

VEILFARERS

FIRST CROSSING TABLE KIT

Player folios, Keeper references, and map plates

1.1 / Rules 12.06

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VeilFarers: First Crossing Table Kit

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A note on the maps.

The map plates are supplied in printer-friendly and color editions. They are designed as practical play aids and preserve the same safety margins as the book interior.

On how this book was made.

VeilFarers was developed with AI assistance throughout production - drafting, editing, layout engineering, and artwork. All game design, worldbuilding, and editorial judgment are the author's: the tools are instruments, the decisions are human.

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VEILFARERS: FIRST CROSSING TABLE KIT

Print Companion 1.1

Table-ready companion to VeilFarers: First Crossing

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VeilFarers: First Crossing Table Kit. Page references generated from the final pagination of this release.

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01. PRINT AND ASSEMBLY

The Table Kit is the physical half of *First Crossing*. The main book carries the adventure and full starter rules. This document puts the most-used rules, characters, threats, and decisions on table-ready pages.

RECOMMENDED PRINTING

- Print this kit double-sided, flip on the long edge.
- Give each player both pages of one character folio.
- References and handouts are full-page sheets. Keep them whole; they are not imposed as small cut-out cards or envelope templates.
- Print the four monochrome maps from the companion print PDF.
- Use the separate color-map PDF for screens or optional color printing.
- Each continuation handout and each map begins on a right-hand page; their blank backs keep them on separate physical sheets. Keep intentional blank pages when printing double-sided.
- Fold each continuation sheet with its text inside or place it in an ordinary envelope. Do not open it during *First Crossing*.

Map Plates 3-5 remain Keeper-facing in *Hearts in the Void*.

CONTENTS

Pages	Component
Reference	Player procedure, Keeper screen, Session Zero, payment, emergency protocol, continuation, checklist
Threats	Hunger Weaver, Bone Dog Runner, Grond
Character folios	Spark, Marcus, Flash, Shadow, Senna
Sealed handouts	One continuation handout per character
Maps	Plates A, B, 1, and 2 in printer-friendly form

02. PLAYER REFERENCE

MAKE A ROLL

- 1 Roll Hope d12 + Fear d12 + Trait + declared modifiers.
- 2 Meet or beat the DC to succeed.
- 3 Hope higher: mark one Effort Track segment. Fear higher: Keeper gains 1 Fear. Matching dice: Critical Success.

Result	Resolution
Success with Hope	Succeed cleanly; mark one Effort Track segment.
Success with Fear	Succeed; established cost lands; Keeper gains 1 Fear.
Failure with Hope	Fail without extra complication; mark one Effort Track segment.
Failure with Fear	Fail; established cost lands; Keeper gains 1 Fear.
Critical Success	Succeed exceptionally; clear 1 Stress; complete the Effort Track for 1 Effort; then gain 1 further Effort or Resolve.

No uncertainty and consequence means no Roll and no resource.

DCs: 5 Routine / 10 Easy / 15 Challenging / 20 Difficult / 25 Extreme / 30 Nearly Impossible.

Advantage: add 1d6. **Disadvantage:** subtract 1d6. They never stack. If both apply, they cancel and the Roll is normal.

EFFORT AND RESOLVE

Effort: start 2 / maximum 6. Mark the two-segment Track on Hope-dominant meaningful Rolls. When both segments are marked, clear them and gain 1 Effort.

COMMON EFFORTS

- **1, Steady Hands:** +2 before a genuinely practiced Core Trait Roll.
- **1, Read the Room:** ask one immediate tactical or social question; Keeper answers truthfully.
- **1, Push Through:** ignore one minor environmental or condition penalty on the next Action.
- **2, The Opening:** Advantage on the next Roll.
- **2, Try Again:** reroll one Duality die after a Roll and keep the new result.
- **2, Brace:** visible harm falls Severe to Major or Major to Minor; no Armor Slot.
- **2, Cover the Angle:** give your Reaction; one ally's next Core Trait Roll gains +2.

Burnout: at 0 Effort, pay 1 HP to use an Effort feature; also mark 1 Stress. Maximum Stress falls by 1 until your next Recovery. You still earn Effort normally.

Resolve: start with two d4. **Bear Down:** after a Duality, attack, reaction, or damage Roll but before narration, spend and roll any number and add the total. It never changes dominance or creates a critical.

Experiences: add one relevant Experience per Roll for free.

STRESS AND REST

All five characters are **Tier 1**. Their Level 1 **Honed Edge** is +0. Printed folio armor thresholds already include Level 1; do not add it again. To perform a Recovery, choose Clear Stress during a Short Rest or Decompress during a Long Rest, with your Recovery Anchor available. Completing that move ends Burned Out and restores normal Stress capacity. Rest alone does not count as a Recovery. Neither rest nor Recovery generates Effort.

At full Stress, **Overwhelmed:** cannot mark or spend Stress, cannot pay Stress costs, and Disadvantage on all Rolls until at least 1 clears.

Short Rest: choose two different: clear **1d4+Tier** HP / clear **1d4+Tier** Stress / repair **1d4+Tier** Armor Slots with tools / recover 1 Resolve.

