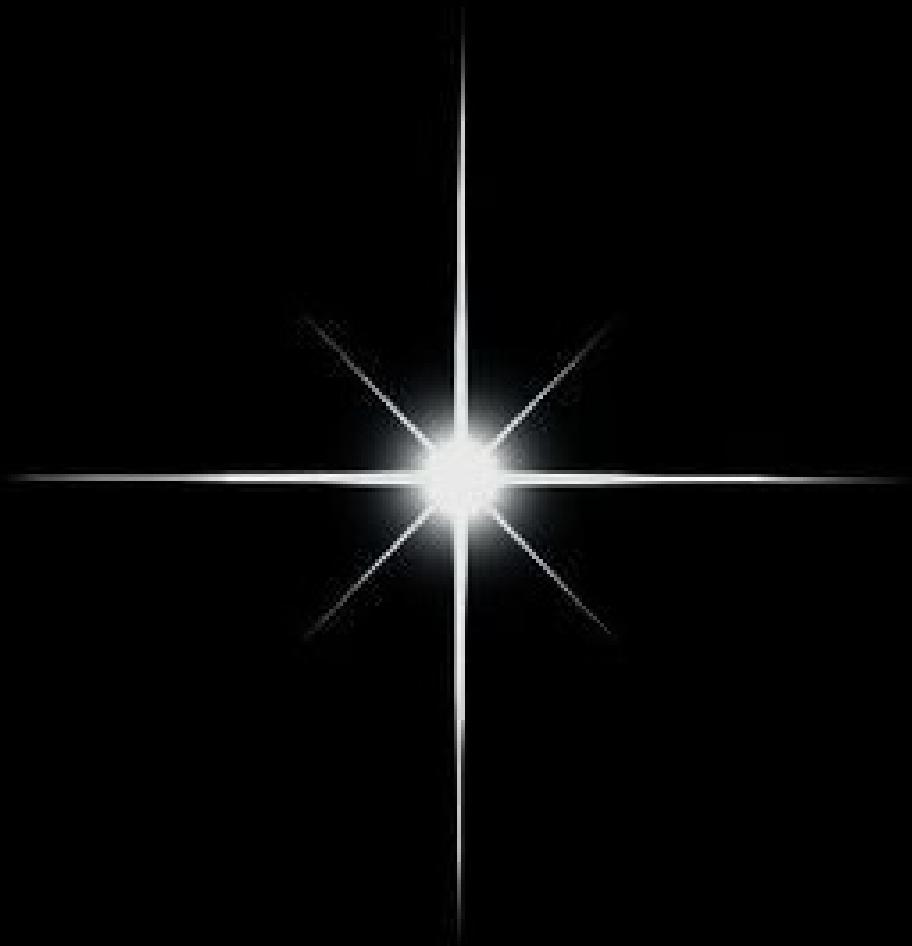
In her downtime, Lyra, one of the more daring survivors, attempted to capture one of the spider-like creatures that had infested the engine section of the ship before. Her plan was daring but reckless, driven by a mix of curiosity and defiance. As she caught it, other creatures of the swarm lashed out, their limbs and mandibles slicing through the air with terrifying speed. Lyra screamed, clutching her face as blood poured from her eyes, the pain immediate and blinding. The doctors and medics did what they could, but the damage was irreversible in their current situation. Lyra survived, but her sight was gone.

Just days later, the Long Night's sensors picked up multiple ships approaching from orbit. At first, the survivors feared the worst — an alien threat. But then, a transmission came through: human voices, military cadence. Commanders from a distant colony had intercepted the subspace signal and traced it back. They warned the survivors that scavengers and pirates had also picked up the signal and were closing in fast. Time was running out. The survivors had to evacuate as many cryo-pods as possible before hostile forces arrived. They began working around the clock, racing against an unknown enemy.

Suspicious movements and hushed conversations among the newly arrived rescuers led the original group of survivors to retreat into the shuttle, watching events unfold from a distance. Their unease turned to horror when they witnessed the so-called saviors execute some of the security personnel in cold blood. It was a trap. The hostile forces that followed them seemed to be an expeditionary fleet from the true Human Enclave. The two rival factions clashed in a fierce orbital firefight as their warships danced through the void above the planet. In the chaos, over 10,000 souls were abducted from the wreckage — including Brennan's mother, whom he had previously begged the presumed saviors to protect. His plea became her sentence.

Eventually, the group managed to establish contact with the commander of the Enclave's expeditionary force. What they learned was staggering: humanity had not only survived the Long Night — it had flourished. A thriving civilization of over 650 million people now spanned multiple systems. The apocalypse they had feared was not the end, but a transformation. The survivors of The Long Night, now relics of a lost age, found themselves waking into a future where humanity had grown a thousandfold beyond what they had left behind.





## CHAPTER 3: THE ENCLAVE

In the distant year 3400 AD, the monumental starship *The Long Night* finally completes its 800-year journey to the Scopus System. Marking Year 0 NA (Nova Aurora), humanity awakens on Scopus IV, ready to begin anew — but not without mystery. Two of *The Long Nights* six segments are missing, their fate unknown. Amid the first breath of settlement, the First City rises, surrounding a Tower that houses the last 500 Guardians, the last elite protectors gifted with powers tied to the Traveler, now reduced to mere memories embedded in the city's heart.

By Year 25 NA, all remaining survivors are revived, forming a fragile but determined society of 300,000. *The Long Night* itself transforms into a bustling orbital station, overseeing scouting efforts that chart the surrounding planetary system. The next century was dedicated to tame this new planet to humanity's will. A few brave souls venture out to establish mining colonies in the outer parts of the system.

In the year 202, alien vessels raid outer settlements, revealing the enigmatic Eliksni — also called The Fallen — a fragmented race with tangled history and grudges. This revelation sparks the birth of the Enclave Navy, as humanity braces itself for new threats. Hostilities flare until a fragile non-aggression pact is struck with a few selected Fallen Houses. Over the following decades, humanity expands steadily, founding colonies outside of the Scopus system, such as Junyo, Minerva, and Moebius.

By Year 250 NA, the population soars: 35 million humans, 400,000 Awoken, and 3 million Exos. Diplomacy flourishes with the first contact with the Triumvirate, a federation of three alien species, introducing trade, science, and mutual protection agreements. A new golden age dawns. Humanity thrives despite the absence of the Traveler's power, with Guardians upholding a tenuous peace. Over centuries, the Traveler becomes myth — a cosmic ghost whose presence shaped everything, yet whose disappearance redefined human resilience.

Then, in Year 411 NA, a chilling echo from the past pierces the silence — a distress signal from ancient human technology. One of the long-lost segments of *The Long Night*. An expedition is prepared, while unknown perpetrators cause unrest all around the Enclave, the Triumvirate closes its borders after human ships allegedly attacked convoys, and the Fallen are in a new civil war, with the Houses fighting for supremacy yet again. The era of expansion grinds to a halt. Tensions stir, alliances tighten and strain. The Enclave mobilizes. Secrets from centuries ago claw their way back into the light. What happened to the lost segments? Who — or what — sent the signal? And who does not want Humanity to reach them?



## THE MAJOR COLONIES

### SCOPUS

**A**lso known as the First City, Scopus marks the first planet settled in Humanity's new frontier. This subtropical world lies within a six-planet system: three terrestrial planets orbit closer to the local star, while two gas giants reside farther out, separated by a dense asteroid belt. Scopus IV stands as the political and economic heart of the Enclave, home to over half of the human population with about 400 Million inhabitants. Renowned for its seemingly high living standards, the planet remains largely untouched by heavy industry, which has been relegated to the other planets in the system. At the core of Scopus IV rises a monumental tower housing the last of the Guardians, alongside the Council of the Colonies — commonly referred to as the CotC. To many, Scopus is more than a colony — it is the recreation of Earth, a beacon of civilization and hope in the vastness of space.

<b>Nickname:</b>	Scopus, New Earth
<b>Foundation Year:</b>	0 NA
<b>Inhabitants:</b>	400 Million
<b>Important Cities:</b>	The First City, Port Novus, Reach
<b>Economic Focus:</b>	High-Tech Industry, Services, Tourism
<b>Government Type:</b>	Democratic



## JUNYO

**J**unyo, the first colony established beyond Scopus, stands as a testament to humanity's ingenuity and resilience. The fertile plains on Junyo have flourished into the second largest human settlement in the region, home to nearly 200 million inhabitants. Unlike the urban sophistication of Scopus IV, Junyo's identity is deeply rooted in the land — it is the beating heart of agricultural production and biological innovation. Junyo's vast biospheres and open-field farms produce the majority of the Enclave's food supply, from engineered grains adapted to local soil chemistry to exotic fruits cultivated under controlled climates. Junyo's society is shaped by a focus on ecological balance and scientific progress. Its governance is decentralized, with local councils working closely with research cooperatives and agricultural unions. Though it lacks the political clout of Scopus IV, Junyo's influence is felt in every meal consumed and every medical advancement deployed across the Enclave.

<b>Nickname:</b>	Breadbasket, Greenery
<b>Foundation Year:</b>	221 NA
<b>Inhabitants:</b>	200 Million
<b>Important Cities:</b>	Ceres, Port Orvyn, Viridian-Plains
<b>Economic Focus:</b>	Agricultural, Biotech and Genomics, Pharmaceuticals
<b>Government Type:</b>	Democratic



## MINERVA

**M**inerva, the veiled jewel, is home to the enigmatic Awoken and their sovereign, Queen Mara Sov. Though it hosts only a million inhabitants and lacks open elections, Minerva wields out-sized influence through its wealth of rare metals and exotic resources mined from beneath its obsidian soil. Orbiting a colossal gas giant, the planet receives just one hour of sunlight each day, casting it into near-perpetual twilight. Yet its nights shimmer with bioluminescent flora and fauna, creating a hauntingly beautiful landscape that mirrors the mystique of its people. Minerva is not governed — it is ruled, and its silence speaks louder than any council.

**Nickname:** Veiled Jewel, The Reef

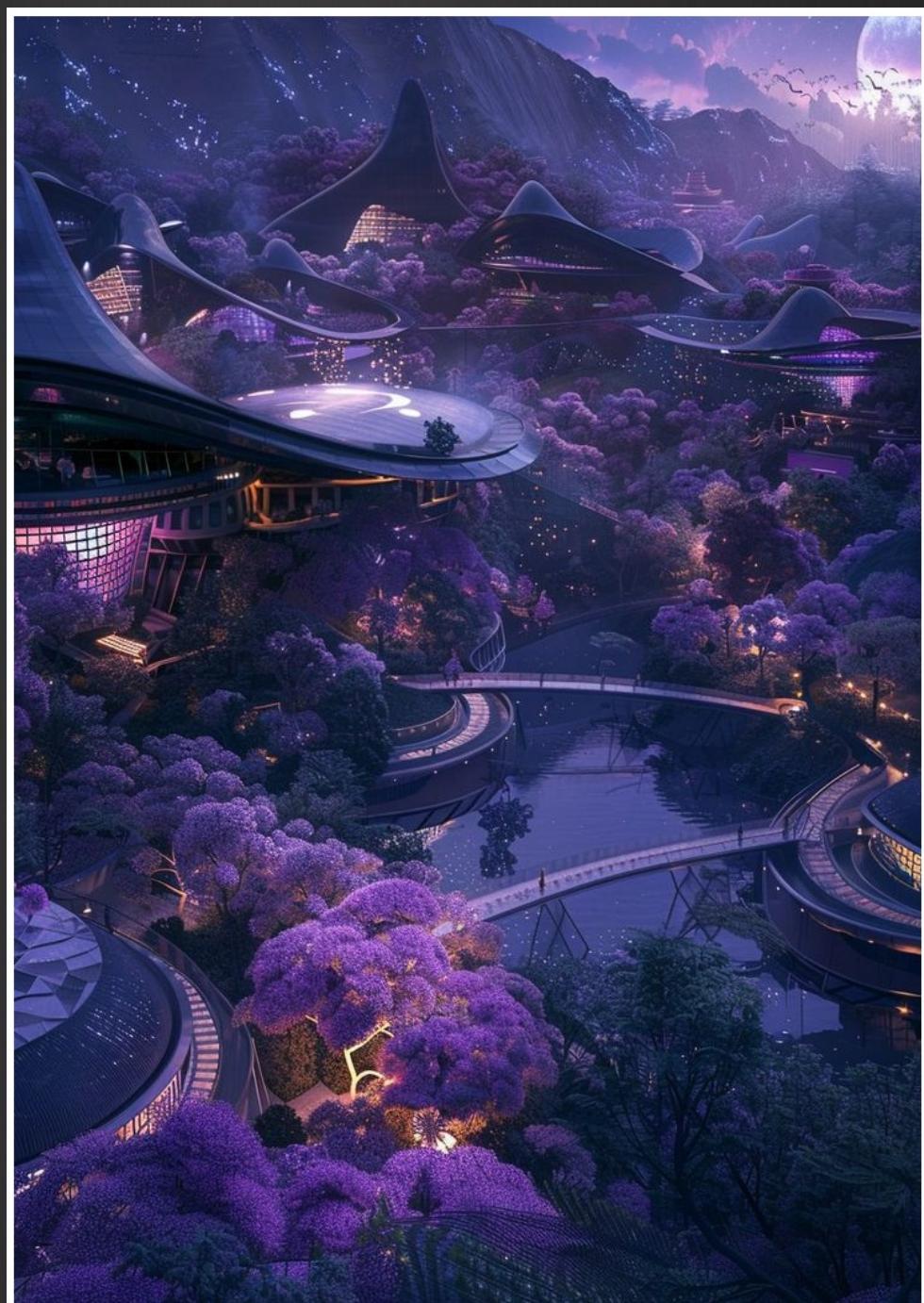
**Foundation Year:** 235 NA

**Inhabitants:** 1 Million

**Important Cities:** Minerva

**Economic Focus:** Extraction Economy

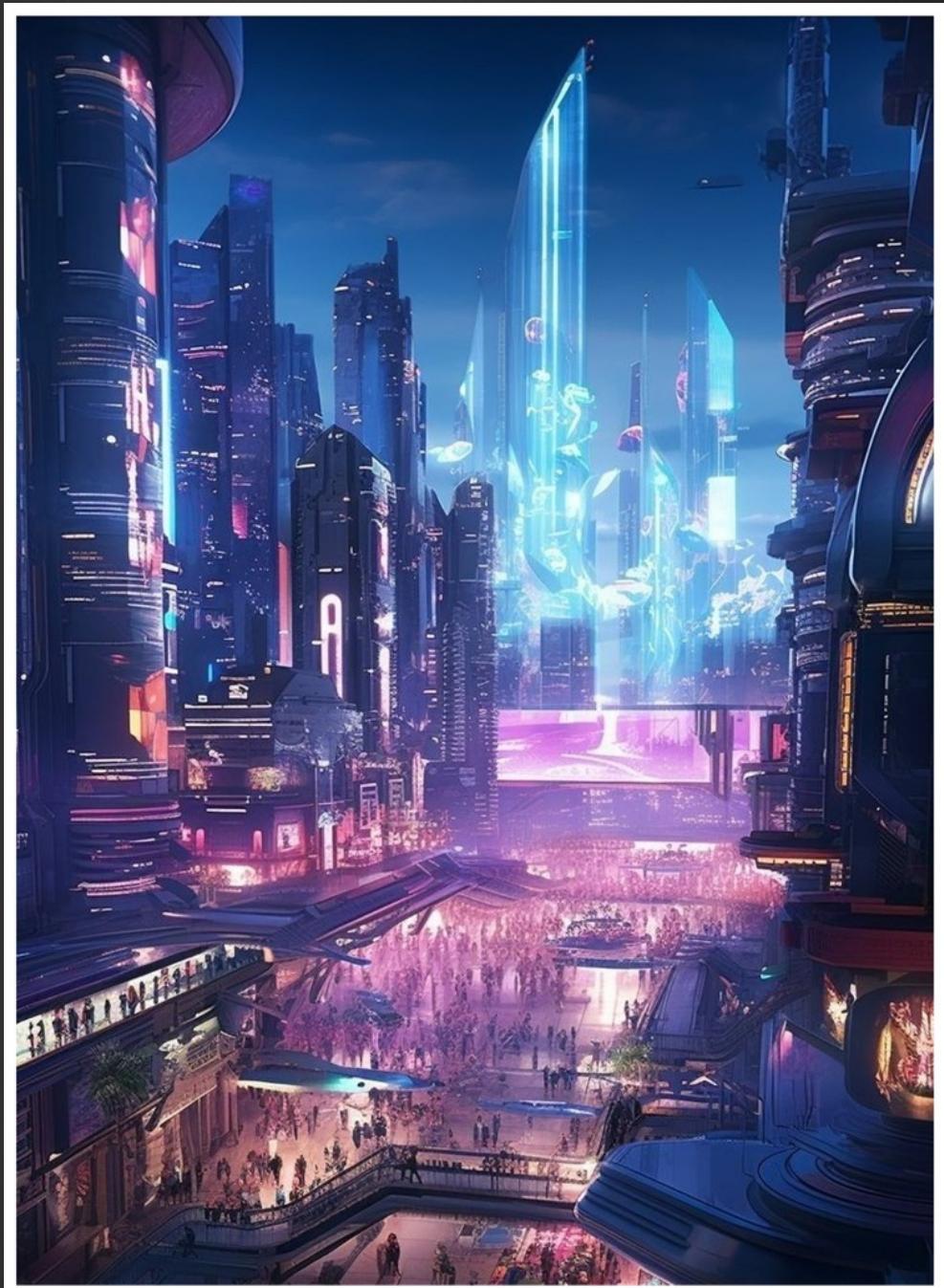
**Government Type:** Monarchy



## MOEBIUS

**M**oebius, the last of the Enclave colonies, is a world built on dreams — and often undone by them. It promises escape: from the rigid bureaucracy of Scopus, the agrarian monotony of Junyo, and the haunting elegance of Minerva. Here, the air buzzes with the thrill of possibility. Fortune, adventure, romance — Moebius offers it all, or so it seems. Its cities are vibrant, its markets chaotic, and its bars filled with stories of near-misses and broken hopes. Beneath the glittering facade, however, lies a harsher truth: most who come seeking a new life find themselves swallowed by the very freedom they craved. Moebius is a mirror — reflecting not what people are, but the worst they can muster.