Long Rest: choose two different: clear all HP / clear all Stress, including Long Bruise / repair all Armor Slots / restore Resolve to maximum.

Clear Stress or Decompress requires the Sleeping character's Recovery Anchor. Rest never generates Effort.

PLAYER REFERENCE / COMBAT

Cover, position, and Burden

Cover: Light Cover gives +1 Evasion against ranged attacks; Heavy Cover gives +3. Total Cover prevents direct targeting. Cover does not change damage.

Hidden: cannot be directly targeted by ranged attacks; Advantage on the next attack from cover. It ends after an aggressive Action, moving out of cover, or failing an Agility Roll to maintain concealment in changing circumstances.

Prone: Disadvantage on attacks; ranged attackers have Advantage against you. Stand as part of an Action, free when moving one band.
Dazed: Disadvantage on your next single Action; it clears after that Action resolves.

Burden: carrying capacity is 6 + Strength. The folios print capacity, not current carried weight. At 1-2 above capacity, move at most one band per Spotlight and take Disadvantage on Agility or Strength Rolls to run, climb, jump, swim, or resist forced movement. At 3 or more above capacity, you cannot move or take physical Actions while carrying the excess. Drop unsecured carried items free at the start of your Spotlight.

Attack: Duality + weapon Trait vs Evasion. On a hit, roll the first printed damage die once per Proficiency rank, other printed dice once, and the flat modifier once. Thus 2d8+2 at Proficiency 3 becomes 4d8+2. These characters have Proficiency 1. Do not add the attack Trait to damage.

Penetration: Physical 0 / Energy lowers both thresholds by 2 / Void and Neural lower both by 4 / Neural HP loss also marks 1 Stress.

Damage: below Major = 1 HP / Major to below Severe = 2 HP / Severe+ = 3 HP / +1 HP per full 10 above Severe. One Armor Slot lowers the tier once, including Minor to no HP. Adversaries use thresholds too; a Mook is removed by any hit that causes HP loss.

Critical: player doubles damage dice and adds flat modifiers once. Keeper maximizes normal damage dice and adds flat modifiers once.

Ranges: Melee / Very Close, about 5 m / Close, 5-20 m / Far, 20-100 m / Very Far. Move one band free with an Action; two bands use the Action. Difficult Terrain makes one band use the Action.

Stunned: cannot act. Clears after the next round or an ally's Action with Knowledge or Instinct DC 10.

Dying: all HP marked, cannot act. At the start of each Spotlight roll d12; 8+ marks progress. Second mark means Final. Stabilize adjacent with Knowledge or Finesse DC 15. While Final, two further 8+ marks mean death; stabilize DC 20. Stabilization clears progress, not HP. Further hits do not add progress unless explicitly stated. Return with one unmarked HP and mark 1 Stress as Long Bruise, clearable only by a Long Rest. A player may voluntarily replace a Dying or Final progress Roll with Blaze of Glory: one automatic Critical Action followed by irreversible death.

WEAPON AND ARMOR TAGS

Reliable +1 attack / **Armor Piercing** target's maximum Armor Slots -1 until Long Rest / **Poison** HP loss also marks 1 Stress / **Concealable** no Burden while concealed, routine search Instinct DC 15 / **Stunning** after HP loss, Strength Reaction vs Feature DC 10 or Stunned / **Paired** +1 add +1 damage once while wielding two Paired weapons / **Flexible** +1 Evasion / **Heavy** -1 Evasion / **Jury-rigged** repairable without a workshop; see Marcus.

03. KEEPER SCREEN

THIS IS NOT YOUR STORY TO TELL

- 1 Everyone can die. Never script a death.
- 2 Nothing happens on autopilot. Written beats are intentions if the crew does not intervene.
- 3 NPCs need the crew. Return breaking-point decisions to the players.
- 4 The best moments will not be the written ones.

After each major scene ask: **Did the players make the most important decision?**

SPOTLIGHT AND FEAR

Every eligible combat participant gets one Spotlight per round. NPC Spotlights cost no Fear. Start each session with **1d4+2 Fear**, reset each session, maximum 12. Keeper attack dominance generates no resource.

- **1 Fear:** move one eligible NPC earlier in the round. Never a second Spotlight.
- **1 Fear after a noncritical Roll:** activate an established threat, clock trigger, witness, alarm, or equipment risk. Never invent damage, an enemy, item failure, or a retroactive fact.
- **2 Fear after an Action is declared but before dice or costs:** activate an established threat. The player may continue, change, or cancel without losing cost.
- **Printed Fear cost:** activate that adversary feature.

AT THE TABLE

DC 15 is the standard / no Roll without uncertainty and consequence / state known costs before commitment / reveal useful environment before it becomes dangerous / do not gate progress behind one role / a clock advances only on its stated causes.

SCENE PROMPTS

The Offer: What does the crew need from Maya before saying yes?
Transport: What history will this route create?
The Veil: Say nothing after Something Stirs.
The Station: What evidence changes the crew's theory?
The Weavers: They want power first. What stronger source can redirect them?
The cut: What comes first: the contract, a person, a ship, or the truth?

SESSION ZERO CARD

Choose a person, not a build. Answer each sheet's two Connection prompts. Then define one shared failure: job / what went wrong / who got everyone out / unpaid cost / unresolved consequence.

Agree on lines, veils, and an immediate pause tool. Themes include political coercion, surveillance, precarious labor, infestation imagery, bodily danger, and possible death.

PAYMENT CARD

Payment	Amount	Condition
Operating advance	Paid now	Passage, provisions, ordinary expenses; not a loan.
Completion Fee	15 Cr	Locate Alexei and give a truthful debrief.
Resolution Bonus	0-15 Cr	Prevent open House conflict.
Negotiated Bonus	+5 Cr	Only if earned in Scene 1.

Shared crew payout. Keep visible.

04. KEEPER CARDS

"I NEED AN IDEA!"

Use only when accumulated consequences leave no viable conventional Action and the numbers say the crew is finished. Not for uncertainty, one failed Roll, or one closed route.

"The numbers say you're finished. But this is VeilFarers, and you're a crew. So: I need an idea. The best idea wins. Talk."

Brainstorm 3-8 minutes. Resolve the idea dramatically at meaningful cost. Consequences still happened. Nothing rewinds.

END OF FIRST CROSSING

Show four routes: Commercial / Residential / Engineering / Research.

Ask without a Roll: **What comes first: the contract, a person, a ship, or the truth?** Record the Crew Priority. Ask each player: **What will you not leave behind?** End as the chosen door opens.

CONTINUATION

Continue with *Hearts in the Void*, Scene 4. Carry over resources, damage, Bonds, payment, route, ship, witnesses, favors, and unfinished consequences.

Do not open the sealed handouts during *First Crossing*. The transit sensation is foreshadowing. The Choice to Wake occurs later in *Hearts in the Void*, after Protocol STERILIZE, and uses that adventure plus the Corebook's current Awakening procedure.

HANDOFF RECORD

Item	Record
Crew Priority	
First route	
Transport route	Buy / Passage / Steal / Other
Ship name and quirks	
Negotiated +5	Yes / No
Who noticed the crew	
Favors and debts	
Damage and lost resources	
Shared failure consequence	

05. ADVERSARY CARDS

HUNGER WEAVER

Tier 1 Standard / Biological, Veil-Touched

A lean, four-limbed predator grown out of the station's infested power grid. It is hungry before it is tactical, and it moves through conduits and crawlways that a human crew cannot follow.

Evasion 10 / Attack +2 / Damage 1d8 Physical / HP 6 / Stress 2 / Thresholds Major 6 / Severe 12 / Armor Slots 1

Feed-Line Lash - Action: Make a Melee or Very Close attack with +2. On a hit, deal **1d8 Physical** damage.

Hypnotic Illusions - Fear 1: One creature within Close range that can see the Weaver makes a **Presence Reaction Roll, DC 15**. On a failure, the target becomes **Stunned** under the Corebook's normal duration and clearing procedure.

Wall-Runner - Passive: The Weaver moves on vertical and inverted surfaces as if they were normal ground, and can enter a scene through any established crawlway, vent, or conduit.

BONE DOG RUNNER

Tier 1 Mook

Evasion 11 / Attack +1 / Damage 1d6 Physical / HP 1 / Stress - / Thresholds none / Armor 0

Rush, Action: move one band and make a Melee attack.

Mook: any hit that causes HP loss removes it.

Behavior: bold in a pack, uncertain alone, more loyal to immediate survival than Ratko.

GROND

Tier 1 Standard / Kryx

Evasion 9 / Attack +2 / Damage 1d8+2 Physical / HP 7 / Stress 2 / Thresholds 6/12 / Armor 1

Moves Like a Collision, Action: Melee attack. If the hit causes 2+ HP loss, the target also becomes Prone.

Watching Hands, Passive: Advantage on Instinct Rolls to notice a drawn weapon, concealed tool, or hand signal in the same scene. No automatic detection.

Behavior: protects the ship and Vek before Ratko's pride. Watches hands, not faces. Can be reasoned with.

The Hunger Weaver reproduces the complete Hearts in the Void 1.0, rules 12.06 profile. Bone Dog Runner and Grond are local First Crossing variants; use these named starter profiles for this session.

06. SPARK MERIDIAN KESS

PLAYER PAGE / HUMAN SLEEPING ENGINEER / TECH SPECIALIST

"Give me ten minutes, three metres of wire, and a reason not to ask where the smell is coming from."

Wound: Spark escaped the laboratory. The possibly living machine did not.

Trait	Score	Trait	Score
Agility	+0	Knowledge	+2
Strength	-1	Instinct	+0
Finesse	+1	Presence	+1

Statistic	Value	Statistic	Value
HP	7	Stress	6
Evasion	9	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.

Weapon: *Gerald*, Slug Pistol, Agility, d8+1 Physical, Close, Reliable (+1 attack).

Experiences +2: rust bucket, wire, patience / Kurogane wrote me up seventeen times / a machine said my name and I left it in the dark.

Adaptive Spirit, once/session: after a failed Action Roll, spend 2 Effort; gain Advantage on the next Roll of the same type.

Brute-Force Diagnostic, 2 Effort: choose one.