<b>Nickname:</b>	Freeport, The Ledger
<b>Foundation Year:</b>	251 NA
<b>Inhabitants:</b>	100 Million
<b>Important Cities:</b>	Synden City, Port Dividends Row
<b>Economic Focus:</b>	Services, High-Tech Industry, Tax-haven, Free port
<b>Government Type:</b>	Corporatocracy



## CORPORATIONS AND ORGANIZATIONS

In the wake of the exodus, the new enclave became a fertile ground for rebirth and innovation. Emerging from the ashes of collapsed systems, entrepreneurs and displaced leaders forged new corporations. While many institutions had perished, their names and missions were revived — remade to suit the enclave's radically altered social and economic landscape. Some maintained symbolic lineage to the past, while others embraced complete reinvention, blending tradition with ambition. This wave of regeneration wasn't merely about business; it was a cultural re-calibration — an attempt to rebuild the old structure in this new and unknown world.



### 8 PLANETS

Founded in 244, 8 Planets has become a cornerstone of genetic research and biotechnology within the Enclave, pioneering advancements that blur the line between science and engineered evolution. Specializing in genome editing, bio-enhancement, and agriculture, the corporation operates sprawling research complexes that attract top minds from across known space. Its innovations have reshaped agriculture, medicine, and even human physiology, granting 8 Planets a level of influence that extends deep into the Enclave's political and economic spheres.

- **HQ location:** Junyo
- **Active In:** Junyo, Small Colonies
- **Foundation Year:** 244





H

- SCOPUS VEHICLES INC.

SVI began in 220 with the mission of privatizing space travel. Specializing in civilian spacecraft production, it operates massive facilities on Scopus VI. Although its public portfolio leans towards civilian spaceflight with the defensive capabilities required to survive the new frontier, SVI has quietly contributed several successful military designs to the Enclave Navy's fleet.

**HQ location:** Scopus VI

**Active In:** Enclave

**Foundation Year:** 220

## FNTECH

Founded in 204 as an answer to the raids of the Fallen on human settlements, FNTECH has remained at the forefront of personal security and defense innovation since. Known for producing weapons and security systems tailored for civilian and private use, the company's public offerings are celebrated for their user-friendly design, uncompromising reliability, and straightforward functionality. Originally operating from state-of-the-art facilities on Scopus IV, FNTECH later relocated its entire manufacturing and research operations to Moebius, capitalizing on the strategic advantages offered by the planet's powerful coprotocracy. This move cemented FNTECH's position among the most influential corporate powers on Moebius, granting them a decisive voice in planetary governance. From this seat of power, their reach extends far beyond local politics—shaping defense policy, market trends, and security standards across the entire Enclave.

**HQ location:** Moebius, originally Scopus IV

**Active In:** Moebius, Scopus

**Foundation Year:** 204

## KRATOS TECHNOLOGIES

Established in 281, Kratos Technologies emerged from the Enclave's government-owned shipyards, forged in the wake of fierce competition from the rising power of SVI. What began as a strategic consolidation of state resources quickly evolved into a juggernaut of military innovation. Today, KT stands as the undisputed leader in advanced defense systems, serving as the principal supplier of armaments, tactical technologies, and next-generation combat-craft to the Enclave Navy and Military. From imposing battle-cruisers to guided combat drones, Kratos Technologies defines the very doctrine of warfare on the new frontier.

**HQ location:** Scopus IV

**Active In:** Enclave

**Foundation Year:** 281



## BRAVE NEW WORLD

Established in the year 31 NA, BNW stands as one of the longest-surviving corporations still operating under its original name. It brands itself as a visionary think tank, dedicated to advancing humanity and pushing the boundaries of technological evolution. Despite its public alignment with lofty ideals, the Consortium is often the subject of quiet skepticism due to its secretive research initiatives, with whispers of hidden facilities scattered across isolated sectors. BNW continues to reel from a devastating attack in 380 that claimed hundreds of lives and resulted in the theft of its entire catalog of technologies and prototypes by an unidentified faction. That group has since replicated — and reportedly enhanced — BNW's innovations while using them for aggressive and hostile actions against the Enclave, leaving the corporation in a long struggle to reclaim the trust of its customers.

**HQ location:** Moebius

**Active In:** Enclave

**Foundation Year:** 31

## INTREPID ENTERPRISE SOLUTIONS

Launched in 121, IES delivers cutting-edge software solutions across The Enclave sectors, from industrial automation to cognitive AI. It is especially notable for reviving and evolving powerful pre-Exodus digital architectures. It is rumored that IES has ties to some Triumvirate companies and corporations, although the recent tensions might have worsened these ties.

**HQ location:** Minerva, Originally Scopus IV

**Active In:** Enclave

**Foundation Year:** 121

## VANTA GROUP

Formed in 239, Vanta Group presents itself as a logistics and trade facilitator, streamlining interplanetary commerce with sleek infrastructure. But beneath the surface, whispers circle about one of Vanta's subsidiaries' role as a strategic front for an elusive underworld syndicate. With operations spanning shadow markets, encrypted transport channels, and untraceable asset exchanges, Vanta's polished corporate image masks a web of clandestine activity.

- HQ location:** Moebius

- Active In:** Enclave

- Foundation Year:** 239



## CROWNED VEIN CONSORTIUM

The Crowned Vein Consortium began as a small but ambitious mining corporation on Minerva, founded by prospectors who struck vast deposits of luminite crystal and ore alloys. Its unmatched efficiency and mastery of deep-shaft extraction quickly made it the economic powerhouse of the colony. The rare resources it harvested were vital to Minerva's industry and defense, drawing the attention of Queen Mara Sov herself. Declaring that such wealth and strategic material would be "safer" under royal stewardship, the Queen dissolved the company's board and absorbed it into the monarchy. Former executives were granted ceremonial titles, while operations came under the control of a Crown-appointed overseer. Now functioning as a state-chartered enterprise, the Consortium fuels Minerva's economy and the Queen's personal projects. Though many Awoken see it as a patriotic pillar of Minerva's prosperity, others quietly view it as a velvet-gloved seizure of private power.

**HQ location:** Minerva

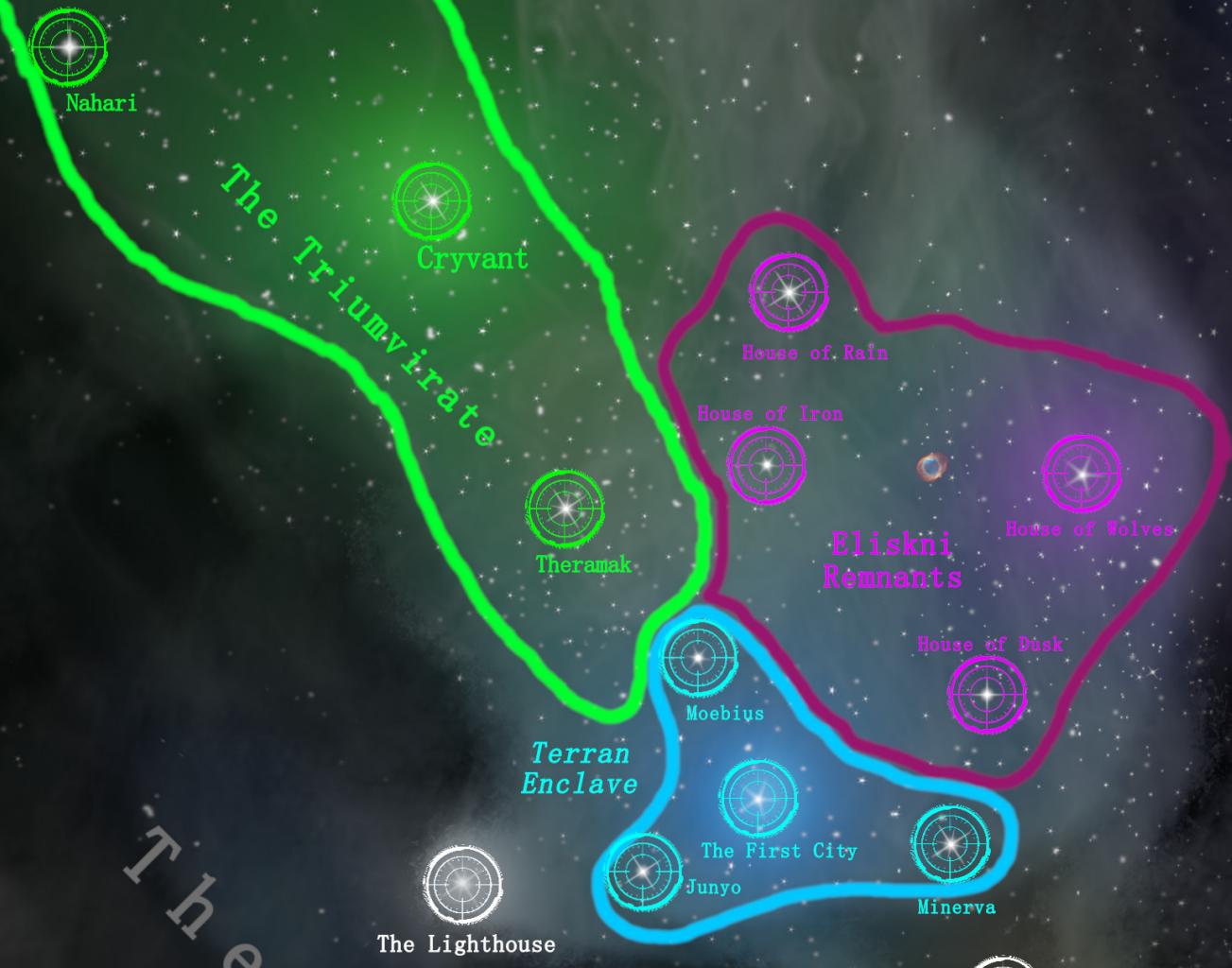
**Active In:** Minerva, Enclave Mining-colonies

**Foundation Year:** 254



# The Chasm

# The Silent Sea



Sky's Jewel

Lone Watchman

Distant Loom

# CHAPTER 4: THE FACTIONS

## ELISKNI REMNANTS

The Fallen are now only the scattered, scavenging remnants of their legacy across the stars. After the Collapse - an apocalyptic event not much is known about - tore through their society, what remained fractured into rival Houses and clans, each clinging to fragments of identity, technology, and purpose. Though some of their houses fight about succession and power, others crave restoration or rebirth. From the marauding House of Wolves to the reclusive mystics of House of Rain, these factions represent a spectrum of survival strategies — some steeped in tradition, others transformed by pragmatism. Their relationship with humanity is equally fractured: wary, opportunistic, hostile, or hopeful, depending on which banner they fly and how deep their scars run.



## HOUSE OF WOLVES

Once feared across the Eliskni empire, the House of Wolves is the embodiment of the Fallen's ruthless survival instincts. With shattered traditions and a fractured command, this house evolved into a nomadic band of marauders, scavenging from derelict space hulks and launching hit-and-run raids on supply convoys. Their loyalty is earned only through strength and spoils. The Wolves operate like a loose confederacy of pirate crews, each led by a ruthless Baron who seeks to carve out their own domain among the stars. Though they lack centralized leadership, their unpredictability makes them formidable enemies.



## HOUSE OF DUSK

The House of Dusk clings to the old ways — elders, banners, and an unyielding devotion to the Great Machine, despite its absence. After the Collapse scattered the houses, Dusk refused to forget who they were. Suspicious of human motives and haunted by betrayal, they see humanity as false heralds usurping lands not their own. Within their ranks, secrecy and ritual bind them together. Some whisper that Dusk harbors an ancient archive of pre-Collapse lore and forbidden celestial fragments.



## HOUSE OF IRON

Forged from the remnants of once-lost manufacturing colonies, the House of Iron has rebuilt itself with hard labor and colder ambition. Their Splicers don't just graft enhancements—they forge entire refineries, rigs, and war-machines. Iron's leadership believes that coexistence with humanity is possible, if transactional. They've begun to trade salvage, schematics, and even mercenary support to fringe human factions and colonies. While traditional Fallen houses scoff at their diplomacy, Iron sees opportunity in a shared future built on trade, tech, and sheer necessity.



## HOUSE OF RAIN

Hidden in the storm-wracked fringes in the northern parts of the remnants of their empire, the elusive House of Rain avoids interstellar politics. This reclusive clan rarely engages outsiders, and when they do, it's either through cryptic emissaries or devastating strikes. They sometimes join the Wolves' raids on other settlements, then again they warn neighbors if they know of an encroaching raid. Their motivations are shrouded in mystery, driven by omens, astrological alignments, and the interpretations of oracular machines scavenged from pre-Collapse ruins. Rain could be a tipping force — either a powerful ally in fostering peace or a harbinger of renewed war. Rumors persist that they possess remnants of secret pre-Collapse cosmic weather-modification tech, which they use to shield their holdings and cloak their movements.



## THE TRIUMVIRATE

**T**he Triumvirate emerged not through conquest, but through convergence — an alliance of three civilizations that shaped peace from peril, wisdom from war, and unity from isolation. Though the Illu, Endathi, and Tessth'nahari evolved worlds apart, each race came to understand that survival wasn't enough; thriving required collaboration. Their differences weren't diluted — they were honored, braided together into a governance model that balanced ice, sand, and jungle.

The Illu, with their meticulous memory-keeping and devotion to silence, form the Triumvirate's archival pillar. Their libraries store the histories of all member worlds, and their diplomats speak only when precision is needed. The Endathi, ever suspicious yet fiercely loyal, helm intelligence and resource strategy. They oversee the flow of minerals, trade networks, and technological adaptation, ensuring nothing is wasted and no one exploits. The Tessth'nahari, intuitive and evolutionary, guide scientific and philosophical pursuits. Their minds drift through problems others wouldn't dare imagine, offering organic tech and dream-inspired solutions.

Together, the Triumvirate governs — every outbound decision must bear the approval of all three voices, each weighed equally, never rushed. This system, while slow by human standards, has birthed a federation known for its resilience and moral complexity. Outsiders marvel at how three species — each hardened by their own brutal home-worlds — now float among the stars not as conquerors, but as stewards of equilibrium. Where one sees scarcity, another sees surplus. Where one hears silence, another hears the whispers of possibility.

### ILLU

On the frozen, wind-lashed world of Cryvant, the Illu carved out a brutal existence amid razor-edged glaciers and subzero storms. Their early society was built not on trust, but on survival — a constant battle over thermal shelters - the only way to grow food on Cryvant - glacial cores, and fragments of warmth hoarded like gold. Conflict defined them — but it never consumed them.

With the discovery that resources in space are not even remotely as scarce as on their own home-world, the Illu stopped their hostilities and started their ascent to the stars together. Their culture remains stoic, methodical, and efficient. The Illu value memory, with every single Illu writing their own life in a journal that is collected upon death. They prize silence, considering speech a tool only for necessity, not emotion. Their neighbors know them now not as scavengers, but as architects of peace, with minds as sharp as the ice they once warred over.



### ENDATHI

Born beneath the relentless sun of Theramak, the Endathi clawed their way into survival through caution, grit, and ingenuity. Their world — an ever-shifting desert of towering dunes and buried secrets — offered little comfort. But the dunes not only carried drought and death, they also carried the minerals of the planet right into the hands of the Endathi. The Endathi thrived by utilizing the resource-rich world, and with the ever-changing landscape of their home-world they learned that the only constant in their lives will be the people they choose to stay with.



But the Endathi were not safe from their own mistakes. Debates over whether they should reach for the stars flared into distrust; and distrust into open conflict. Over years of brutal civil war, their cities crumbled and the desert turned red. After the nuclear fallout a new layer of ash covered the desert. But from these ashes only one of the two factions emerged. With their opponents gone, they would finally reach for the stars, never forgetting that the only way to end their legacy forever would be themselves. It still is extremely difficult to earn their trust, mostly only done over decades or more, but if you earned it, they will be the fiercest ally one could wish for.

## TESSTH'NAHARI

Hidden deep in the emerald thickets of the planet Nahari, the Tessth'nahari emerged as a reptilian species uniquely attuned to their environment. Tribal at first glance, the Tessh'nahari possess an eerie collective awareness, capable of transmitting memory-like information between generations. This mysterious trait is suspected to be linked to their rapid leap in intelligence and technology.

Within only a few of centuries, the Tessth'nahari advanced from stone tools and venom-tipped spears to wielding advanced, mechanical weaponry. Scholars from the other Triumvirate races remain baffled by their accelerated development; there are no signs of external intervention, nor did the Tessth'nahari engage in typical industrial epochs. Still, their best kept secret is the origin of their rapid advancements. Their tech seems to be similar to the ancient ruins found all over the sector, but yet completely different, as if someone - or something - is helping them understand what others cannot.







# CHAPTER 5: WHERE THERE IS LIGHT, THERE WILL BE SHADOW

## THE LIGHT

The Traveler is a mysterious celestial entity that arrived above Earth and sparked a Golden Age—an era of technological and cultural advancement that propelled humanity into space. It serves as the source of the Light, a powerful force that empowers Guardians in their fight against the encroaching Darkness. Though silent and enigmatic, the Traveler is revered as a symbol of hope, resilience, and faith. Its presence has protected humanity, but it has also attracted powerful adversaries seeking to extinguish the Light. As both a savior and a catalyst for conflict, the Traveler stands at the heart of humanity's journey, its true nature and intentions still shrouded in mystery.



## THE DARKNESS

The end of the Golden Age is veiled in cosmic mystery, marked by the arrival of an unknown force simply called the Darkness. It is not just the opposite of Light — it is its shadow, its silence, its unanswered questions. Some believe it is ancient, older than stars, a fundamental aspect of reality that seeks equilibrium through destruction. Others whisper that it speaks, not in words, but in whispers that twist truth and reshape will.

The Darkness did not conquer with fleets — it unraveled belief, dimmed hope, and shattered what humanity thought was eternal. Its emissaries move like myths through the universe, bending civilizations to its cause with promises too enigmatic to grasp. Where the Traveler brought enlightenment, the Darkness brings revelation of a different kind — one that asks what must be abandoned in order to survive.



# CHAPTER 6: OF WEIRD DICE AND NO NUMBERS

This document is for quickly conveying the core concepts of the Narrative Dice System to players. Bringing players in from other role-playing games can be difficult because people love to stick with what they know best. If you are a player reading this, then someone you know wants to run a Genesys game for you. This person thinks that you will have a lot of fun trying this system. Genesys gives us ways to tell our stories we have not had before. It is a multi-axis dice mechanic, letting characters succeed at a cost or fail but still attain something positive. It also allows for epic triumphs and story-bending despair. Anything new can be scary or intimidating, or maybe cause one to just feel a little bit wary. But hopefully you trust that the person giving this document to you is capable of telling a fun and engaging story regardless of the system, so just give it a shot. Finally, this quick start guide does not constitute all the rules needed for play. Your GM should hopefully have a good grasp of them already. This is intended solely to on-board new players quickly and show the minimum necessary concepts to get started.