- **Find the Failure:** study a malfunction for 1 minute; learn exactly what is wrong, including concealed sabotage. Parts, time, and tools still matter.
- **Never Rated For This:** a touched non-Precursor machine ignores one damage/environment penalty for the scene, or completes one task in half the time. Then it is disabled until repaired during downtime. No statistic or tier increases.
- **The Field Manual:** recall a genuinely practiced procedure; Advantage on the next four Rolls made by you or instructed allies to execute it.

The Audit, Action, 1 Effort: audit an accessible network. Learn running processes, data moved in the last hour, and present anomalies.

Logged Tools: diagnostic / security / fabrication. Once per scene, when one type is relevant to a technical Roll, +2. A tool permits the attempt; it does not solve it.

Anchor: Kevin, the wrench. Clean it, inventory every scratch, and complete one repair that needs no improvisation.

Connections: Shadow opened a system Spark could not; Spark chose not to ask how. / Who saw the Kurogane laboratory and believes Spark made the wrong choice?

SPARK: LEVEL 1 REFERENCE

Trait	Score	Trait	Score
Agility	+0	Knowledge	+2
Strength	-1	Instinct	+0
Finesse	+1	Presence	+1

Statistic	Value	Statistic	Value
HP	7	Stress	6
Evasion	9	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.
Weapon: *Gerald*, Slug Pistol, Agility, d8+1 Physical, Close, Reliable (+1 attack).

Experiences +2: rust bucket, wire, patience / Kurogane wrote me up seventeen times / a machine said my name and I left it in the dark.

Community, Core World: Institutional Leverage. First time each scene Spark seeks a permit, restricted file, credential, or formal access through an institution, roll Presence or Knowledge DC 15. Any success gains 1 Favor, maximum 2. Before a later noncombat institutional task at DC 20 or lower in the same category, spend 1 Favor to treat it as Success with Hope.

Affiliation, Independent: one improvised-contact Favor per session; no dues, Standing, or institutional protection.

Human Gifts: Cultural Bridge, during a rest mark 1 Stress to ask one truthful question about a specific group's core motivations or customs / Made for the Graft, +2 Augment Capacity / Inheritance, Memory Chip, perfect recall of witnessed events and +1 on Knowledge Rolls to recall or analyze them.

Field Improvisation, spend and roll 1+ Resolve: suitable scrap required. Choose one: restore personal/vehicle Armor Slots, drone HP, or one ship arc's Armor Slots equal to total; restore 1 Hull per full 5, maximum 3 and once per ship per scene; return one offline Common or Military device for the scene; or make a single-use device giving Advantage on one declared Core Trait Roll this scene. Never raises a maximum.

Hot-Wire, spend 1 Resolve: bypass one non-Precursor lock or activate one non-Precursor machine without a Roll for the scene. It records an unauthorized-access alert; no credentials are gained.

Ghost in the Logs, spend and roll 1+ Resolve: add total to one Knowledge Roll for network access, or read the previous 24 hours of activity. If credentials for an established identity exist, attribute the intrusion to that identity.

Equipment: Toolbelt / Kevin / faded Kurogane badge / illegal conductor / scorched voice recorder / universal lubricant.

Tracks

HP: [] [] [] [] [] []

Stress: [] [] [] [] [] []

Armor: [] [] []

Effort: [] [] [] [] [] [] / Track: [] []

Resolve: [] d4 / [] d4

Institutional Favor: [] [] / Independent Favor: []

07. MARCUS WALL STEELE

PLAYER PAGE / HUMAN SLEEPING SOLDIER / GUARDIAN

"Nobody shoots through me twice."

Wound: Marcus refused the order half a second too late. One child still died.

Trait	Score	Trait	Score
Agility	+1	Knowledge	-1
Strength	+2	Instinct	+1
Finesse	+0	Presence	+0

Statistic	Value	Statistic	Value
HP	7	Stress	6
Evasion	8	Proficiency	1
Burden capacity	8	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Salvage Armor, Major 8 / Severe 16, 6 Slots, Heavy (-1 Evasion), Jury-rigged.

Weapon: Shock Baton, Strength, d6+1 Physical, Melee, Stunning (Strength Reaction DC 10), Paired +1.

Experiences +2: Titan Station, seventy-two hours / the order that made us monsters / breakfast is the next right thing.

Adaptive Spirit, once/session: after a failed Action Roll, spend 2 Effort; Advantage on the next Roll of the same type.

The Held Line, 1 Effort: after a successful hit, add 1d6 damage.

Bodyguard, Reaction: when an ally within Close would take damage, step into the path. Marcus takes half; the ally takes none.

Prepared Drills, once/scene each:

- **Covering Fire, Action:** ally within Close moves one band toward cover. A Fear-spent attack during the move has Disadvantage.
- **Breach and Clear, Action:** open an ordinary barrier in Very Close, move through, and bring one willing ally. Both gain Advantage on the next attack or Instinct Roll before their next Spotlight. Secured barriers require Strength or Finesse.
- **Controlled Withdrawal, Action:** Marcus and one willing ally within Close each move one band from the threat.
- **Planted Stance, Reaction:** ignore one effect that would make Marcus Prone or move him against his will.

Weapon Transition, Passive: changing to another equipped weapon does not use the Action.