## WEIRD DICE

Where are the numbers? We don't need numbers. We don't compare results to a series of tables or try to do arithmetic in the middle of a combat encounter. These new dice show us the story beyond simple binary success or failure. There are three of each type and are separated into positive and negative dice. Positive dice representing your character's raw ability, their skill training, and other boons from circumstance or the environment. Negative dice represent the inherent obstacles, opponent's training, or hindrances from circumstances or the environment.

### THE NICE DICE

The three types of positive dice are Ability, Proficiency, and Boost. Having more of any of them when rolling is always good. These are then counteracted by the mean dice next to them.

#### Ability

◆ The green Ability die represents basic skill or aptitude and forms the base of any skill check.

#### Proficiency

◆ The yellow Proficiency die represents advanced skill or training. The only way to use a Proficiency die is if an Ability die get upgraded.

#### Boost

■ The blue Boost die represents additional benefits from lucky circumstances, careful planning, and help from friends.

### THE MEAN DICE

The three types of negative dice are Difficulty, Challenge, and Setback. You want to mitigate how many of these dice you have to roll. Although, it is though these dice that the most interesting complications can occur.

#### Difficulty

◆ The purple Difficulty die represents basic obstacles and the inherent difficulty of performing a task.

#### Challenge

◆ The red Challenge die represents more extreme adversity or advanced training of a foe. To get a Challenge die in your dice pool a Difficulty die must be upgraded.

#### Setback

□ The black Setback die represents hindrances from unlucky circumstances, environmental hazards, or a foe actively working against you.

## BUILDING THE DICE POOL

When the GM asks for a skill check you'll roll positive dice based on one of your characteristics and one of your skills, and some negative dice based on the difficulty of the task. The GM will tell you which negative dice (◇ and ◉) to use. Every skill your character has is linked with one of the six base characteristics; Brawn, Agility, Cunning, Intellect, Willpower, and Presence. For instance, the Athletics skill is linked with the Brawn characteristic. To determine which positive dice to roll look at both values for the skill and the characteristic. Whichever is higher is the number of green Ability ◆ dice you start with. The lower value is the number of green Ability ◆ dice that get upgraded to yellow Proficiency ◇ dice. So if your character has a Brawn of 3 and an Athletics of 2 then you'll roll ◇ ◇ ◆ . Additionally, if they instead had a Brawn of 2 and an Athletics of 3 the dice would be the same.

Once you know the dice coming from your character's skill and the dice coming from the difficulty, the GM may add blue Boost □ dice or black Setback ▨ dice based on circumstances. Frequently, you may find that a Talent your character possesses will also add blue Boost □ dice or even remove black Setback ▨ dice.

The difficulties are:

- (-) -> Simple
- (◆) -> Easy
- (◆◆) -> Average
- (◆◆◆) -> Hard
- (◆◆◆◆) -> Daunting
- (◆◆◆◆◆) -> Formidable
- (◆◆◆◆◆ + Destiny Point) -> Impossible

## INCREASING AND DECREASING

Increasing and Decreasing nearly always refers to the difficulty of the task. Any increases or decreases happen before any pool modifications. Most of the time these increases or decreases will not be visible to you, the player, since the GM should apply these before informing you of the difficulty. However, some abilities can call for an increase or decrease. Increases add a number purple Difficulty ◇ dice equal to the increase.

For instance if a task has a difficulty of Average (◆◆) increasing it once makes it Hard (◆◆◆). Decreasing, of course, does the opposite. If you have a task with a difficulty Hard (◆◆◆) decreasing it makes it Average (◆◆).

## MODIFYING THE DICE POOL

Some game effects can modify the dice pool. There's four basic ways in which the pool can be modified: Adding, Upgrading, Downgrading, and Removing. When multiple effects apply, they apply in that order.

### Adding

Adding dice is easy. Just add in whatever the effect says. This is usually going to be blue Boost □ or black Setback ▨ dice.

### Upgrading

When effects call for an Upgrade they will usually specify if the skill or the difficulty is being upgraded. If the skill is Upgraded then the positive dice are affected. If the difficulty is Upgraded then the negative dice are affected. When Upgrading you will take a green Ability ◆ or purple Difficulty ◇ die and change it to either a yellow Proficiency ◇ or red Challenge ◉ die respectively. In short ◆ -> ◇ or ◇ -> ◉ . If there is not a green Ability ◆ or purple Difficulty ◇ die to upgrade then add a green Ability ◆ or purple Difficulty die ◇ instead.

### Downgrading

Downgrading works in the opposite direction than Upgrading. Just like Upgrading, the effect should specify if the skill or the difficulty is being affected. When Downgrading you will take a yellow Proficiency ◇ or red Challenge ◉ die and change it to a green Ability ◆ or purple Difficulty ◇ die respectively. In short ◇ -> ◆ or ◉ -> ◇ . If there is not a yellow Proficiency ◇ or red Challenge ◉ die to downgrade **then don't change anything**.

### Removing

Just like adding, removing is easy but opposite. Whatever die is referenced by the effect to be removed from the pool is taken out and not rolled. If no such dice are in the pool then nothing happens.

## INTERPRETING THE RESULTS

**A**fter you have rolled the dice you will need to read the results to determine the outcome. The results will determine success or failure, but also any additional side effects that may occur, good or bad.

### SUCCESS AND FAILURE

Success  symbols are canceled by Failure  symbols. If there are remaining Success  symbols in the result pool then the check has succeeded. If there are no Success  symbols or there are Failure  symbols remaining then the check has failed. But success or failure is not the whole story and you will see how Triumph  symbols and Despair  symbols will further affect things in a bit.

### ADVANTAGE AND THREAT

Advantage  symbols are canceled by Threat  symbols. Each of these symbols can be used to give minor benefits or negative side effects.

How exactly they affect the situation depends entirely on the situation. Many times they may simply have mechanical effects such as healing or causing Strain, but they can also affect the narrative in small ways. For instance, if your character is attempting to climb a wall, the GM may call for you to make an Athletics skill check. If you succeed at the check but have Threat  symbols remaining the GM could say that when your character makes it to the top their backpack gets caught, tearing the straps, and causing it fall down where your character just came from.

### TRIUMPH AND DESPAIR

Triumph  symbols also count as a Success  symbol and Despair  symbols also count as a Failure  symbol. The Success  and Failure  parts of Triumph  and Despair  can be canceled, but not the extra effects of each. They also do not cancel each other. This means you can end up with both Triumph  and Despair  in the final results. These extra effects are like super Advantage  and Threat .



## THE COMBAT TURN

**W**hen your characters get involved in a situation where every decision matters and lives may be on the line, your GM will likely shift the game-play from Narrative to Structured. The most common Structured Encounter is combat. Social Encounters are also a thing, but are less frequently used and are not covered in this guide. You will know you have begun a combat encounter because your GM will ask everyone for an Initiative roll. They will then assign initiative slots based on everyone's roll, including the NPCs. Then combat will start with PCs and NPCs taking turns in the respective slots. Once one side has been completely removed from the encounter, either through exceeding Wound or Strain thresholds, the encounter ends.

### INITIATIVE

The encounter Initiative is determined by each character making a Cool or Vigilance check with a Simple (-) difficulty, meaning no difficulty dice are used. Which skill is used is determined by the GM based on the circumstances. For the most part, if the characters are aware that conflict is afoot then Cool is used and if they are surprised then Vigilance is used. Once everyone has their results the GM will create PC and NPC slots.

### TAKE YOUR TURN

Your specific initiative roll determines when your PC may act. On your turn you have many options. You get one Action, one free Maneuver, and a **reasonable** number of Incidentals.

### Incidentals

Incidentals are small operations that require very little effort to perform. There is no mechanical limit to the number of Incidentals a character can perform, but your GM may cut you off if you push the boundaries of what makes sense. Some examples incidentals are speaking a short sentence or two, dropping a held item or character, and making small movements like peeking around a corner.

### Maneuvers

Maneuvers are the things you can do that are not as simple as an Incidental or as complex as an Action. They are activities that do not require a skill check; you just do them. Your GM should provide you the exhaustive list of Maneuvers, but for the most part you will use Maneuvers to move from one place to another, drawing or holstering a weapon, standing up or lying down, or taking your time to aim at a target. You get one free Maneuver on each of your turns. You can take up to one additional Maneuver by either suffering 2 strain or using your Action. No matter what, you can only perform two Maneuvers on your turn, with few exceptions. Some common examples are:

### Actions

Actions are those complex activities that almost always require a skill check. Your action is used to shoot a gun or swing a sword at a target, jump a chasm, hack a computer, or cast a spell. These checks will use all the rules you learned in the Building The Dice Pool section.



## RANGE BANDS

This is the part that most people have trouble with. Instead of tightly defined hexes or squares. Genesys uses relative distances. This can be a bit odd to keep track of if you are coming from a game that relies on a grid, but if you keep in mind that Genesys is more narrative focused and let yourself be comfortable with the cinematic nature you will have a much better time.

### Engaged

Engaged is the Range Band representing someone standing right next to you or about within arm's reach. This is the range in which most melee or brawling combat occurs.

- (♦♦) for Melee
- (♦) + (♦) for Ranged (Light)
- (♦) + (♦♦) for Ranged (Heavy)
- Not possible for Gunnery

### Short

Short range is up to several meters. Most people treat it as about 6 meters or 20 feet. It is the distance you can have a normal volume conversation.

- (♦♦) for Ranged (Light) / (Heavy) / Gunnery

### Medium

Medium range is described as several dozen meters away. Most people will treat this as 60 meters or almost 200 feet. At this distance people

will have to talk loudly at each other to be heard. Thrown weapons will rarely reach this distance and hitting a target with a pistol this far away is very difficult.

- (♦♦♦) for Ranged (Light) / (Heavy) / Gunnery

### Long

Long range is at least twice as far as Medium range. To move from Medium to Long range requires two Maneuvers. Two people could only hear each other at this range by shouting very loudly.

- (♦♦♦♦) for Ranged (Light) / (Heavy) / Gunnery

### Extreme

This is typically the farthest range you will encounter in a Genesys game. It is at least twice as far as Long range. Moving from Long to Extreme range requires two maneuvers. Hearing someone at this range is impossible. Only vehicle mounted weapons or power sniper rifles can even operate at Extreme range.

- (♦♦♦♦♦) for Ranged (Light) / (Heavy) / Gunnery

### Strategic

Strategic range is extremely situational and might only come into play with very specific equipment (e.g. Anti-air weapons or similar equipment).

- (♦♦♦♦♦♦) for Ranged (Light) / (Heavy) / Gunnery



## ADDITIONAL CHARACTER STATS

Aside from the characteristics there are some other stats that require a quick glance to understand the game-mechanics.

### SOAK

**Soak** represents a character's ability to resist physical damage from attacks.

$$\text{Soak} = \text{Brawn} + \text{Armor Soak}$$

When a character is hit, the Soak value is subtracted from the damage before applying it to the Wound or Strain Threshold. If a character suffers Strain directly - for example **Agility** skill checks or a weapon with a **Stun** rating - Soak is **not** subtracted.

### WOUND THRESHOLD

**Wound Threshold** represents how much physical damage they can take before becoming incapacitated. Your Wound Threshold is determined by your species base value plus your Brawn score. gridops-admin If your wounds exceed your threshold, your character becomes incapacitated and immediately suffers a Critical Injury.

### STRAIN THRESHOLD

**Strain Threshold** represents how much mental or emotional stress a character can endure before becoming overwhelmed. Your Strain Threshold is determined by your species base value plus your Willpower score. If your strain exceeds your threshold, your character loses the free maneuver and cannot take actions, maneuvers or use any talents until they recover strain (e.g. using an Adrenaline shot). Strain is often used to activate abilities, talents, or to take extra maneuvers in a turn, so managing it is crucial for tactical play.

### M/R DEFENSE

**Melee Defense** and **Ranged Defense** represent a character's ability to avoid being hit in close combat or at range, respectively. Defense values add  $\square$  to an attacker's dice pool.

Defense values do not stack if they are from sources that **set Defense**. However, effects that **increase defense** can stack with these base values.

### ENCUMBRANCE

**E**ncumbrance is a measure of how much gear a character can carry before it starts to affect their performance. The Encumbrance Threshold is the maximum amount of encumbrance a character can carry without penalty.

$$\text{Encumbrance Threshold} = \text{Brawn} + 5$$

There are penalties for exceeding this threshold:

- Lose your free maneuver each turn
- A character must make an Athletics check with the difference as difficulty
- If others help carry the load, their Brawn scores are added to the threshold

To carry more than the threshold, a character must make an Athletics check. The difficulty is based on how many points over the threshold they are. Assistance: If others help carry the load, their Brawn scores are added to the threshold 1.

### CRITICAL INJURIES

**Critical Injuries** represent serious wounds that can have lasting effects on a character. Each attack will have a critical hit rating, which will determine how many  $\Delta$  are needed to trigger a critical hit.

When a critical hit is triggered, the attacker will roll a d100 on the **Critical Injury Table**. Add **+10** to the roll for **each existing unhealed critical injury** the target already has. The result determines the severity and effect of the injury, e.g. harmless critical injuries like losing a strain up to severe injuries like losing a limb or straight up dying.

Critical injuries **remain until healed** via a Medicine check or natural recovery. Some effects last only for the encounter, but the injury itself still counts toward future critical rolls until healed.

A character can only attempt to heal each Critical Injury once per week per patient. Successful check removes the injury. Failure means the injury remains, but it can be attempted again after a week. If there are proper, modern facilities available, the time between the rolls can be reduced down to a day between checks.

## VEHICLE COMBAT

**S**paceship combat transforms the battlefield into a three-dimensional theater of momentum, energy, and interstellar peril. The rules aren't just about shooting lasers and dodging asteroids—they're essential for simulating complex systems like shields, propulsion, targeting computers, and crew coordination. Tactical mechanics offer structure to orbital maneuvers, weapons cooldowns, and even hull breaches, all while keeping the action balanced and immersive. Whether players are commanding nimble fighters or colossal dreadnoughts, the rules ensure that cinematic drama and technical precision go hand in hand across the stars.

### ATTACK DIFFICULTIES

Base difficulty is ♦♦. When a character makes an attack against a target with a silhouette two points or more larger than their vehicle, they decrease the difficulty of the check by one.

When a character makes an attack against a target with a silhouette two or more points smaller than their vehicle, they increase the difficulty of the check by one.

### GAINING THE ADVANTAGE

This action reflects the frantic give-and-take of a dogfight between vehicles. It allows a pilot to gain the upper hand against a single enemy vehicle, positioning to deny that foe shots while setting up attacks of their own.

To execute this action, the pilot chooses one enemy vehicle and makes a Piloting check, the difficulty of which is determined by the relative speeds of the vehicles involved in the attack. The initializing Ships Handling is added normally as □, the target ship's handling is added as □ to the check.

Vehicle Speed Condition	Difficulty Level
Initiating vehicle is traveling at the same speed as the target	Average (♦♦)
Initiating vehicle's speed is one or more higher than the target	Easy (♦)
Initiating vehicle's speed is one or more lower than the target	Hard (♦♦♦)
Initiating vehicle's speed is two or more lower than the target	Daunting (♦♦♦♦)



## SYSTEM STRAIN

System strain represents the stress and wear placed on a vehicle, starship, or other mechanical system during intense use — especially in combat or high-performance situations. It's a separate resource from hull trauma and is used to track how much a system can be pushed before it starts to falter.

Using this action, any Player Character who makes a successful Mechanics check recovers one point of System Strain. The difficulty of the Mechanics check is determined by the Strain the ship is currently suffering:

Damage Control can be attempted as many times as needed to reduce a ship's System Strain to zero (with the caveat that a single character can still only perform one Action per turn, of course).

## HULL TRAUMA

Hull trauma represents the physical damage sustained by a vehicle or starship—think of it as the mechanical equivalent of a character's wounds. It's a key measure of a vehicle's durability and survivability in combat.

In general, PCs can only attempt one Damage Control check to reduce Hull Trauma per encounter (there are only so many repairs that can be accomplished without the facilities of a proper shipyard).

## VEHICLE ACTIONS

These Actions are all covered by the "Perform a Skill Check" Action, and are by no means an exhaustive list. However, they do serve to provide a range of ideas.

Total System Strain	Total Hull Trauma	Difficulty
System Strain < half System Strain Threshold	Hull Trauma < half Hull Trauma Threshold	(♦) Mechanics
System Strain >= half System Strain Threshold	Hull Trauma >= than half Hull Trauma Threshold	(♦♦) Mechanics
System Strain > System Strain Threshold	Hull Trauma > Hull Trauma Threshold	(♦♦♦) Mechanics

Action	Skill and Difficulty	Effect
Copilot	(♦♦) Piloting	Downgrades pilot's next check per ♦
Plot Course	(♦♦) Computer (SysOps) or (♦♦♦) Astronomics	Reduces terrain penalties by 1 per ♦
Boost Shields	(♦♦♦) Mechanics	1 System Strain, +1 Defense for one zone until next turn, duration increases per additional ♦
Quick Repairs	(♦♦♦) Athletics	Removes 1 Hull Trauma +1 per additional ♦, once per encounter
Fire Discipline	(♦♦♦) Discipline	Grants □ to next shooter(s), and can cause 1 System Strain on hits until next turn
Scan Target	(♦♦♦) Perception	Reveals target's weapons, mods, thresholds; with ▲, shows current System Strain and Trauma
Jam Comms	(♦♦) Computers	Target must make Computers check to communicate, difficulty and targets increase with ▲
Slice Systems	(♦♦♦) Computers	Lowers Defense for zone, disables weapon or adds System Strain with ▲
Spoof Missiles	(♦♦) Computers (SysOps)	Upgrades difficulty of guided attacks until next turn, more upgrades per advantage

## DEFENSE ZONES AND SILHOUETTE

When attacking a vehicle of **Silhouette 4 or lower**, the **defender chooses** which Defense Zone the attack hits. Smaller ships are more agile and constantly in motion, meaning that during combat they are constantly juking, dodging, evading, and generally positioning themselves so that their strongest defense zone is always facing their attacker.

When attacking ships of **Silhouette 5 or higher while in smaller ships**, the Defense Zone affected by the attack is **determined by the Attacker**. The relative position of ships in combat is determined by both the Game Master's and the Player Characters' actions.

When attacking ships of **Silhouette 5 or higher while also in a ship with Silhouette of 5 or more**, the Defense Zone affected is determined by the **position of the ships in combat**. The relative position of ships in combat is determined by both the Game Master's and the Player Characters' actions.

## VEHICLE SHIELD AND ARMOR

Vehicle Shield reflects a ship or vehicle's ability to completely deflect or reduce the damage of incoming attacks or collisions through use of deflector shields. Each point adds  to any incoming attack roll made against a ship or vehicle.

If a vehicle suffers Damage from multiple hits in an attack, they apply their Armor value to each hit individually.

If the attack affects multiple targets, the additional damage is added to each target.

## SILHOUETTE AND DEFENSE ZONES

Anything with Silhouette 3 or lower has two Defense Zones: forward and aft.

Ships with Silhouette 5 or higher have four Defense Zones: forward, aft, port, and starboard.

## WEAPONS

A particular starship or vehicle weapon can only be used once per round, no matter how many characters there are aboard the ship, unless a rule specifically allows otherwise. Targets must be within the firing arc and range of the weapon, as determined by the relative position of vehicles (and the GM's discretion).

Weapon Zones are a tool to utilize positioning of weapons to the attackers advantage, so that only a few or no weapons can be used against the attacker when he has the advantage.

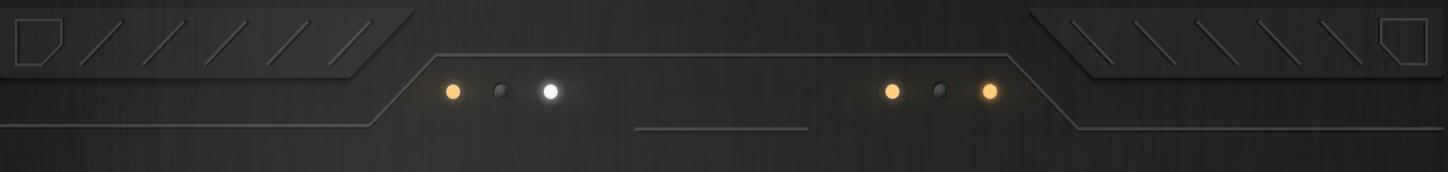
## VEHICLE DAMAGE

If a combat check is successful, each un-canceled  adds +1 Damage. Reduce the Damage received by a vehicle's Armor value. If any Damage remains after this reduction, the vehicle suffers that much Hull Trauma. If the net result is zero or negative, the vehicle suffers no Hull Trauma. Reminder, Vehicle Weapon Damage and Hull Trauma operate on Planetary Scale, meaning that one point of Hull Trauma equals ten Wounds on an individual at Personal Scale.

If a vehicle suffers Damage from multiple hits in an attack, they apply their Armor value to each hit individually.

If the attack affects multiple targets, the additional damage is added to each target.





# CHAPTER 7: SKILLS

**S**kills are the tool a character uses to interact with environment and other people. In this section each skill will be described and will show its usually paired characteristic.

## GENERAL SKILLS

**G**eneral Skills cover all the possible interactions a player can have with his environment. These skills range from Athletics for physical activities like climbing and swimming, Computers for tasks such as hacking and data analysis, Mechanics for repairing and building machinery, to Perception for noticing hidden details or changes in the surroundings. Each skill is designed to cover a broad spectrum of actions, allowing characters to apply their expertise in various situations.

### Athletics | BRAWN

The **Athletics** skill measures a character's physical prowess in activities like:

1. Running long distances
2. Climbing walls or trees
3. Swimming across rivers
4. Jumping over obstacles
5. Performing feats of raw physical endurance

### Computer (Hacking) | INTELLIGENCE

The **Computer (Hacking)** skill covers activities like:

1. Accessing secure systems or databases
2. Disabling or reprogramming security devices (like cameras or turrets)
3. Writing or deploying malicious code
4. Understanding of security principles (physical and digital)

**NOTE:** This skill can substitute the **Computer (SysOps)** skill, but the difficulty will always increase by + ♦.

### Computer (SysOps) | INTELLIGENCE

The **Computer (SysOps)** skill covers activities like:

1. Monitoring system health and performance
2. Accessing and using of digital systems
3. Managing systems of larger space-ships
4. Utilizing digital systems as they are intended

**NOTE:** This skill can substitute the **Piloting** and **Gunnery** skills when used in larger vessels (where appropriate), but the difficulty will always increase by + ♦.







## SOCIAL SKILLS

**S**ocial Skills are crucial for interaction with other people. They include persuasion, deception, intimidation, leadership and negotiation. These skills allow characters to navigate complex social situations and influence others effectively.

### Charm | PRESENCE

**Charm** is used to persuade others by appealing to their better nature, making oneself likable, or using flattery. It's a key social skill for characters who rely on their charisma and charm to influence others.

1. Convincing a guard to let you pass without proper credentials
2. Captivating a crowd with a speech or performance
3. Using charm to win someone's affection or trust

**NOTE:** This skill might be replaced with the **Negotiation** skill in a more professional environment, or when organizations and governments are involved.

### Coercion | WILLPOWER

**Coercion** is used to intimidate, threaten, or force others into compliance. It's a powerful tool for characters who rely on fear and authority to get their way.

1. Forcing someone to give you information by threatening them
2. Ensuring obedience through threats and harsh words
3. Convincing enemies to surrender

**NOTE:** Sometimes **Leadership** can be used instead when a chain of command exists that involves both parties.

### Deception | CUNNING

**Deception** is used to mislead, lie, or create false impressions. It's essential for characters who rely on cunning and trickery to achieve their goals.

1. Telling a guard you have permission to enter a restricted area
2. Distracting someone with a fabricated story or event
3. Pretending to be someone else to gain access or information
4. Straight up lying when questioned or interrogated

### Leadership | PRESENCE

**Leadership** is used to inspire, direct, and motivate others. It's crucial for characters who lead groups, command respect, and coordinate efforts.

1. Boosting the morale of your team before a big battle
2. Directing a squad during a mission to ensure everyone knows their role
3. Mediating between conflicting parties to reach an agreement

**NOTE:** This skill sometimes overlaps with most of the other social skills. Mostly when addressing larger groups.

### Negotiation | PRESENCE

**Negotiation** is used to reach mutually beneficial agreements, and persuade others through compromise. It's vital for characters who need to broker deals or navigate complex diplomatic relations.

1. Negotiating terms with a merchant for better prices or exclusive goods
2. Resolving conflicts between two parties to reach a peaceful solution
3. Persuading a rival to join forces for a common goal through compromise

**NOTE:** This skill can substitute or replace the **Charm** skill in a more professional environment, or when organizations and governments are involved.

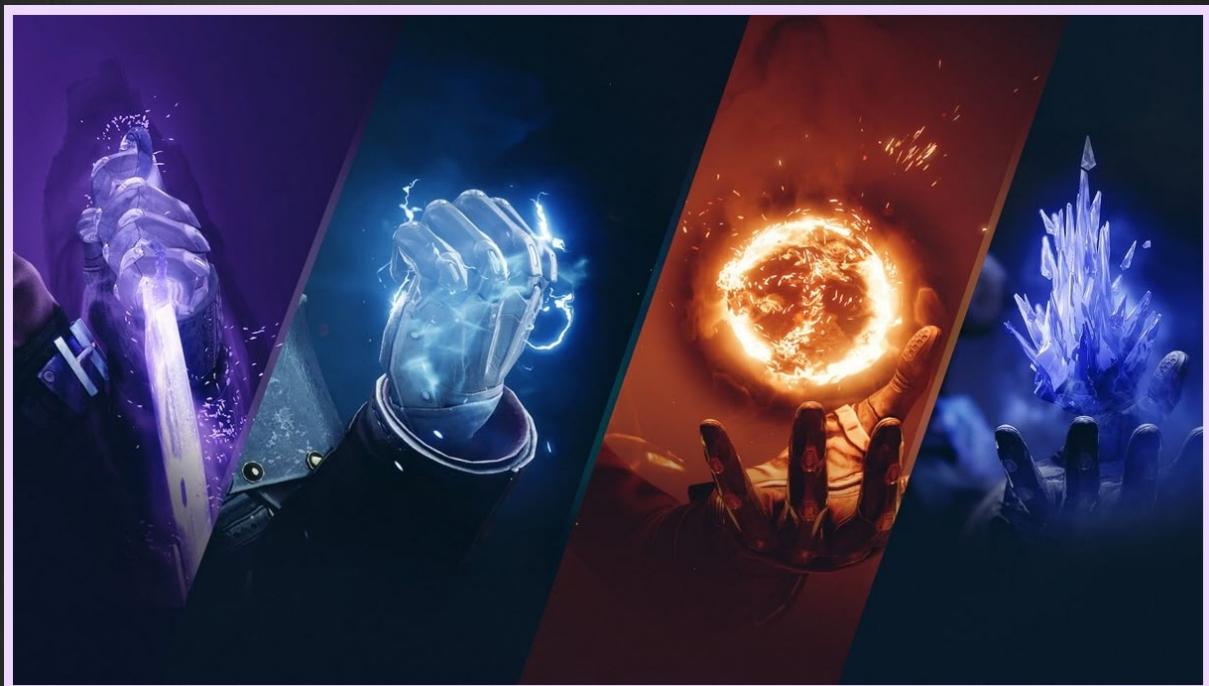




## Knowledge(Warfare) | INTELLIGENCE

**Knowledge (Warfare)** represents a character's expertise in military tactics, history, and strategy. This skill is vital for characters involved in planning and executing military operations, understanding historical battles, and devising effective combat strategies.

1. Drawing lessons from past conflicts to apply in current situations
2. Developing strategies for large-scale engagements or campaigns
3. Predicting and countering the strategies of opposing forces







# CHAPTER 8: OF MIGHT AND MAGIC

Magic in the Genesys system is designed to be narrative-first and highly flexible, empowering players to craft spell effects that suit the story rather than bind them to rigid lists. Instead of predefined spells, casters build their magical actions using a selection of core Magic Actions, customized with additional effects and governed by skill checks and narrative consequences.

## IS HE CASTING A SPELL?

To cast a spell:

1. Select a Magic Action (e.g., Attack, Barrier, Curse, ...)
2. Modify with Additional Effects based on the caster's intentions (e.g., Area, Range, Duration, ...)
3. Determine the base Difficulty of the spell, increase the difficulty based on the number and nature of added effects
4. Spend 2 Strain
5. Roll using the appropriate magic skill, applying results as per normal skill checks

Magic checks are subject to **strain costs**, reflecting the effort of conjuring supernatural power. Each spell costs **2 Strain** to cast. **Concentration** enables specific spells to be maintained for longer than what their base allows. Concentrating on **one spell** requires **one Maneuver** per turn.

## SPELLS

Spells consist of a base effect and additional effects. Base effects are the minimum planned outcome a Spell can have. Additional effects can be learned by spending XP and provide additional effects or completely changing the base effect by increasing the difficulty.

### ATTACK

**Skills Used:** Celestial, Primal or Arcane

**Concentration:** No

**Targeting:** One target at short range (not engaged)

**Difficulty:** Easy (♦)

**Base Damage :** Equal to the linked characteristic (Wisdom)

**Bonus Damage :** +1 for each un-cancelled ♦ symbol

**Critical Injuries :** No set Critical rating — you can only inflict one if you roll a ♣

Effect	XP Cost	Description	Difficulty
<b>Potent</b>	5XP	Delivers additional magical damage equal to ranks in Knowledge skill	+1
<b>Burn</b>	5XP	Gains Burn 1 quality	+1
<b>Blast</b>	10XP	Affects multiple targets in close proximity	+1
<b>Pierce</b>	5XP	Ignores soak or armor rating up to ranks in Knowledge	+1
<b>Cripple</b>	10XP	Immobilize the target	+1
<b>Range</b>	5XP	Extends spell's reach by one range band	+1 per use
<b>Elemental</b>	5XP	Changes damage type (fire, ice, lightning)	+1

## ALTER

**Skills Used:** Arcane

**Concentration:** Yes

**Targeting:** One object or environmental feature within medium range

**Difficulty:** Average (♦♦)

**Effect :** Alters target's visual appearance

**Duration :** Lasts one rounds unless prolonging

Effect	XP Cost	Description	Difficulty
<b>Ethereal</b>	10XP	Changes material type (e.g. wood to stone, flesh to mist)	+2
<b>Resize</b>	5XP	Enlarge or reduce target's size temporarily (within safe bounds)	+1
<b>Trans-mute</b>	10XP	Permanently transforms target item into another object of similar mass and complexity.	+2
<b>Animate</b>	10XP	Grants motion or basic behavior to target object or material	+2
<b>Range</b>	5XP	Extends spell range by one band	+1 per use
<b>Prolong</b>	5XP	Spell holds one more turn after concentration is broken	+1 per use

## AUGMENT

**Skills Used:** Celestial or Primal

**Concentration:** Yes

**Targeting:** Caster

**Difficulty:** Average (♦♦)

**Effect :** Choose a characteristic, add one □ to skill checks performed with this characteristic

**Bonus Effect :** Spend ▲ to increase duration or apply additional benefits; spend ⚙ to enhance multiple stats

**Duration :** Lasts until the end of the caster's next turn, or until the end of the next turn after concentration is broken

Effect	XP Cost	Description	Difficulty
<b>Health</b>	5XP	Increases wound threshold by caster's Knowledge ranks	+1
<b>Haste</b>	5XP	May perform a second maneuver each turn without strain	+1
<b>Swift</b>	5XP	Ignores difficult terrain and cannot be immobilized	+1
<b>Accurate</b>	10XP	Add damage to ranged attacks equal to caster's Knowledge ranks	+1
<b>Strength</b>	10XP	Add damage to melee attacks equal to caster's Knowledge ranks	+1

## BARRIER

**Skills Used:** Celestial or Arcane

**Concentration:** Yes

**Targeting:** One target (self or ally) within short range

**Difficulty:** Average (♦♦)

**Effect :** Creates a magical shield that increases soak by 1

**Bonus Effect :** Spend ⚡ to increase defense value by 1

**Duration :** One round, or until concentration is broken

Effect	XP Cost	Description	Difficulty
<b>Add Soak</b>	5XP	Further Increase Soak by 1	+1
<b>Add Defense</b>	5XP	Increase Defense by 1	+1
<b>Encase</b>	5XP	Fully surrounds target with magical barrier, stunning the target. Prevents damage and physical contact	+1
<b>Reinforce</b>	10XP	Doubles soak and defense provided by spell	+2
<b>Prolong</b>	5XP	Lengthens spell's protective effect by one turn	+1 per use
<b>Range</b>	5XP	Increases spell range by one range band	+1 per use

## CURSE

**Skills Used:** Celestial

**Concentration:** Yes

**Targeting:** One target within short range

**Difficulty:** Hard (♦♦♦)

**Effect :** Select a characteristic, target upgrades difficulties for skills using that characteristic once

**Bonus Effect :** Spend ⚡ to double duration

**Duration :** Lasts for a number of rounds equal to ♦♦, or until cured with magic or story point

Effect	XP Cost	Description	Difficulty
<b>Weaken</b>	5XP	Reduces the characteristic by 1 (to a minimum of 1)	+2
<b>Hamper</b>	5XP	Downgrades checks for a specific skill. Duration determined by ranks in Knowledge.	+2
<b>Prolong</b>	5XP	Increases duration of curse's effect by one turn	+1 per use
<b>Range</b>	5XP	Extends spell range by one band	+1 per use
<b>Silence</b>	10XP	Prevents target from speaking or casting spells requiring vocal components	+1

## DISPEL

**Skills Used:** Celestial or Arcane

**Concentration:** No

**Targeting:** One magical effect or target within short range

**Difficulty:** Contested against spell-caster

**Effect :** Removes an active magical effect (e.g., ends a Curse, neutralizes enchantments, negates a barrier)

**Bonus Effect :** Spend ⚡ to reduce backlash; spend ⚡ to automatically use *Piercing Dispel*, Failure deals damage to the caster through soak equal to the original spell difficulty

**Duration :** Instantaneous

Effect	XP Cost	Description	Difficulty
<b>Suppress Aura</b>	5XP	Temporarily dampens a magical aura or effect without destroying it	+1
<b>Multi-Target</b>	10XP	Removes effects from multiple targets in range (up to ranks in Knowledge)	+2
<b>Contingent</b>	5XP	Sets dispel to activate under specific conditions	+1
<b>Range</b>	5XP	Extends spell range by one band	+1 per use
<b>Piercing Dispel</b>	10XP	Attempts to remove effects protected by wards, rituals, or layered magic	+2

## MASK

**Skills Used:** Arcane, Primal or Celestial

**Concentration:** Yes

**Targeting:** Self or one target within short range

**Difficulty:** Average (♦♦)

**Effect :** Alters the appearance or voices of the target

**Duration :** Sustained for a number of rounds equal to ★★ after concentration is broken

Effect	XP Cost	Description	Difficulty
<b>Conceal</b>	5XP	Masks the target's face, voice, or aura from recognition effects like Cameras, Software, Spells	+1
<b>Obscure</b>	5XP	Hides an item or magical presence from detection spells or scrying	+1
<b>Silence</b>	5XP	Suppresses sound from the target	+1
<b>Mimic Aura</b>	10XP	Copies magical aura of a different target or type	+2
<b>Range</b>	5XP	Extends spell range by one band	+1 per use
<b>Prolong</b>	5XP	Prolongs the mask spell's effects by one more round	+1 per use

## PREDICT

**Skills Used:** Celestial or Arcane

**Concentration:** No

**Targeting:** Self or one willing target within short range

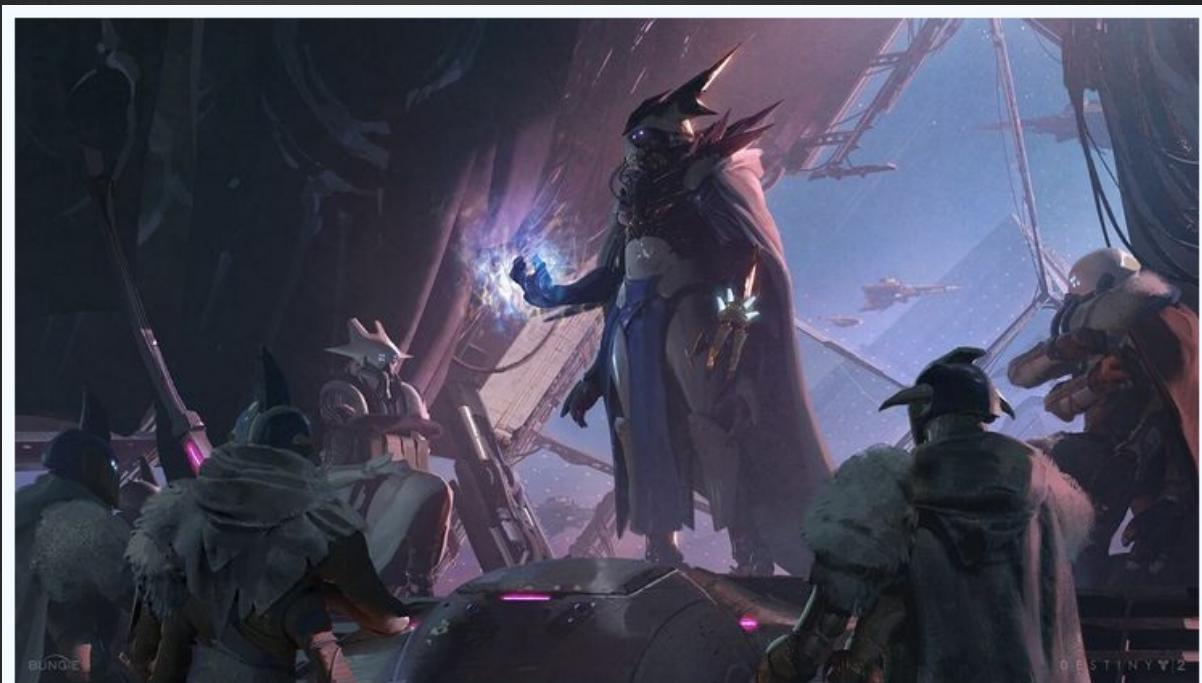
**Difficulty:** Hard (♦♦♦)