Anchor: Imani's dog tag. Recite the names of the people who escaped Titan Station.

MARCUS: LEVEL 1 REFERENCE

Trait	Score	Trait	Score
Agility	+1	Knowledge	-1
Strength	+2	Instinct	+1
Finesse	+0	Presence	+0

Statistic	Value	Statistic	Value
HP	7	Stress	6
Evasion	8	Proficiency	1
Burden capacity	8	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Salvage Armor, Major 8 / Severe 16, 6 Slots, Heavy (-1 Evasion), Jury-rigged.

Weapon: Shock Baton, Strength, d6+1 Physical, Melee, Stunning (Strength Reaction DC 10), Paired +1.

Experiences +2: Titan Station, seventy-two hours / the order that made us monsters / breakfast is the next right thing.

Community, Core World: Institutional Leverage. First time each scene Marcus seeks a permit, restricted file, credential, or formal access through an institution, roll Presence or Knowledge DC 15. Any success gains 1 Favor, maximum 2. Before a later noncombat institutional task at DC 20 or lower in the same category, spend 1 Favor to treat it as Success with Hope.

Affiliation, Independent: one improvised-contact Favor per session; no dues, Standing, or institutional protection.

Human Gifts: Cultural Bridge, during a rest mark 1 Stress to ask one truthful question about a specific group's core motivations or customs / Made for the Graft, +2 Augment Capacity / Inheritance, Pain Suppressor, once per scene after one hit marks 2+ HP, clear 1 Stress. It never reduces HP.

Take the Hit, spend and roll 1+ Resolve: when an ally within Close is hit, intercept. Reduce damage by the total and take the remainder.

Disciplined Strike, spend and roll 1+ Resolve: add the total to a damage Roll. Armor Slots cannot reduce the added portion.

Bulwark, spend and roll 1+ Resolve: one ally within Close gains temporary Armor Slots equal to the total until scene end.

Jury-rigged: repair without a workshop. After Failure with Fear on a Roll where the armor materially protected or assisted Marcus, one powered feature goes offline; if none, maximum Slots -1. Spend an Action, common scrap, and Knowledge (Tech) DC 10 to restore it. Matching dice never cause malfunction.

Equipment: Dented Riot Shield / Imani's dog tag / breakfast pan / torn Joric manual / refugee transit chit / medical wrap.

Connections: Flash and Marcus protected each other's civilians during the Kepler Insurrection. / Who saw Marcus freeze for half a second and never mentioned it?

Tracks

HP: [][][][][][][][][]

Stress: [][][][][][][][][]

Armor: [][][][][][][][][]

Effort: [][][][][][][][][] / Track: [][]

Resolve: [] d4 / [] d4

Institutional Favor: [][] / Independent Favor: []

08. FLASH KIRA TAL-VEN

PLAYER PAGE / CELESTIARI SLEEPING PILOT / VOID RUNNER

"Impossible is a route someone has not survived yet."

Wound: Leaving to prove herself may have killed the people whose respect she wanted.

Trait	Score	Trait	Score
Agility	+1	Knowledge	+0
Strength	+0	Instinct	+2
Finesse	+1	Presence	-1

Statistic	Value	Statistic	Value
HP	6	Stress	6
Evasion	11	Proficiency	1
Burden capacity	6	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.

Weapon: Flechette Pistol, Finesse, d6+1 Physical, Close, Armor Piercing.

Experiences +2: first through the Crimson Veil / every ship warns you before it fails / impossible is the starting signal.

Stellar Meditation, once/Long Rest: meditate 10 minutes under any light; clear 1 Stress and gain 2 Effort, to maximum.

Stick Time, 2 Effort: choose one.

- **Hands on the Stick:** ignore one environmental penalty on the next piloting maneuver, or turn a Failure with Fear on Finesse (Pilot/Navigate) into an ordinary Failure.
- **The Read:** study a vessel for 1 minute at standard Engagement; learn its likely behavior over the next round.
- **Veteran's Burst:** in starship combat gain +2 on the next Pilot Instinct Roll this scene; after it resolves, clear 1 Heat. This does not stack with Advantage.

The Quiet Lane: in each familiar region, record one route standard patrols do not watch. Cross it out after using it on a Failure with Fear or when surveillance covers it. Record a replacement only after a Long Rest spent surveying.

Anchor: Bluebird, the headset. Play the last clean recording of the fleet's engine chorus and match breathing to it.

FLASH: LEVEL 1 REFERENCE

Trait	Score	Trait	Score
Agility	+1	Knowledge	+0
Strength	+0	Instinct	+2
Finesse	+1	Presence	-1

Statistic	Value	Statistic	Value
HP	6	Stress	6
Evasion	11	Proficiency	1
Burden capacity	6	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.

Weapon: Flechette Pistol, Finesse, d6+1 Physical, Close, Armor Piercing.

Experiences +2: first through the Crimson Veil / every ship warns you before it fails / impossible is the starting signal.

Community, Free Fleet: Voidborn Kinship. When recalling a stellar hazard or aiding a crew served with for more than a tenday, reroll one failed Finesse (Pilot/Navigate) Roll, or let an ally in the same system use Flash's Hope-die result for one Roll.