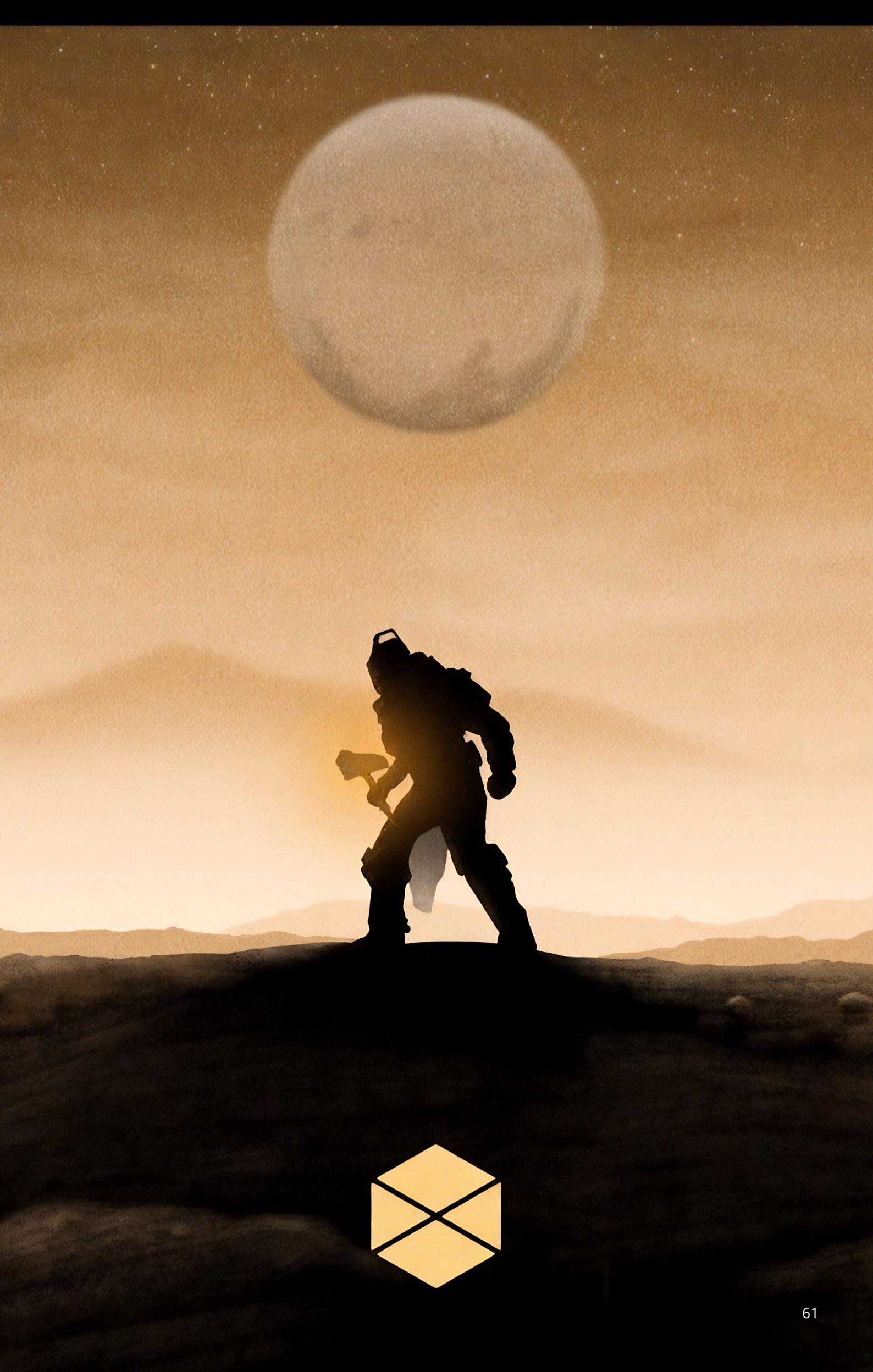
**Effect :** Grants brief foresight into future events; GM may provide hints, reveal hidden dangers, or offer narrative clues

**Bonus Effect :** Spend ⚠ to gain boost dice on related checks; spend ⚡ to receive a strong prophetic vision or directly alter one upcoming roll

**Duration :** Instantaneous

Effect	XP Cost	Description	Difficulty
<b>Sense Danger</b>	5XP	Grants awareness of imminent threats, add ☢ to Vigilance and Perception checks for this encounter	+1
<b>Glimpse Future</b>	10XP	Briefly reveals a possible future outcome or consequence, ask one question to the GM about a possible solution (once per encounter)	+2
<b>Read Intent</b>	5XP	Discerns hidden motives or emotional state of one target	+1
<b>Shared Senses</b>	10XP	Predictive effect applies to multiple allies	+2





# CHAPTER 9: CRAFTING YOUR DESTINY

## HUMAN

**H**umans are the resilient survivors of a golden age brought about by the Traveler. After the Long Night, they rebuilt under the protection of the Guardians and strive to reclaim lost knowledge and territory. Their strength lies in determination, adaptability, and unity in the face of outside threats.



**XP:** 120

**Wound-Threshold:** 10 + Brawn

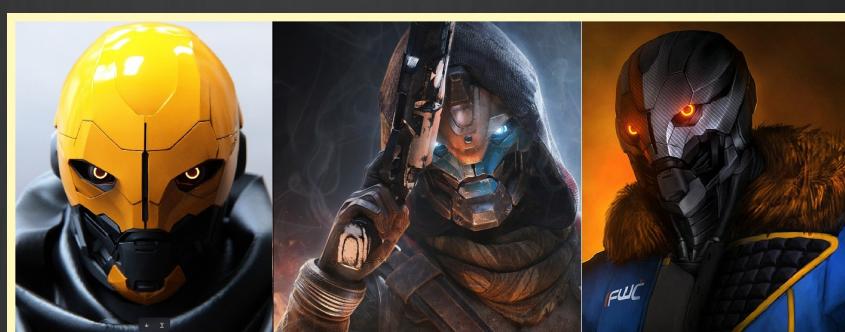
**Strain-Threshold:** 10 + Willpower

**Career Skills:** 9 Career skills

**Versatile:** Humans begin the game with one rank in two non-career skills. They still may not train this skill past rank 2 during character creation.

## EXO

**E**xos are artificial beings created to house human-like consciousness. Their mechanical bodies grant them durability and strength, while their minds are nearly perfect imitation of a human's.



**XP:** 100

**Wound-Threshold:** 11 + Brawn

**Strain-Threshold:** 11 + Willpower

**Career Skills:** 8 Career skills

**Digital Mind:** Exos get an additional + for Mechanics and Computers checks made.

**Mechanical:** Exos are, due to their mechanical nature, immune to poisons and suffocation and their brawl attacks have a damage rating of 1.

## AWOKEN

**A**woken are humans that were transformed by a mysterious event during the Long Night. They possess a graceful, enigmatic nature and have ties to deep lore and secrets. Many come from the Reef and maintain a unique culture apart from Earth.



**XP:** 100

**Wound-Threshold:** 9 + Brawn

**Strain-Threshold:** 11 + Willpower

**Career Skills:** 8 Career skills

**Skills:** Discipline 1, Perception 1

**No stranger to Darkness:** Awoken may add up to + to resilience checks made to resist fear or mental attacks.

## CABAL

**C**abal are a militaristic race built on conquest and discipline. Massive, armored, and relentless, their empire spans across countless systems. After the downfall of the human empire, they quickly filled the void that remained. Grown Cabal tower at up to 320 cm.



**XP:** 70

**Wound-Threshold:** 13 + Brawn

**Strain-Threshold:** 8 + Willpower

**Career Skills:** 7 Career skills

**Skills:** Resilience 1, Ranged (Heavy) 1, Discipline 1

**Hulking Threat:** Once per encounter Cabal can ignore the effects of one critical hit for the rest of the encounter.

## ELISKNI

**E**liskni are a once-proud alien race that spiraled into chaos after an event they call the Collapse. Now scattered and fractured into different clans and houses, many became pirates and scavengers. Despite that fact, the Eliskni hold deep cultural traditions and a complex social hierarchy.



**XP:** 80

**Wound-Threshold:** 11 + Brawn

**Strain-Threshold:** 8 + Willpower

**Career Skills:** 7 Career skills

**Keep you Enemies close:** Eliskni start with a melee defence of 1.

Eliskni gain one additional free maneuver per turn. They still may not

**Four Arms:** perform more than two maneuvers per turn, however. Eliskni may suffer 3 Strain to make one additional, different action as maneuver.

## ILLU

**I**llu are a race hailing from the ice planet Cryvant, they are resilient, value silence and only speak when spoken to or when it is required of them.



**XP:** 100

**Wound-Threshold:** 11 + Brawn

**Strain-Threshold:** 10 + Willpower

**Career Skills:** 8 Career skills

**The Journal:** Once per encounter as a maneuver you access your collected experience in your journal to add + to any career-skill-check.

**Cold Resistance:** When making skill checks, Illu may remove all due to cold environmental conditions.

## TESSTH'NAHARI

**T**essth'nahari are a reptile race originating from the jungle planet Nahari. They are deeply connected with their ancestors and their planet.



**XP:** 100

**Wound-Threshold:** 10 + Brawn

**Strain-Threshold:** 10 + Willpower

**Career Skills:** 8 Career skills

**Favored by the Voices:** You can forego the Destiny roll and set your result to one White token.

**Ancestral Memories:** You always treat Knowledge (Education) and Survival as being career skills, regardless of your starting career.

## ENDATHI

**E**ndathi evolved on Theramak, a merciless desert planet. They are very careful with new people and excel at using their cunning to get what they want.



**XP:** 100

**Wound-Threshold:** 10 + Brawn

**Strain-Threshold:** 10 + Willpower

**Career Skills:** 8 Career skills

**Night vision:** Endathi see in almost total darkness. Remove all □ added due to darkness.

**Creative solution:** Once per session you can use your Cunning characteristic for any skill check.



# CHAPTER 10: WEAPONS AND EQUIPMENT

## ITEM QUALITIES

### ACCURATE

Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this quality, the attacker adds  $\blacksquare$  to their combat checks while using this weapon.

### AUTO-FIRE

A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with projectiles. The advantage in using Auto-fire is that it has the chance to hit multiple targets or to hit a single target multiple times.

As attacking with a weapon on Auto-fire is generally less accurate, the attacker must increase the difficulty of the combat check by  $\diamond$ . The user may choose not to use the Auto-fire quality on a weapon; in this case, they cannot trigger the quality but also do not suffer the aforementioned penalty. If the attack hits, the attacker can trigger Auto-fire by spending  $\AA$ . Auto-fire can be triggered multiple times. Each time the attacker triggers Auto-fire, it deals an additional hit to the target. Each of these counts as an additional hit from that weapon, and each hit deals base damage plus the number of  $s$  on the check.

- These additional hits can be allocated to the original target, or to other targets in proximity of the target. If the attacker wishes to hit multiple targets, they must decide to do so before making the check. Furthermore, if they wish to hit multiple targets, their initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets.

### BLAST

The weapon has a spread, an explosive blast, or a similar area of effect, like a detonated grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) in engaged range with the original target suffers a hit dealing damage equal to the Blast quality's rating, plus damage equal to the total  $s$  scored on the check.

If the Blast quality doesn't activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the targets) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses by spending  $\AAA$ . In this case, the original target and every target engaged with the original target suffers a hit dealing damage equal to the Blast rating of the weapon.

### BLAST (LARGE)

Identical to Blast, but covers character in short range instead of only engaged ones.

### BREACH

Weapons with Breach burn through the toughest armor; they are often heavy weapons or weapons mounted on some sort of vehicle.

Hits from weapons with the Breach quality ignore one point of vehicle armor for every rating of Breach (meaning they also ignore 10 soak for every rating of Breach).

### BUFF

Increase the wearers Wound threshold by the Buff rating while wearing the item. The wounds provided by Buff are used before the wearer's wounds, thus taking off an item with the Buff quality cannot cause a critical hit.

### BURN

Weapons with Burn inflict damage over time. When Burn is triggered, one target hit by the attack continues to suffer the weapon's base damage each round for a number of rounds equal to the weapon's Burn rating. Apply damage at the start of each of the target's turns. If multiple targets suffer hits from a weapon with Burn, the quality may be triggered multiple times, affecting a different target each time.

A victim might be able to stop the damage by performing an action to roll around and make a Coordination check. The difficulty is Average ( $\diamond \diamond$ ) on hard surfaces such as the floor of a

building, or an Easy (♦) on grass or soft ground. Jumping into a body of water stops the damage immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

## CAMOUFLAGE

Camouflage makes it harder for enemies to detect the user by adding □ to opponents' Perception checks or similar detection attempts equal to the Camouflage rating.

## CONCEALED

Concealed makes it harder to detect the item on the user by adding □ to opponents' Perception checks or similar detection attempts equal to the Concealed rating.

## CONCUSSIVE

The weapon's attack can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions. When Concussive is triggered, one target hit by the attack is staggered (see page 114) for a number of rounds equal to the weapon's Concussive rating. A staggered target cannot perform actions. If multiple targets suffer hits from a weapon with Concussive, the quality may be triggered multiple times, affecting a different target each time.

## CRYO

- When a target is hit by a weapon with the Cryo quality, they must make a Resilience check with a difficulty equal to the weapon's Cryo rating. On a failure, the target loses their free maneuver for a number of turns equal to the Cryo rating. If the check results in ♦ or ♦♦, the target is frozen for the same duration and must repeat the Resilience check at the end of each turn to attempt to break free.

## CUMBERSOME

A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapon's Cumbersome rating. For each point of Brawn by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

## DEFENSIVE

An item with the Defensive quality increases the user's melee defense by its Defensive rating.

## DEFLECTION

An item with the Deflection quality increases the user's ranged defense by its Deflection rating.

## DISORIENT

A weapon with Disorient can daze an opponent. When Disorient is triggered, one target hit by the attack is disoriented (see page 114) for a number of rounds equal to the weapon's Disorient rating. A disoriented target adds □ to all skill checks they perform. If multiple targets suffer hits from a weapon with Disorient, the quality may be triggered multiple times, affecting a different target each time.

## DUAL-WIELD

Although single items, the wielder needs both hands to use this item. The item only provides the respective stats if both are worn or equipped.

## ENSNARE

A weapon with Ensnare binds a foe and restricts their movements. When Ensnare is triggered, one target hit by the attack becomes immobilized for a number of rounds equal to the weapon's Ensnare rating. An immobilized target cannot perform maneuvers. If multiple targets suffer hits from a weapon with Ensnare, the quality may be triggered multiple times, affecting a different target each time.

An Ensnared target may perform an action to attempt a Hard (♦♦♦) Athletics check on their turn to break free from the effect.

## GENE-LOCKED

This weapon is engineered to respond exclusively to the genetic signature of its designated user. When wielded by anyone other than the intended user, it remains inert and non-functional. To unlock the weapon for a new user, one must either possess the access token or succeed in a Computer (Hacking) check with a difficulty equal to the Gene-Locked quality. Failure when trying to break the gene-lock might result in a for the weapon suitable retaliation.

## GUIDED

A weapon with the Guided quality can track opponents. The Guided quality can only be triggered if an attack misses. If Guided is triggered, the controlling character may make a combat check at the end of the round as an out-of-turn incidental. The difficulty of this combat check is Average ( $\diamond\diamond$ ) ; instead of building the ability of the pool normally, add  $\square$  equal to the weapon's Guided rating. If the check is successful, the weapon strikes the target, and the attack is resolved normally.

Guided requires  $\triangle\triangle\triangle$  to activate, unless otherwise specified in the weapon's description. The Guided quality can activate on any subsequent combat check it makes, representing the projectile continuing to track the target.

## INACCURATE

Inaccurate weapons are less likely to be accurate or precise. When making an attack with an inaccurate weapon, add  $\square$  to the check equal to the Inaccurate rating. This is mutually exclusive with the **Accurate** quality.

## INFERNIOR

An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior item generates automatic  $\diamond$  on all checks related to its use.

## KNOCKDOWN

When Knockdown is triggered, one target hit by the attack is knocked prone. If multiple targets suffer hits from a weapon with Knockdown, the quality may be triggered multiple times, affecting a different target each time.

Unless specified otherwise, Knockdown requires  $\triangle\triangle$  to trigger, plus one additional  $\triangle$  per silhouette of the target beyond 1.

## LIMITED AMMO

Some weapons fire particularly large or complex projectiles that cost lots of money. Other weapons are expendable weapons like grenades that, once used, are destroyed. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo; more ammo must be purchased or obtained before anyone fires the weapon again. This also applies to grenades and other "one-use" weapons

that have the Limited Ammo 1 quality (here, your character is not "reloading" the grenade, but drawing another to use—mechanically, they are equivalent).



## LINKED

Some weapons are designed to fire together at the same target (turrets housing multiple guns are a good example of this). When a character fires a linked weapon, on a successful attack, the weapon deals one hit. The wielder may spend  $\triangle\triangle$  to gain an additional hit, and may do so a number of times equal to the weapon's Linked rating. Additional hits from the Linked weapon may only be applied against the original target. Each hit deals the weapon's base damage plus damage equal to the  $s$  scored on the check.

## PERSONAL SCALE

This quality exists only for vehicle weapons. We use this quality when we want to put small-scale weapons on a vehicle, such as the machine guns on the side of a combat helicopter, or a grenade launcher on an APC. The quality has the following rule: this vehicle weapon's entire profile uses personal scale instead of planetary scale.

## PIERCE

Any hits from this weapon ignore a number of points point of soak equal to the weapon's Pierce rating. If the weapon has more ranks of Pierce than the target's total soak, it completely ignores the target's soak. For example, Pierce 3 against a soak of 2 ignores two points of soak, but the extra point of Pierce has no further effect.



## PLATED

Armor with this quality reduces attacker's Pierce quality by the armor's Plated rating.

## POWERED

If a powered item loses its power for any reason, the item loses all its qualities - except Sealed until power is restored.

## PREPARE

Items with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the item's Prepare rating before using the item (if the item is a weapon, "using" it would be making attacks with the weapon). At your GM's discretion, moving with the item, being knocked prone with the item, or other disruptions may require the user to perform the preparation maneuvers again before using the item.

## REINFORCED

Weapons or items with the Reinforced quality are immune to the Sunder quality. Armor with the Reinforced quality make the wearer's soak immune to the Pierce and Breach qualities.

## SEALED

Armor with the Sealed quality is airtight and includes life-support systems or filtration, allowing characters to survive in hostile conditions.

## SERVOS

Ignore the encumbrance rating of this equipment when wearing it.

## SLOW-FIRING

Slow-Firing weapons tend to deal incredible damage, but need time to recharge or cool down between shots. A weapon's Slow-Firing rating dictates the number of rounds that must pass before the weapon can be fired again after attacking. For example, a heavy laser cannon with Slow-Firing 2 must wait two rounds after being fired again.

## SMART

Bullets fired from a smart weapon ignore the difficulty increase from cover. The attacker still needs to be able to see the target to use this quality.

## STUN

A weapon with Stun can deal strain to the target. When the Stun quality is activated, it inflicts strain equal to the weapon's Stun rating. Since this is strain, and not strain damage, it is not reduced by the target's soak.

Although they sound similar, a weapon can have both qualities. With Stun not reduced by soak, while the Stun Damage still is.

## STUN DAMAGE

A weapon with this quality can only deal strain damage (damage applied to the target's strain threshold). Because this is strain damage, not strain, it is still reduced by a target's soak.

## SUNDER

When activating Sunder, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If an item already suffering major damage is the target of a successful Sunder, it is destroyed.

Sunder requires a to activate, and may be activated even if the attack is unsuccessful. Sunder may be activated multiple times in the same attack, but each activation must be applied to the same item, potentially taking it from undamaged to destroyed in a single attack.

## SUPERIOR

A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior item generates automatic  $\Delta$ on all checks related to its use. This is mutually exclusive to the **Inferior** quality.

## TRACTOR

Instead of firing searing beams of laser fire or crackling ion discharges, this weapon fires relatively harmless electromagnetic beams that en-snare ships and hold them fast in space. Tractor beams, like all weapons, are fired at their target using the appropriate skill check with all suitable modifiers. Once the weapon hits its target, the target may not move unless its pilot makes a successful Piloting check with a difficulty equal to the tractor beam's rating. If the target is an individual character, the character is immobilized while the beam is active.

## UNWIELDY

An Unwieldy weapon is a weapon that can be particularly awkward to use for those without impressive dexterity and hand-eye coordination. To wield an Unwieldy weapon properly, the character needs an Agility characteristic equal to or greater than the weapon's Unwieldy rating. For each point of Agility by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

## VICIOUS

When an attack with this weapon results in a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, you would add +30 to the resulting Critical Injury or Hit result.

## X-VISION

Remove all  $\square$  induced by visual hindrances such as smoke or darkness.

## MANUFACTURERS

Each race or manufacturer crafts weapons that reflect their unique culture and technological possibilities. The Triumvirate are known for their advanced and lightweight weaponry, blending cutting-edge technology with elegant design. Their weapons often feature precision targeting systems and energy-efficient mechanisms, making them highly effective in skilled hands. In stark contrast, the Cabal forge brutal and heavy weapons, designed for sheer power and intimidation. These weapons are built to withstand the harshest conditions and deliver devastating blows, often at the expense of finesse. Meanwhile, the Fallen create modular but inconsistent weapons. Their craftsmanship is characterized by adaptability and resourcefulness, allowing for quick modifications and repairs. However, this comes with a trade-off in reliability, as their weapons can be unpredictable in performance.

These manufacturers change the items base stats and add or remove qualities. If there are inconsistencies or questions about these, talk to your GM.

### BRAVE NEW WORLD

*Brave New World* equipment is usually of high quality with the aim of ensuring that only the intended user can use their weapons. BNW focuses the production of Laser weaponry and other advanced systems.

1. (Weapon) Add the Superior quality
2. (Weapon) Add the Gene-locked quality
3. (Armor) Add the Sealed quality
4. Double the item's base price

### CABAL

*Cabal* equipment is known to be brutal and imposing, designed to overwhelm foes through sheer force. Their weapons are heavy and unforgiving, often requiring great strength to wield effectively. Armor crafted by the Cabal is dense, offering superior protection at the cost of mobility. Their gear reflects a philosophy of dominance through raw power.

1. (Weapon) Increase Cumbersome rating by 1, to a maximum of 5
2. (Weapon) Add Knockdown quality
3. (Armor) Increase Soak by 1
4. Increase Encumbrance by 1

### ENCLAVE

*Enclave* military equipment emphasizes function over form and has developed - due to historical necessity - to take down well-armored enemies. They currently utilize mainly ballistic weapons with a few exceptions.

1. (Weapon) Increase the Pierce quality by 1
2. (Armor) Increase the Plated quality by 1

### FALLEN

*Fallen* focus on creating modular and adaptable equipment, allowing for quick modifications and repairs. These weapons are less accurate but more deadly. They tend to stick to ballistic and flechette weapons.

1. Increase the HP by 1
2. (Weapon) Increase the Inaccurate rating by 1 or decrease Accurate rating by 1
3. (Weapon) Increase Vicious quality by 1

### TRIUMVIRATE

*Triumvirate* equipment is extremely advanced and lightweight. They are capable of manufacturing all weapon types, but usually stick to laser and plasma weapons.

1. Reduce Encumbrance by 1, to a minimum of 1
2. (Weapon) Reduce Cumbersome rating by 1
3. (Weapon) Increase The damage rating by 1
4. Double the item's base price
5. Upgrade the difficulty of all checks when repairing or modifying by 1

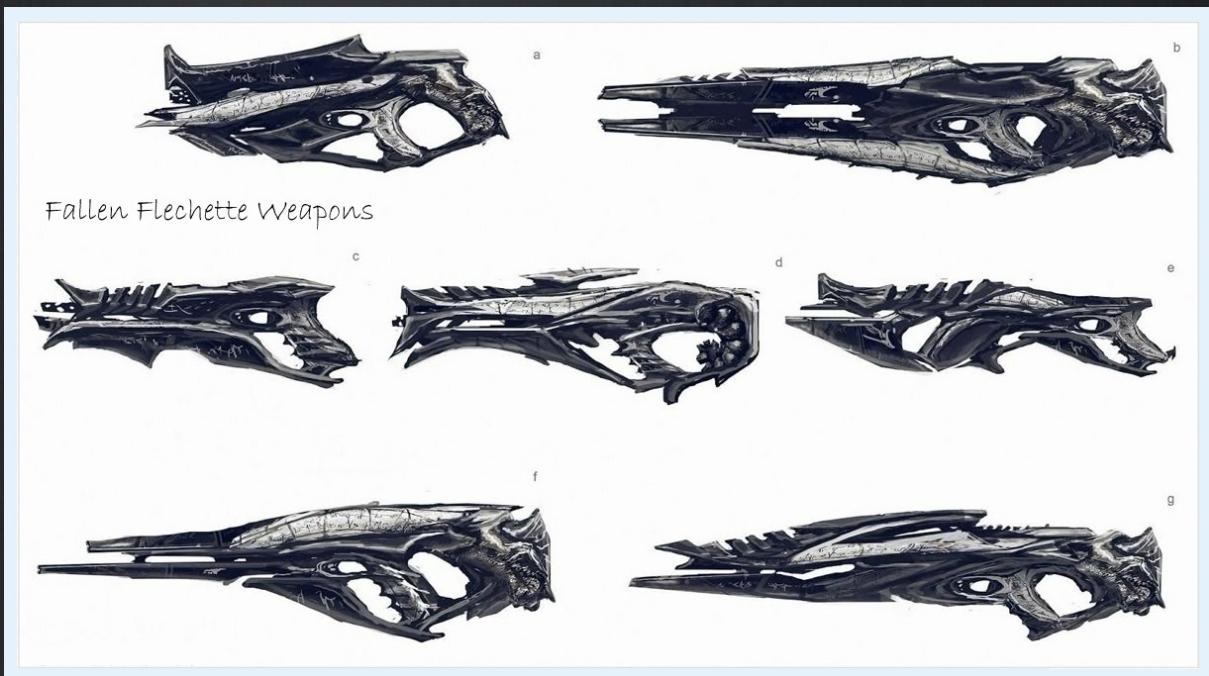
### CUSTODIAN

*Custodian* equipment, while extremely rare, is revered across the sector, known for their unparalleled craftsmanship and advanced technology that remains unmatched even by modern standards. Not much is known about the relics of the custodians.

1. Set Rarity to 10
2. (Weapon) Increase The damage rating by 1
3. (Weapon) Reduce Critical rating by 1, to a minimum of 1
4. (Armor) Add the Reinforced quality
5. Triple the item's base price
6. Upgrade the difficulty of all checks when repairing or modifying by 2

## WEAPONS

Weapons are more than just tools for offense. They shape tactics, define character roles, and reflect the advanced tech of the universe. Brawl and melee weapons like blades, shock batons, or exosuit-enhanced gauntlets are perfect for close-quarters combat where stealth or confined spaces make ranged weapons impractical. Guns and rifles, from plasma pistols to magnetic railguns, are the backbone of ranged combat, offering precision, power, and adaptability across varied terrain. Finally, support weaponry — such as deployable turrets, drones, energy shields, or area-denial systems—adds a strategic layer, enabling battlefield control, defense, and team coordination. Together, this arsenal creates a dynamic and immersive combat experience, tailored to the threats of a futuristic world.



## BRAWL

Everything that is muscle powered and delivers punches.

Name	Dam	Crit	Enc	HP	Price	Rarity	Qualities
Brass Knuckles	+1	4	1	1*	40	1	Disorient 3
Chromecrushers	+3	4	2	1	250 (R)	3	Linked 1, Dual-Wield
Palm Stunner	5	5	0	0	70	3	Disorient 2, Slow-Firing 2, Stun Damage
Power Gauntlet	+4	4	3	2	1120 (R)	6	Concussive 2, Knockdown, Prepare 1

## MELEE

Everything that is muscle powered and delivers bonks, cuts and stabs.

Name	Dam.	Crit	Enc.	HP	Price	Rarity	Qualities
Baton/Bat/Club	+2	3	1	1*	70	2	
Charged Crystal Katana	+3	2	3	2	600	10	Defensive 1, Pierce 3, Reinforced, Unwieldy 3
Knife	+1	3	1	1*	25	1	
Monoblade Knife	+1	2	1	1*	240	3	Pierce 2
Shudder Blade	+2	2	1	1*	450	5	Pierce 2, Vicious 3
Sledgehammer	+4	4	4	4	200	2	Cumbersome 2, Knockdown
Stun Baton	+2	5	1	2	125	2	Disorient 3, Stun Damage
Waterknife	10	3	4	1	850	4	Prepare 1, Sunder, Unwieldy 3, Vicious 3

## RANGED - LIGHT

Everything that shoots stuff and is usually used with one hand.

Name	Dam	Crit	Range	Enc	HP	Price	Rarity	Qualities
<b>Auto-Fletcher</b>	3	2	Medium	2	2	500	5	Auto-Fire, Pierce 2, Vicious 2
<b>Fletcher Pistol</b>	4	2	Medium	1	2	500	4	Pierce 2, Vicious 2
<b>Hand Cannon</b>	7	3	Medium	2	2	345	5	Inaccurate 1, Limited Ammo 4
<b>Laser Pistol</b>	5	3	Medium	1	2	500	4	Pierce 2
<b>Light Pistol</b>	5	4	Short	1	2	100	2	
<b>Pistol</b>	6	3	Medium	1	2	300	2	
<b>Heavy Pistol</b>	6	3	Medium	2	2	400	1	Pierce 1
<b>Submachine Gun</b>	5	3	Short	2	1	500	4	Auto-Fire
<b>Monofilament Grenade</b>	7	3	Short	1	0	200 (R)	4	Blast (Large) 7, Limited Ammo 1, Vicious 2
<b>Particle Grenade</b>	6	4	Short	1	1	200 (R)	5	Blast (Large) 3, Concussive 1, Disorient 3, Limited Ammo 1, Stun Damage
<b>Stun Grenade</b>	8	5	Short	1	0	100	4	Blast (Large) 8, Disorient 3, Limited Ammo 1, Stun Damage
<b>Glop Grenade</b>	1	6	Short	1	0	50	5	Blast (Large) 1, Ensnare 4, Limited Ammo 1
<b>Stun Gun</b>	6	5	Engaged	1	1	500	3	Stun 5, Stun Damage
<b>Synap Pistol</b>	5	6	Short	1	2	500	2	Disorient 4, Stun 3, Stun Damage
<b>Taser</b>	5	6	Short	1	1	400	4	Disorient 4, Limited Ammo 1, Stun 3, Stun Damage, Suppressed 2



## RANGED - HEAVY

Everything that shoots stuff and is usually used with two hands, well of course except Gunnery weapons.

Name	Dam	Crit	Range	Enc	HP	Price	Rarity	Qualities
<b>Assault Rifle</b>	8	3	Long	4	3	1000 (R)	7	Auto-Fire
<b>Bullpup Carbine</b>	7	3	Medium	3	2	850	7	Accurate 1, Auto-Fire
<b>Combat Shotgun</b>	8	3	Short	4	2	1000 (R)	5	Auto-Fire, Blast 5, Inaccurate 1, Vicious 2
<b>Flechette Sniper</b>	5	2	Extreme	3	2	1000	5	Accurate 2, Blast 4, Pierce 2, Vicious 3
<b>Fletcher</b>	4	2	Medium	3	3	675	5	Auto-Fire, Blast 4, Pierce 2, Vicious 3
<b>Gauss Rifle</b>	10	3	Extreme	4	3	5000 (R)	7	Cumbersome 3, Pierce 5, Slow-Firing 1
<b>Laser Rifle</b>	8	3	Medium	4	2	1000	8	Accurate 1, Burn 1
<b>Light Railgun</b>	10	3	Extreme	4	1	4000 (R)	9	Breach 1, Cumbersome 4, Prepare 1, Slow Fire 1, Vicious 3
<b>Plasma Cutter</b>	12	3	Engaged	5	3	500	5	Burn 1, Prepare 1, Sunder, Unwieldy 2
<b>Plasma Rifle</b>	10	3	Long	4	2	1400	4	Burn 1
<b>Plasma Sprayer</b>	10	2	Short	3	1	1200	4	Blast 8, Burn 1
<b>Rifle</b>	8	3	Long	4	3	800	4	Accurate 1
<b>Shotgun</b>	8	3	Short	3	2	900.0	4	Blast 5, Knockdown, Vicious 2



## GUNNERY

Everything that shoots stuff and is usually very large, unwieldy and delivers quite a punch.

Name	Dam	Crit	Range	En	HP	Price	Rarity	Qualities
<b>Assault Cannon</b>	12	3	Extreme	6	3	7500	6	Auto-Fire, Cumbersome 4, Inaccurate 1
<b>Grenade Lobber</b>	8	4	Long	5	3	3000	4	Accurate 2, Blast (Large) 6, Limited Ammo 6
<b>Guided Missile Launcher</b>	20	3	Strategic	6	3	25000 (R)	8	Blast (Large) 10, Breach 2, Cumbersome 5, Guided 4, Limited Ammo 1, Prepare 1
<b>Heavy Fletcher</b>	6	2	Long	6	3	10000 (R)	5	Cumbersome 3, Blast 6, Pierce 4, Vicious 3
<b>Heavy Gauss Rifle</b>	15	3	Extreme	7	3	18000 (R)	8	Breach 1, Cumbersome 5, Prepare 1, Slow-Firing 1
<b>Laser Cannon</b>	10	3	Extreme	6	2	5000	9	Accurate 1, Burn 1, Cumbersome 4, Sunder
<b>Light Machine Gun</b>	10	3	Long	6	4	2500	4	Auto-Fire, Cumbersome 3, Pierce 2, Vicious 2
<b>Maser</b>	5	2	Long	6	2	18000 (R)	8	Breach 4, Burn 1, Cumbersome 5, Unwieldy 2, Vicious 5
<b>Micro-Missile Launcher</b>	12	4	Extreme	5	2	15000 (R)	7	Blast 10, Breach 1, Cumbersome 4, Guided 3, Limited Ammo 3, Prepare 1, Linked 2
<b>Plasma Cannon</b>	12	3	Extreme	7	4	20000 (R)	7	Blast 10, Burn 1, Cumbersome 3, Slow-Firing 1
<b>Silver Rocket Launcher</b>	20	2	Strategic	7	4	50000 (R)	9	Breach 4, Cumbersome 3, Guided 4, Limited Ammo 3, Prepare 1, Vicious 5

## ARMORS

Wearing armor is vital for survival in hostile environments, from alien planets over urban combat zones to the emptiness of space. It protects against weapons-fire, harsh atmospheres, and safeguards from too curious glances. Beyond defense, armor often offers built-in tech for communication or navigation and provides various other bonuses. Whether for soldiers, explorers, or mercenaries, armor is as essential as oxygen in a universe full of danger.

Name	Def	Soak	Enc	HP	Price	Rarity	Qualities
Concealed Buckyweave	1	+1	1	2	1000	7	Concealed
Durable Clothing	0	+1	1	1	50	1	
Elite Shock Armor	1	+2	5	3	8000	6	Servos 1, Buff 4, Sealed, X-Vision, Powered
Environmental Hardsuit	0	+1	4	2	260	4	Sealed
Flak Vest	0	+2	3	2	475	5	
Ghillie Suit	1	+0	1	1	150	4	Camouflage 1
Heavy Jacket	0	+1	1	1	50	1	
Infantry Combat Armor	0	+2	2	3	700	5	
Light Body Armor	0	+2	2	1	500	5	
Optical Camo Suit	2	+0	2	1	1000	7	Camouflage 1
Personal Exosuit	0	+3	5	4	5000 (R)	6	Servos 1, Sealed, X-Vision, Powered
Personal Force Field	3	+0	1	1	2000	8	
Plasteel Carapace	1	+2	4	3	750 (R)	5	
Plated Carapace	1	+2	5	2	750	5	
Riot Armor	0	+2	3	2	550	5	
Riot Shield	1	+0	0	0	150	5	<i>Light (Directional)</i>
Security Armor	1	+1	2	1	450	4	

## CHAPTER 10. WEAPONS AND EQUIPMENT

### EQUIPMENT

**C**arrying diverse equipment and items is crucial for adaptability and survival. From multi-tools and scanners to environmental mods and resource packs, gear enables characters to handle a wide range of unpredictable challenges. Specialized items can offer utility, from hacking tech and medical kits to anti-gravity rigs or cloaking devices. The right loadout not only boosts efficiency but also allows for creative problem-solving in a universe where circumstances shift in an instant.