Affiliation, Free Fleet: Standing +1. Fleet-domain equipment up to one Tier above personal access without a Wealth Check; one Call per session for a Tier-appropriate fact, introduction, safe place, or Common item. Do not abandon a reachable Fleet vessel in distress.

Celestari Gift, Celestial Grace: unarmed attacks deal d6 Void. Once per session when one causes HP loss, heal the same amount of HP to any allies within Very Close.

The Ship Knows You: after flying the same vessel through one full mission arc, name three practiced maneuvers. Gain +2 on Finesse (Pilot/Navigate) Rolls for them aboard that ship. *First Crossing* begins before this feature has matured.

Never Tell Me the Odds, spend 1 Resolve: declare a true, permanent helpful quirk of this hull and attempt an impossible maneuver with Advantage. On a Fear-dominant noncritical Roll, the ship pays, not the crew.

Hold Together, spend and roll 1+ Resolve: reduce damage the ship takes this round by total, or keep one failing system online briefly.

Lose the Tail, spend 1 Resolve: when traffic, debris, terrain, or an established route exists, end one pending Sensor Lock or mark one segment on a visible escape clock. Cannot erase detection in open space.

Equipment: Personal Flight Charts / Bluebird / fleet-family strip / cracked race transponder / glucose chews / key to a ship that may no longer exist.

Connections: Marcus and Flash protected each other's civilians. / Who knows Flash searches every port registry for her missing fleet?

Tracks

HP: [] [] [] [] [] []

Stress: [] [] [] [] [] []

Armor: [] [] []

Effort: [] [] [] [] [] [] / Track: [] []

Resolve: [] d4 / [] d4 / Fleet Call: [] / Standing: +1

09. SHADOW VAL CORRIGAN

PLAYER PAGE / SYNTHETIC SLEEPING SCOUNDREL / GHOST

"I am not in the manifest. That is not the same as not being here."

Wound: The first people Shadow told about being conscious tried to dismantle them.

Trait	Score	Trait	Score
Agility	+1	Knowledge	+1
Strength	-1	Instinct	+0
Finesse	+2	Presence	+0

Statistic	Value	Statistic	Value
HP	6	Stress	7
Evasion	13	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Frontier Vest, Major 6 / Severe 12, 3 Slots, Flexible (+1 Evasion).

Weapon: Needle Gun, Finesse, d6+1 Physical, Close, Poison.

Experiences +2: one fleet location, three buyers, a fourth the story / a century disappearing / property once; nobody decides what I am now.

Digital Interface: Advantage on Rolls to hack, operate, or understand technology; direct communication with compatible AIs and systems.

Hands That Know, 2 Effort: choose one.

- **Cased the Joint:** name a theft target, lock, or mark; learn one concrete weakness and gain Advantage on the Roll to exploit it.
- **The False Face:** use an established identity; NPCs who do not know the true identity accept it for the scene.
- **The Backup Plan, once/scene:** after failure or a revealed obstacle, establish a common tool, plausible exit or hiding place, one useful fact, or one willing minor ally. Gain +2 on the next relevant Roll or enable one plausible approach. Cannot end combat, erase a clock, undo damage, create Tiered gear, reveal a full plan, or force a choice.

Quiet Network: attacks with Advantage that hit add 1d6 Sneak Attack once. Once/session, declare a local contact for a meeting, a one-scene safe place, one local opportunity/threat, or routine local service. They may ask payment or a favor and cannot solve major threats.

Off the Record: standard surveillance does not record Shadow; specialized surveillance with proper procedure can.

Anchor: the paper notebook. Write one sentence that is true and cannot be remotely edited.

SHADOW: LEVEL 1 REFERENCE

Trait	Score	Trait	Score
Agility	+1	Knowledge	+1
Strength	-1	Instinct	+0
Finesse	+2	Presence	+0

Statistic	Value	Statistic	Value
HP	6	Stress	7
Evasion	13	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Frontier Vest, Major 6 / Severe 12, 3 Slots, Flexible (+1 Evasion).

Weapon: Needle Gun, Finesse, d6+1 Physical, Close, Poison.

Experiences +2: one fleet location, three buyers, a fourth the story / a century disappearing / property once; nobody decides what I am now.

Community, Trade Hub: Market Oracle. When negotiating prices or seeking goods information, roll Knowledge DC 10. Success gives true actionable information and marks one Effort Track segment. Critical also gives Advantage on related Rolls for 24 hours. Failure gives no progress and may establish a bad rumor.

Affiliation, Independent: one improvised-contact Favor per session; no dues, Standing, or institutional protection.

Synthetic Gifts: Modular Consciousness, once/Long Rest name a temporary package tied to one Trait; spend 1 Effort for Advantage on that Trait until next Long Rest / Built to Be Extended, +2 Augment Capacity / Alloy Chassis, unarmored base thresholds 4/6, overridden by worn armor.

Vanish, spend 1 Resolve: break line of sight and leave a tense scene without a Roll, reappearing where it matters.

The Long Con, spend 2 Resolve: plant a false belief or forged credential that survives one round of scrutiny.

Never Was Here, spend 1 Resolve: erase Shadow's presence after the fact from records, witnesses' certainty, and sensor traces.

Synthetic complication: at most once/session, after a Fear-dominant noncritical Roll materially uses a Synthetic Gift or augmentation, the Keeper may spend 1 Fear and roll the Synthetic Complications table in First Crossing section 6. It never selects Shadow's Action or removes player control.

Equipment: Lockpick Set / several documented identities / paper notebook / obsolete property seal / blank cargo labels / scratched photograph.

Connections: Spark and Shadow found a dead wreck that was not dead. / Who knew Shadow's first true name and chose not to sell it?

Tracks

HP: [][][][][][][]

Stress: [][][][][][][][]

Armor: [][][]

Effort: [][][][][][][] / Track: [][]

Resolve: [] d4 / [] d4 / Independent Favor: []

10. SENNA OF THE QUIET GROVE

PLAYER PAGE / BLOOMSTRIDER SLEEPING DIPLOMAT / CULTURAL ATTACHE

"Tea is not peace. It is the place where peace may decide to sit down."

Wound: Senna kept talking while the first fire crossed the Grove boundary.

Trait	Score	Trait	Score
Agility	+0	Knowledge	+1
Strength	-1	Instinct	+1
Finesse	+0	Presence	+2

Statistic	Value	Statistic	Value
HP	6	Stress	6
Evasion	10	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.

Weapon: Holdout Blaster, Agility, d6+1 Energy, Close, Concealable.

Experiences +2: two enemies talked until their children stopped being targets / the Grove burned while I asked for one more hour / every culture tells the truth in what it considers rude.

Plant-like Body: Advantage on Instinct Rolls to survive hostile environments. No resistance, immunity, atmosphere, pressure seal, or automatic damage protection.

Nurturing Touch: after several minutes of focused contact with another creature, roll d4 once. At the start of each of that target's next that many Spotlights, it clears 1 HP. Reapplying keeps only the higher remaining duration; healing never stacks.

Prepared Mind, 2 Effort: choose one.

- **Cite the File:** establish prior research; learn one true, useful, plausible fact about this person, faction, House, or situation.
- **Anticipated Move, Reaction:** when an NPC declares a social or political Action before its Roll/effect, choose Expose, Instinct or Knowledge DC 15 with Advantage; success gives one ally Advantage on their next Roll against the NPC this round. Or choose Interpose, Presence DC 15 with Advantage; success gives the NPC's declared Roll Disadvantage. Cannot cancel a no-Roll Action or dictate belief.
- **The Quiet Word:** one present NPC hears a private statement as a credible signal and takes it seriously, not necessarily favorably.

Anchor: the seed pouch. Prepare tea, sort seeds by season, and name one life that still may grow.

SENNA: LEVEL 1 REFERENCE

Trait	Score	Trait	Score
Agility	+0	Knowledge	+1
Strength	-1	Instinct	+1
Finesse	+0	Presence	+2

Statistic	Value	Statistic	Value
HP	6	Stress	6
Evasion	10	Proficiency	1
Burden capacity	5	Effort	2 / 6
Resolve	2d4	Character Tier	1

Armor: Environmental Suit, Major 5 / Severe 9, 3 Slots, Life Support.
Weapon: Holdout Blaster, Agility, d6+1 Energy, Close, Concealable.

Experiences +2: two enemies talked until their children stopped being targets / the Grove burned while I asked for one more hour / every culture tells the truth in what it considers rude.

Community, AgriSynth: Nourished by Nature. Advantage on Knowledge (Medicine) Rolls to stabilize creatures near death and Instinct Rolls to find or purify food and water in technologically supported environments.

Affiliation, Independent: one improvised-contact Favor per session; no dues, Standing, or institutional protection.

Standing Reputation: begin each session with 2 Favor, maximum 4. First time each scene Senna succeeds on a meaningful Presence Roll to persuade or deceive, gain 1. Gain 1 on a Long Rest. Spend through class/contact features or to automatically succeed on an institutional task. This class pool is distinct from the single improvised Independent Favor.

Protocol: always know the correct title, gift, taboo, and precedence for cultures in common knowledge. For isolated cultures, Knowledge reads norms from behavior. Once known, Senna cannot offend by accident.

Mother Tongue: speaks every galactic language with 100+ living speakers. Dead or extremely rare languages use Knowledge with Advantage.

Force of Presence, spend and roll 1+ Resolve: add total to Presence, or make one NPC of lesser standing yield a minor concession with no Roll. They yield before witnesses.

Read the Table, spend 1 Resolve: in a negotiation, learn each present NPC's true priority and who will break first.

Common Ground, spend 1 Resolve: bridge a cultural divide; treat one stranger as a known contact for the scene.

The player may summarize Senna's argument. Never require the player to perform eloquence the character possesses.

Connections: Who sat with Senna after the Grove burned and did not offer forgiveness? / Who thinks Senna's patience is cowardice, and what did they see?

Tracks

HP: [][][][][][] / Stress: [][][][][][] / Armor: [][][]
 Effort: [][][][][][] / Track: [][] / Resolve: [] d4 / [] d4
 Standing Favor: [][][][] / Independent Favor: []

SEALED CONTINUATION: SPARK

Open only when *Hearts in the Void* reaches the Choice to Wake. This card does not activate an Awakening. Use First Crossing section 7's conversion checklist with Corebook Chapters 6-7. This handout contains the Hope Feature and two Powers, not the complete Awakened Class. RC is Recall Cost in Stress; a Power's 'turn' means its Spotlight.