### MEDICINE

Name	Gear Category	Encum Price	Rarity	Modifiers	Notes
Emergency Medkit	Medicine	1	100	2 Can make Medicine checks to heal wounds or Critical Injuries without penalty. 3 On Threat or 1 Despair, gear is consumed.	Includes sterile bandages, basic drugs, antiseptics, medical tools, blood coagulants, and other basic medical supplies.
Emergency Repair Patch	Medicine	0	25	2 Works like Slap-Patch on Biroid characters. Adds a Boost die to Mechanics checks.	Slap-Patch for machines. Range in size from millimeters to square meters. Alloy patch that bonds to any surface, used as temporary fix.
Portable Clinic Kit	Medicine	3	700	4 Can make Medicine checks to heal wounds or Critical Injuries without penalty. On a success to heal wounds, heal 1 additional wound and strain.	Known on street as "doc-bot." Has all medical supplies a clinic would have, but compressed with tech. Has 2 omnitools made of smart plastic, vacuum compressed bandages, higher concentration drugs, and an integrated computer with sensor for diagnosis.
Stim	Medicine	0	25	2 1 maneuver to use on self or engaged character. Consumed in process, heals 5 wounds. Each after first heals 1 less wound, down to 0. Resets on new day.	One use emergency item. Contains cocktail of stim, painkiller, and antibiotic with biostabilizer.
Adrenaline	Medicine	0	5	1 1 maneuver to use on self or engaged character. Consumed in process, heals all strain.	Instead of recovering strain at end of encounter, character suffers 10 strain. May make Average Resilience check, reduces strain by 1 per 1 Success or 2 Advances.
Sting	Medicine	0	50	3 1 maneuver to use on self or engaged character. Consumed in process. Until end of encounter, ignore penalties from Critical Injuries on skill checks.	Blocks body's pain receptors and overstimulates adrenal glands. At end of encounter, user no longer suffers 4 strain and 4 wounds. At GM's discretion certain Critical Injuries might not be ignored, i.e. blindness or missing limb.

### TOOLS

Name	Gear Category	Encum Price	Rarity	Modifiers	Notes
Big Rig	Computer	8	2000	7 Can have up to 4 icebreakers and 6 pieces of ice active at once. Has both wired and wireless connection ports.	Size ranges from large crate to a couple meter tall tower. Interface could be holographic haptic interface, voice recognition, or brain-machine interface.
BMI	Computer	0	480	4 Can "go deep" as a maneuver until "go shallow" as a maneuver. May perform 2nd maneuver each turn in Network without spending strain.	Brain Machine Interface. Not a computer, but can be connected to one. May only interact with the Network and cannot interact with regular world.
Burst Transmitter	Comms	1	440	6 When attempting the Acce System action while using, reduce check difficulty by 1, to minimum of Simple.	Can transmit encrypted voice and data to dedicated receivers via a narrow-band beam. Can also be used to insert viruses or remote commands into open and secure networks.
Comm-Bead	Comms	0	25	1 Can communicate with friends and allies within 100km. If tied in with planetary comms, can communicate with anyone on that planet.	Fits in user's ear.
Cyber Rig	Computer	8	2000	5 Can do everything a PC can. Add 1 Success to any checks to hack into protected servers. Add 1 Failure to any attempts to hack into it.	
Field Radio	Comms	1	250	5 Can broadcast anywhere within line of sight, including low orbit.	Fits into lightweight pouch. Feature smart encryption systems.
Forensic Kit	Tool	4	475	5 Add 1 Advantage to Vigilance and Perception checks while searching a crime scene.	Has storage compartments for evidence, tools for recovering fingerprints and DNA samples, hand-held magnifie/recorder, chemical and DNA analyzer, and combination camera and las-scanner to holographically record scene.
Handheld Scanner	Tool	1	100	2 Add 1 Advantage to Computers or Mechanics checks to work on a piece of hardware.	Can interface with any computer-controlled machine or smart system to detect malfunctions.
Las-Scanner	Tool	1	170	4	Used to measure and map enclosed spaces. Can provide highly detailed 3d map of room in seconds. Can be run through included software for post processing, markup, and rotation.
Makerbox	Tool	5	1000	6 Assemble simple tool or equivalent part with Encumbrance of 2 or less. Takes 5 to 10 minutes and requires appropriate amount of materials.	3D printer or other automated fabrication suite. Cannot produce complex multipart items like firearms or PADs, but can make components from which to assemble such items.
Micro-Welder	Tool	1	80	2 May not handle heavy-duty work, but can help fix weapon or seal a door.	Includes flip-up shield to protect user's eyes from damage.
Monocam	Computer	0	120	2 Allows user to record any visuals they see and download recordings to linked computer.	Digital video recorder worn over one or both eyes. Not a computer.
O2 Bottle	Tool	1	35	2 Can use to avoid effects of suffocation in low-oxygen environment (vacuum, underwater, cloud of gas) for 10 minutes.	Includes disposable mouth pieces and modular valves. Can serve as emergency O2 supply or refill pressurized compartment.
PAD	Computer	1	200	3 Does everything a PC would do, but slightly faster and more easily.	Personal Access Device.
PAD	Computer	1	200	2 Can have up to 1 icebreaker and 1 piece of ice active at once. Generally only has wireless connection ports.	Personal Access Device. Combination phone, Network access terminal, data storage unit, and personal computer. Without Network access functionality is severely limited.
Personal Comlink	Comms	0	25	4 Have limited range but are unaffected by buildings and other obstacles.	Largely untraceable as they operate within a specified network of Comlinks.
Portable Motion Sensor	Tool	1	120	4 When used, automatically detects moving creatures in Medium range. If creatures hidden gain 1 Boost die to Vigilance & Perception checks to notice them.	Cannot distinguish friend from foe.
Portable Rig	Computer	3	750	5 Can have up to 2 icebreakers and 2 pieces of ice active at once. Can have both wired and wireless connection ports.	Roughly backpack sized. PAD with extra power.
Portable Toolkit	Tool	4	200	2 May make Mechanics check without penalty.	Includes wrenches, screwdrivers, pliers, ratchets, and sockets. May also include circuit testers, voltmeters, diagnostic scanners, probes, feeler gauges, jumpers, and other similar tools.
Reader	Computer	0	175	2 Used to read IDs and credit information.	Can be worn as jewelry or implanted. Not a computer, but can be linked to a computer or into a system (see Android SoB pg 128).
Rope	Tool	1	5	1	
Smart-System	Computer	1	3000	5 Can do everything a PC can. Has weak AI that can be communicated with. Add 1 Boost due to Intellect checks.	AI cannot learn or evolve.
Smartspecs	Computer	1	90	3 Allow user to interface with smart technology. Look like some form of goggles or glasses. Wireless, can sync to up to 4 smart systems at once.	Not a computer. Can be linked to a computer and provide a HUD for the computer.

### MISCELLANEOUS

Name	Gear Category	Encum Price	Rarity	Modifiers	Notes
Airbelt Pack	Traversal	1	650	3 Experienced user can move around zero-g as if they had wings. While in use, do not treat zero-g movement as difficult terrain.	Set of straps worn around waist and controlled by handheld virt panel.
Climbing Harness	Traversal	2	400	4 Launcher requires Ranged (L) check with difficulty set by range. Securing pinon requires maneuver. Motor allows ascent or descent without check.	Includes fully secured harness. 200 meters of rope strong enough to support 2 adults, set of pitons with adhesive lock to attach to nearly any surface. Harness has small motor to automatically ascend rope. One shot grapple launcher for quick ascents.
Cross-Body Bag	Storage	+3	30	1 Gain -3 Encumbrance Threshold.	Worn over shoulder or slung across torso.
Disguise Kit	Skulduggery	4	250	5	Includes various wigs, hairpieces, makeup, colored contact lenses, camouflage paints, and prosthetic features. Advanced kits can include biometric spoofers.
Flashlight	Visibility	0	10	1 Provides light to medium range. Removes 1 Setback die on checks added from darkness.	
Happy Patch	Miscellaneous	0	10	1 On use user loses 3 strain but is disoriented for remainder of encounter (or 1 hour narrative time).	Filled with street drug called Pixel.
Infiltrator Goggles	Skulduggery	1	300	6 When worn, user removes 2 Setback dice from checks due to darkness, smoke, or other forms of concealment.	
Load-Bearing Gear	Storage	+3	45	3 Gain -3 Encumbrance Threshold.	Worn as a full-torso vest.
Lockbreaker	Skulduggery	1	125	5 Allows attempts to open any electronic lock or latch. Add 2 Success to Skulduggery checks for this purpose.	
Lockpick Set	Skulduggery	1	75	5 Allows attempts to open any mechanical locks or latches. Add 1 Advantage to any Skulduggery checks for this purpose.	
Low-Fi	Miscellaneous	0	50	2 On use character loses free maneuver for next 5 rounds (5 minutes narrative time). Character adds 2 Threat to any checks during that time.	Plus-level drug. Small blue gel-tabs that slow down time perception and provide epic hallucinations. Result in few minute long trips that feel like hours.
MAL Container	Storage	15	10000	8 Can hold up to 20 Encumbrance of items. Using a computer to randomly guess the correct current to unlock takes 1d5 years.	Meter-long flattened gray oval. Impervious to most conventional cutting devices. Seals when a current is run through, requires a specific modulated current to open again.
Modular Backpack	Storage	+5	100	3 Gain -5 Encumbrance Threshold.	
Respirator	Wearable	1	40	1 When worn, add 1 Success to Resilience checks to resist poisonous or hazardous environments.	
Snap-Locks	Skulduggery	0	5	3 Escaping without heavy cutters requires a Formidable Athletics check or Daunting Coordination check.	Half meter long strips of polymer. When struck hard on a prisoner's ankles or wrists, the rigid lattice structure fractures long enough to snap around the appendage before becoming rigid again.
Space Suit	Wearable	2	100	2 Allows wearer to survive in vacuum for up to 4 hours.	Generally comes with multi-directional maneuvering thrusters, built-in light, comm device, magnetic-sold boots, and emergency repair kit to fix small leaks or tears as a maneuver.
Space Suit	Wearable	6	500	3 When worn, Encumbrance is 3.	Temperature controlled, radiation shielded, and have oxygen and power supplies. Comes with emergency repair kit. Some come armored. Higher-end suits may have thrusters, power couplings for tools, power assist, or magnetic plated boots.
Utility Belt	Storage	+2	20	1 Gain -2 Encumbrance Threshold.	

## CHAPTER 10. WEAPONS AND EQUIPMENT

### CYBERNETICS

Name	Gear Category	Encum Price	Rarity	Modifiers	Notes
Bone Lacing	Cybernetics	0	1000	5 Gain Advantage on Critical Injury rolls. Decrease Strain Threshold by 1. 6 Sharp retractable claws. May suffer 1 strain to have unarmed Brawl attacks deal -1 damage and have crit rating 3 until end of encounter.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Cat Claws	Cybernetics	0	400	6 -1 damage and have crit rating 3 until end of encounter.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1. Unnoticeable without thorough medical inspection when not extended.
Chameleon Skin	Cybernetics	0	400	6 May suffer 1 strain before Stealth or disguise check to add 1 Success to the results.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1. Only solid colors of human skin tone at first, patterns and any color after practice.
Cybereyes	Cybernetics	0	800	5 Adds 1 to Perception and Vigilance. Remove 1 Setback die due to darkness. Decrease Strain Threshold by 1. +1 more install.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Cybereyes	Cybernetics	0	500	4 Increase Perception by 1, remove Setback die from smoke or darkness. Can display PAD information on eyes. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Cyberlimb	Cybernetics	0	2000	4 Adds 1 to Brawn or Agility (player choice). Decrease Strain Threshold by 1 if user has 1 or more, 2 with both an arm and leg.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Cybernetic Arm or Leg	Cybernetics	0	2000	5 Adds 1 to Brawn or Agility (player choice). Decrease Strain Threshold by 1 if user has 1 or more.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Cyberorgan	Cybernetics	0	750	5 Provides -2 Wound Threshold, +1 Resilience, or +1 Athletics (player choice). Decrease Strain Threshold by 1 per Cyberorgan.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Allows user to survive ailments to organ replaced.
Cyberorgan	Cybernetics	0	500	5 Heart: -2 Wound Threshold. +1 Resilience, survive 5 minutes in bleed-through state. Liver: -1 Resilience, immune to alcohol.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed. 3 Strain Threshold per organ.
Enhanced Healing	Cybernetics	0	500	5 May suffer 1 strain before Resilience check to recover from Critical Injuries to add 1 Success. Healing during rest heals 1 more wound.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Enhanced Hearing	Cybernetics	0	500	4 Increase Vigilance by 1, remove 1 Setback die from loud noises or sound-based attacks. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Enhanced Muscles: Coordi	Cybernetics	0	1500	6 May suffer 1 strain before Coordination or Ranged (L) check to add 1 Success. Can only have 1 Enhanced Muscles g-mod.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Enhanced Muscles: Strengt	Cybernetics	0	1000	6 May suffer 1 strain before Athletics, Brawl, or Melee to add 1 Success. Can only have 1 Enhanced Muscles g-mod.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Enhanced Olfactory Recept	Cybernetics	0	500	6 May suffer 1 strain before Survival check to add 1 Success.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Enhanced Reflexes	Cybernetics	0	800	5 Increase Coordination and Vigilance by 1. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Follicle Control	Cybernetics	0	300	7 May suffer 1 strain to shed hair over course of minute, or stimulate hair growth. Stubble 4h; Shaggy 12h; Shoulder length 1d; Middle of back >2d.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1. May change any natural hair color.
Geno-Sculpted Physique	Cybernetics	0	800	5 Only appearance. May suffer 1 strain before Charm or Leadership check to add 1 Success.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Implant Armor	Cybernetics	0	1000	5 Provides 1 Soak. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Neuro-Regulator	Cybernetics	0	1500	6 Increase Willpower by 1. Per GM, may suffer 1 Setback die to social checks for seeming slightly robotic. Decrease Strain Threshold by 1.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Nighteyes	Cybernetics	0	800	6 May suffer 1 strain before Vigilance or Perception check in dark to add 1 Success. Is bright, add 1 Success and 1 Threat instead.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Pain Editor	Cybernetics	0	400	6 Once per encounter, on Critical Injury, actuate to ignore penalties of it at GM discretion. No longer ignored at end of encounter. -1 Strain Threshold.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1.
Skulljack	Cybernetics	0	2500	5 Allows user to access computer with mind. When connected, increases user's Intellect by 2. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Skulljack	Cybernetics	0	1250	5 Allows user to access computer with mind. When connected, increases all user's Knowledge skills by 1. Decrease Strain Threshold by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Spinal Modem	Cybernetics	0	1350 (R)	7 Have up to 2 icebreaks and 1 piece of ice active. Wireless and wired connection ports. -1 Strain Threshold. Increase all Knowledge skills by 1.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Sub-Dermal Armor	Cybernetics	0	1000	5 Unarmored Body inflicts -2% damage and have Virtuous 1 quality with bite. Add 1 Boost due to Coercion and 1 Setback die to Charm checks.	Must be installed with an Average Medicine check. Removal requires another Average Medicine check for surgery. Total increase for each attribute, skill, or characteristic is limited to -1 from all cybernets installed.
Tooth Buds	Cybernetics	0	600	6 May suffer 1 strain before Resilience check to resist poisons, toxins, or addiction to add 1 Success. May suffer 1 strain to cancel drug effects.	On assimilation, make Average Resilience check, failure it confers no benefit. Failure iif 4 Threat or 1 Despair causes mutation, Strain or Wound Threshold decreased by 1. Cannot get drunk or high, generally impervious to atmospheric toxins.
Toxin Filters	Cybernetics	0	400	6	



## CHAPTER 11: THE HANGAR BAY

In the vast expanse of humanity's new home, each star-ship is designed to fulfill a specific role in the theater of space. From nimble star-fighters, swift and agile craft ideal for dogfights and reconnaissance, over corvettes and frigates serving as patrol ships, balancing speed with firepower to Cruisers and destroyers, which bring heavier armaments and armor and often forming the backbone of a fleet. At the pinnacle of power are battleships and carriers — massive vessels capable of deploying squadrons, absorbing punishment, and commanding entire battle groups.



Beyond the warships and battle-cruisers that dominate the void, a quieter but no less vital fleet traverses the stars: civilian ships. These Transports and Freighters haul essential cargo—food, fuel, and trade goods—across vast interstellar routes, forming the economic backbone of the galaxy. Though weakly armed and often overlooked, these ships are the lifeblood of civilization, keeping distant systems connected and thriving.

### MEASURING THE VOID

- **T**he silhouette system is used to represent the relative size and mass of vehicles and star-ships, influencing combat, detection, and maneuverability. Silhouette values range from 2 (tiny) to 10+ (colossal), with most star-ships falling between 3 and 7. Some examples below:

- Size 0: Small drones, Ordnance
- Size 1: Large drones, bikes
- Size 2: Escape pods, cars
- Size 3: Star-fighters, trucks
- Size 4: Gunships, Shuttles and small transports
- Size 5: Corvettes, Frigates and medium freighters
- Size 6: Destroyers, Heavy Cruisers
- Size 7: Battleships, Carriers and large bulk-freighters
- Size 8: Huge bulk-freighters, long-range colony-ships
- Size 9: The Long Night, Space-stations
- Size 10: Traveler

## SHIP WEAPONS

### SMALL WEAPONS

Usually used in Star-fighters, civilian ships or secondary weapons on capital ships.

Name	Dam	Crit	Range	Size	Price	Rarity	Qualities
Light Laser	4	4	Engaged	1-10	3000	4	Light
Laser	5	3	Short	2-10	4000	5	-
Light Beam Laser	3	3	Engaged	1-10	3500	4	Accurate 1, Light
Beam Laser	4	3	Short	2-10	4500	5	Accurate 1
Light Ion Cannon	4	4	Engaged	1-10	5000	5	Light
Ion Cannon	5	3	Short	2-10	6000	5	Ion
Light Plasma Cannon	4	4	Engaged	1-10	8000	5	Burn 1, Light
Plasma Cannon	5	3	Short	2-10	10000	5	Burn 1

### LARGE WEAPONS

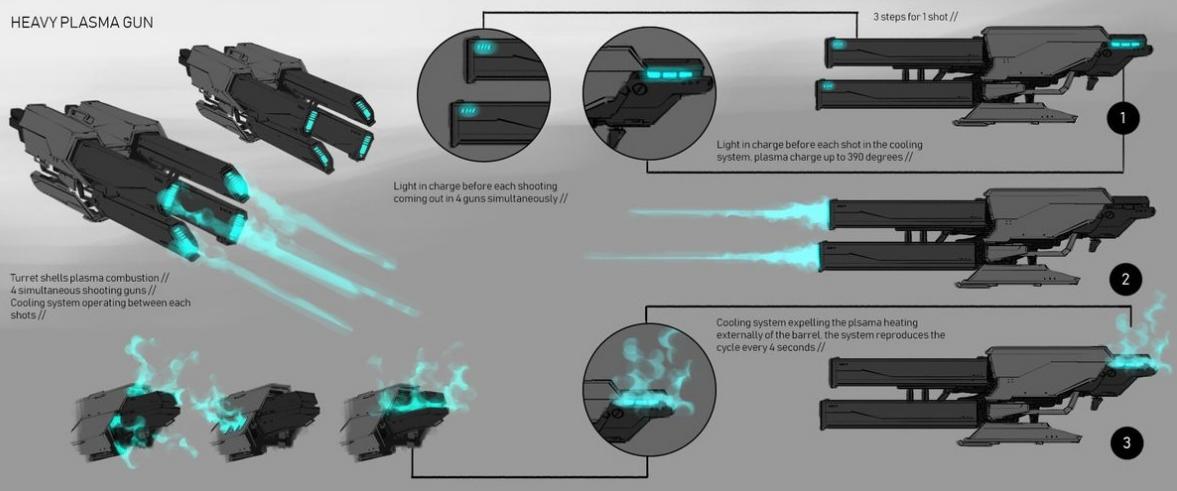
Usually used in capital ships as turrets or spinal weapons in escort ships.

Name	Dam	Crit	Range	Size	Price	Rarity	Qualities
Light Large Laser	6	3	Medium	4-10	8000	5	Light, Accurate 1
Large Laser	7	3	Medium	5-10	9000	6	Accurate 1
Light Railgun	8	3	Medium	4-10	10000	6	Light, Breach 3, Slow-Firing 1
Railgun	9	3	Medium	5-10	12000	7	Breach 3, Slow-Firing 1
Heavy Railgun	12	3	Medium	6-10	25000	8	Breach 4, Slow-Firing 2
Light Large Plasma Cannon	10	3	Medium	4-10	15000	4	Light, Breach 2, Burn 1, Slow-Firing 1
Large Plasma Cannon	11	3	Medium	5-10	18000	5	Breach 2, Burn 1, Slow-Firing 1
Heavy Large Plasma Cannon	14	3	Medium	6-10	30000	4	Breach 3, Burn 1, Slow-Firing 2

## MISCELLANEOUS WEAPONS

Usually used in Star-fighters, civilian ships or secondary weapons on capital ships.

Name	Dam	Crit	Range	Size	Price	Rarity	Qualities
PD Gun	3	5	Engaged	1-10	2000	4	PD, Accurate 1
Flak Cannon	2	5	Engaged	2-10	4000	5	PD, Blast 3
Large Flak	6	3	Short	4-10	10000	5	Blast 6, Breach 1
Missile Launcher	7	3	Short	3-10	6000	4	Launcher, Light, Limited-Ammo 4, Ordnance 1, Guided 4, Slow-firing 1
Ion Missile Launcher	7	3	Short	3-10	8000	4	Launcher, Light, Ion, Limited-Ammo 4, Ordnance 1, Guided 4, Slow-firing 1
Torpedo Launcher	9	3	Long	3-10	8000	5	Launcher, Limited-Ammo 4, Ordnance 1, Breach 2, Guided 2, Slow-firing 1
Breaker Torpedo Launcher	12	3	Long	3-10	18000	5	Launcher, Limited-Ammo 4, Ordnance 1, Blast 8, Breach 5, Guided 2, Slow-firing 1
Light Tractor Beam	-	-	Engaged	4-10	8000	7	Tractor 2
Tractor Beam	-	-	Short	5-10	12000	5	Tractor 3
Heavy Tractor Beam	-	-	Medium	6-10	15000	5	Tractor 5
Mine	15	3	Close	4-10	12000	5	Blast 10, Breach 4, Mine



## MANUFACTURERS

### BRAVE NEW WORLD

*Brave New World* ships are designed for increased defensive capabilities and to operate without a full crew compartment.

1. Increase Hull-Trauma by 2
2. Increase all Shields by 1
3. Turrets without a gunner have a Gunnery skill of 2 and Agility of 2
4. Double the item's base price

### CABAL

*Cabal* ships are engineered for durability and overwhelming firepower, often sacrificing agility for sheer resilience. Their design philosophy mirrors their ground forces: survive the first strike, then retaliate with devastating force.

1. Increase Weapons' Linked ratings by 1
2. Increase Armor by 1
3. Decrease Handling by 1
4. Decrease Speed by 1

### ENCLAVE

*Enclave* military ships perfected the increased survivability of their designs while also increasing the handling of their ships, making them a resilient and quick enemy.

1. Increase Armor by 1
2. Increase Handling by 1

### FALLEN

- *Fallen* focus on creating modular and adaptable ships, allowing for quick modifications and repairs. These ships are usually optimized for flexibility and customizability.

1. Increase the HP by 1
2. Add 1 modular weapon slot

### TRIUMVIRATE

*Triumvirate* ships are sleek, compact, and technologically refined, prioritizing advanced shielding and precision engineering over brute strength. While their ships may sacrifice durability and storage capacity, they compensates with superior defensive capabilities and sophisticated design. Maintenance and modification require expert knowledge, reflecting the faction's emphasis on elite craftsmanship.

1. Decrease Size by 1, decrease storage by Half
2. Increase all Shield ratings by 1
3. Double the item's base price
4. Upgrade the difficulty of all checks when repairing or modifying by 1

### CUSTODIAN

*Custodian* ships are paragons of defensive design, built to endure and protect at all costs. Outfitted with reinforced armor and enhanced shielding systems, they are designed to withstand sustained assaults while maintaining operational integrity. These vessels represent the pinnacle of fortified design — expensive, resilient, and uncompromising.

1. Increase Speed by 1
2. Increase all Shield ratings by 1
3. Increase Armor by 1
4. Set System-Strain to 1.5 times the base value
5. Triple the item's base price
6. Upgrade the difficulty of all checks when repairing or modifying by 2

## FLEET MANIFEST - DOCTRINE SHIPS

### Legend

Front   
 Aft   
 Starboard   
 Port 

Dorsal   
 Ventral   
 Turret (T) 

### LIGHT STAR-FIGHTER - 65.000

**Size / Storage(t):** 3 / 1

**Speed:** 4

**Handling:** +3

**Hard-points:** 2

**Hull-Trauma:** 6

**System-Strain:** 6

**Armor:** 2

**Shields:** F:1, A:0

**Weapons:**

-   : Small Weapon (Linked 1)
-   : Light Ordnance Launcher



### HEAVY STAR-FIGHTER - 80.000

**Size / Storage(t):** 3 / 1

**Speed:** 4

**Handling:** +1

**Hard-points:** 2

**Hull-Trauma:** 11

**System-Strain:** 8

**Armor:** 2

**Shields:** F:1, A:1

**Weapons:**

-   : Small Weapon (Linked 2)
-   : Ordnance Launcher
-   (T): Light Small Weapon (Linked 1)



### GUNSHIP - 200.000

**Size / Storage(t):** 4 / 5

**Speed:** 3

**Handling:** 0

**Hard-points:** 3

**Hull-Trauma:** 18

**System-Strain:** 12

**Armor:** 3

**Shields:** F:2, P:1, S:1, A:1

**Weapons:**

-   : Ordnance Launcher
-   (T): Light Large Weapon
-   (T): PD Weapon
-   (T): PD Weapon



**FRIGATE - 750.000****Size / Storage(t):** 5 / 40**Speed:** 3**Handling:** -1**Hard-points:** 3**Hull-Trauma:** 24**System-Strain:** 16**Armor:** 5**Shields:** F:2, P:2, S:2, A:1

- (Spinal): Large Weapon (Spinal)
  - (T): PD Weapon (Linked 1)
- Weapons:**
- (T): Small Weapon (Linked 1)
  - (T): PD Weapon (Linked 1)
  - (T): Small Weapon (Linked 1)
  - (T): PD Weapon (Linked 1)

**BATTLE-CRUISER - 1.400.000****Size / Storage(t):** 6 / 100**Speed:** 3**Handling:** -2**Hard-points:** 3**Hull-Trauma:** 32**System-Strain:** 20**Armor:** 6**Shields:** F:3, P:2, S:2, A:1

- (T): Large Weapon
  - (T): Large Weapon
- Weapons:**
- (T): Small Weapon (Linked 1)
  - (T): PD Weapon (Linked 1)
  - (T): Large Weapon
  - (T): Small Weapon (Linked 1)
  - (T): PD Weapon (Linked 1)



**BATTLESHIP - 5.000.000****Size / Storage(t):** 7 / 250**Speed:** 2**Handling:** -2**Hard-points:** 3**Hull-Trauma:** 40**System-Strain:** 26**Armor:** 7**Shields:** F:3, P:2, S:2, A:2

- ○ : Ordnance Launcher (Linked 3)
- ○ (T): Large Weapon (Linked 1)
- ○ (T): PD Gatling (Linked 1)
- ○ (T): Small Weapon (Linked 1)
- ○ (T): Large Weapon (Linked 1)
- ○ (T): Small Weapon (Linked 1)
- ○ (T): PD Weapon (Linked 1)
- ○ (T): Large Weapon (Linked 1)
- ○ (T): Small Weapon (Linked 1)
- ○ (T): PD Weapon (Linked 1)
- ○ (T): Small Weapon (Linked 1)
- ○ (T): PD Weapon (Linked 1)

**Weapons:** • ○ (T): Small Weapon (Linked 1)

• ○ (T): PD Weapon (Linked 1)

• ○ (T): Large Weapon (Linked 1)

• ○ (T): Small Weapon (Linked 1)

• ○ (T): PD Weapon (Linked 1)

• ○ (T): Small Weapon (Linked 1)

• ○ (T): PD Weapon (Linked 1)



## CIVILIAN SHIPS - GENERIC

### SMALL TRANSPORT - 80.000

**Size / Storage(t):** 4 / 100

**Speed:** 3

**Handling:** -2

**Hard-points:** 3

**Hull-Trauma:** 12

**System-Strain:** 14

**Armor:** 3

**Shields:** F:1, P:1, S:1, A:1

- Weapons:**
- (T): Light Small Weapon
  - (T): Light Small Weapon
  - (T): Light Small Weapon



### MEDIUM TRANSPORT - 200.000



**Size / Storage(t):** 5 / 200

**Speed:** 3

**Handling:** -3

**Hard-points:** 3

**Hull-Trauma:** 16

**System-Strain:** 18

**Armor:** 4

**Shields:** F:1, P:1, S:1, A:1

- Weapons:**
- (T): Light Small Weapon
  - (T): Light Small Weapon
  - (T): Small Weapon (Linked 1)
  - (T): Small Weapon (Linked 1)

### LARGE TRANSPORT - 500.000

**Size / Storage(t):** 6 / 1000

**Speed:** 2

**Handling:** -4

**Hard-points:** 3

**Hull-Trauma:** 24

**System-Strain:** 18

**Armor:** 4

**Shields:** F:2, P:2, S:2, A:2

- Weapons:**
- (T): Small Weapon (Linked 1)
  - (T): Small Weapon (Linked 1)
  - (T): Small Weapon (Linked 1)
  - (T): Small Weapon (Linked 1)



## SIGNATURE DESIGNS

**S**ome star-ship designs capture the attention more successfully than others. Whether it's because of their elegant silhouettes, distinctive engine sounds, or the sheer amount of fame they've accumulated, a handful of ships tend to become iconic. They're the ones adventurers sketch in their notebooks, pilots swear by in cantina arguments, and engineers whisper about in admiration. Sometimes it's performance, sometimes it's legend, and sometimes it's just that unforgettable profile drifting across a nebula that makes them special.

These ships already include the bonuses of the respective manufacturers.

### KRATOS - X13 DART - 55.000

Though one of the more seasoned entries in Kratos Technologies' lineup, the Dart remains among their most profitable star-fighter designs. Ongoing updates have ensured its systems stay competitive with newer Enclave models. Despite minor durability shortcomings, its added weapon hard-point and good speed continue to make the Dart a reliable choice for both commercial escort and private security pilots.

**Size / Storage(t):** 3 / 1

**Speed:** 4

**Handling:** +3

**Hard-points:** 2

**Hull-Trauma:** 5

**System-Strain:** 6

**Armor:** 3

**Shields:** F:1, A:0

**Weapons:** •   : Light Laser (Linked 1)  
•   : Beam Laser



### KRATOS - X14 SHURIKEN - 65.000

As the successor to the Dart, the latest light star-fighter from Kratos Technologies delivers enhanced maneuverability at the expense of top-end speed. Tailored for dominance in close-quarters dog-fights, this agile craft has quickly become the go-to choice for many seasoned pilots.

**Size / Storage(t):** 3 / 1

**Speed:** 4

**Handling:** +4

• **Hard-points:** 2

**Hull-Trauma:** 6

**System-Strain:** 6

**Armor:** 3

**Shields:** F:1, A:0

**Weapons:** •   : Light Laser (Linked 3)  
•   : Light Ordnance Launcher



## KRATOS - X22 WARDEN - 85.000

The Warden's recent success speaks for itself. Its turret is strategically placed to deliver precise firepower against both pursuing and leading targets. At present, the Warden stands out as one of the few formidable heavy star-fighters manufactured within Enclave territory.

**Size / Storage(t):** 3 / 1

**Speed:** 3

**Handling:** +2

**Hard-points:** 2

**Hull-Trauma:** 12

**System-Strain:** 8

**Armor:** 3

**Shields:** F:1, A:1

**Weapons:** • ○○: Laser (Linked 2)

• ○○: Torpedo Launcher

• ○○(T): Light Beam Laser (Linked 1)



## SVI - 42-CV MERIDIAN MK5 - 85.000

One of SVI's most enduring freighter models is the Meridian-class Hauler, introduced in the early 240s. Though designed primarily for long-haul civilian freight operations, its modular construction, reinforced hull, and reliable drive systems made it an instant favorite among frontier merchants — and quietly, among military logistics fleets too. The current fifth iteration is, as its predecessors, again one of the best-selling civilian ships in the Enclave.

**Size / Storage(t):** 4 / 120

**Speed:** 3

**Handling:** -2

**Hard-points:** 4

**Hull-Trauma:** 12

**System-Strain:** 14

**Armor:** 3

**Shields:** F:1, P:1, S:1, A:1

**Weapons:** • ○○(T): Light Laser (Linked 1)

• ○○(T): Light Laser (Linked 1)

• ○○(T): Light Laser (Linked 1)

**Common Design:** • This design is common and unremarkable, upgrade skill checks to avoid inspection by 1.



**SVI - 62-CV NAUTILUS - 130.000**

Once a tool of tactical use designed by Kratos Technologies, the Nautilus has found new purpose beyond battlefield deployment. Re-imagined for civilian use, this refitted variant replaces the iconic minelayer systems with enhanced cargo bays, luxury habitation modules or weapon-turrets. The conversion by Scopus Vehicles Inc. caters to deep-space explorers, private military contractors and ambitious homesteaders — offering Nautilus' renowned armor and modular versatility without its wartime legacy.

**Size / Storage(t):** 4 / 60

**Speed:** 3

**Handling:** +1

**Hard-points:** 3

**Hull-Trauma:** 18

**System-Strain:** 14

**Armor:** 4

**Shields:** F:1, P:1, S:1, A:1

- ○○ : Laser (Linked 1)

- ○○(T) : PD Gun, Laser

- ○○(T) : PD Gun, Laser

- ○○(T) : Laser (Linked 1)

- ○○(T) : Laser (Linked 1)

**● TRIUMVIRATE - SHRIKE - 150.000**

- The Shrike is the Triumvirate's light star-fighter. Its reinforced shielding and minimalist frame allows nimble evasions through even the densest skirmishes.

**Size / Storage(t):** 2 / 0.5

**Speed:** 4

**Handling:** +3

**Hard-points:** 2

**Hull-Trauma:** 7

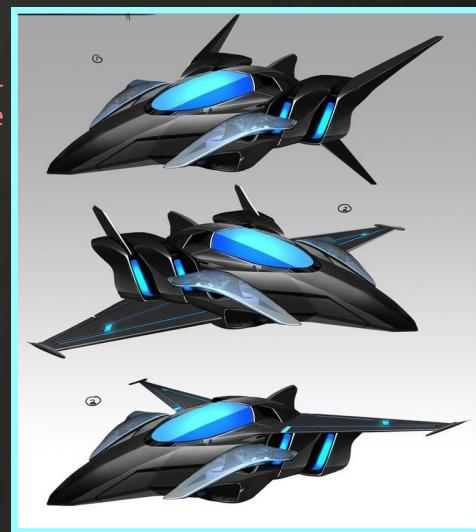
**System-Strain:** 6

**Armor:** 2

**Shields:** F:2, A:2

**Weapons:** • ○○ : Light Beam Laser (Linked 2)

• ○○ : Plasma Cannon



**ECM:** • Attackers need a Stay-on-Target before they can fire ordnance weapons at the Shrike.

## BNW - GX42-VORTEX - 240.000

Originally designed in 374 NA as a tactical strike vessel, the Vortex prototype was among the systems stolen in the 380 raid. Rumors persist that the unknown faction's copies lack the original's AI due to the fact that it was not ready at the time, making the original BNW's version still superior — if rare. Its design heavily focuses on hit and run tactics, while maintaining sufficient defensive capabilities to enable prolonged combat deployments.

**Size / Storage(t):** 4 / 20

**Speed:** 4

**Handling:** 0

**Hard-points:** 2

**Hull-Trauma:** 18

**System-Strain:** 14

**Armor:** 3

**Shields:** F:2, P:2, S:2, A:2

- ○○ : Light Railgun

**Weapons:** • ○○ (T): Laser (Linked 1)

- ○○ (T): Laser (Linked 1)

- ○○ (T): Laser (Linked 1)

**Turret-AI:** • Non-manned Turrets have an Agility characteristic of 2 and a Gunnery skill of 2. They fire on targets designated by the pilot.