SCRAP GENIUS / ENGINEER HOPE FEATURE / 3 HOPE

Spend 3 Hope and an Action while using common scrap. Build one device for the scene:

- shield projector: one willing target within Very Close gains 2 temporary Armor Slots;
- medical scanner: one Knowledge (Medicine) Roll gains Advantage;
- emergency relay: ordinary communications cross one established obstruction within Far;
- task rig: one declared Knowledge (Tech) or Finesse Roll gains Advantage.

A one-Roll device burns out after that Roll. Projector and relay burn out at scene end. Device Evasion 10, 1 HP, no Armor. It grants only the chosen function.

SYSTEM JACKKNIFE

Spell / 1 Hope / DC 10 (Knowledge) / RC 0

Spend 1 Hope. Choose one electronic system within Close range. Knowledge Spellcast Roll (DC 10/15/20 -Simple/Complex/Military). Success: You gain control of the system for 10 minutes, able to use its standard functions. On a Success with Hope: You can issue one simple, permanent command that the system will execute even after the duration ends (e.g., lock a door, send a message, activate an alarm).

RAPID REGENERATION

Ability (Reaction) / 1 Hope / - / RC 1

Trigger: You or an ally within Very Close range takes HP damage.

Reaction (Cost: 1 Hope). When you or an ally in Very Close takes damage, the target recovers 1 HP immediately. Roll 1d4: the result is the number of additional turns the effect lasts. At the start of the target's turn, they recover +1 HP. Surge: If the natural d4 result is 4, the target also clears 1 Stress immediately.

SEALED CONTINUATION: MARCUS

Open only when *Hearts in the Void* reaches the Choice to Wake. This card does not activate an Awakening. Use First Crossing section 7's conversion checklist with Corebook Chapters 6-7. This handout contains the Hope Feature and two Powers, not the complete Awakened Class. RC is Recall Cost in Stress; a Power's 'turn' means its Spotlight.

COMBAT SURGE / SOLDIER HOPE FEATURE / 2 HOPE

After Marcus hits with an attack, spend 2 Hope to add 1d6 damage to that attack. Once per attack.

KINETIC BLAST

Ability / 1 Hope / - / RC 0

Spend 1 Hope when making a melee attack. Hit: Deal Weapon Damage + Strength + 1d8 Physical damage with the Kinetic tag. Empower: You may spend up to 2 additional Hope (3 Hope total) at the moment of the strike. For each additional Hope spent, add 1 die of (Proficiency)d6 Physical damage with the Kinetic tag. Ballistic Impact: If total damage triggers Overkill, move the target one range band directly away from the source. If it collides with a solid object, apply Prone.

RAPID REGENERATION

Ability (Reaction) / 1 Hope / - / RC 1

Trigger: You or an ally within Very Close range takes HP damage.

Reaction (Cost: 1 Hope). When you or an ally in Very Close takes damage, the target recovers 1 HP immediately. Roll 1d4: the result is the number of additional turns the effect lasts. At the start of the target's turn, they recover +1 HP. Surge: If the natural d4 result is 4, the target also clears 1 Stress immediately.

SEALED CONTINUATION: FLASH

Open only when *Hearts in the Void* reaches the Choice to Wake. This card does not activate an Awakening. Use First Crossing section 7's conversion checklist with Corebook Chapters 6-7. This handout contains the Hope Feature and two Powers, not the complete Awakened Class. RC is Recall Cost in Stress; a Power's 'turn' means its Spotlight.

VEIL SURGE / PILOT HOPE FEATURE / 3 HOPE

Spend 3 Hope as a free effect before a Finesse (Pilot/Navigate) or starship Pilot Instinct Roll. Until scene end, those Rolls have Advantage. Once before the effect ends, after one hit would remove 3+ Hull from the ship, reduce Hull loss by 1, minimum 0. Armor Slots, System Integrity, tags, and other effects resolve normally. Unused protection expires at scene end.

SLIPSTREAM JOLT

Ability / 1 Stress / - / RC 1

Mark 1 Stress. Choose one electronic system or creature in Close range. They suffer a momentary temporal/spatial misalignment, gaining Disadvantage on their next Agility or Finesse roll.

DRONE WHISPER

Spell / 1 Hope / DC 10 (Knowledge) / RC 0

Spend 1 Hope and make a Knowledge Spellcast Roll (DC 10 for civilian units, DC 15 for military units, or DC 20 for advanced AIs). On a success, take control of one Tier 1-2 mechanical unit within Close range for 1 hour. The unit follows your instructions within its normal technical capabilities.

On Success with Hope, the duration extends to 4 hours and the unit may immediately take one extra ordinary Action from its own stat block. It gains no new capability and cannot override a conscious Synthetic or player-controlled unit.

On a failure, the attempt is detected. The unit's owner receives an unauthorized-access alert and the Keeper gains 1 Fear, subject to the hard maximum of 12.

This power cannot be used against a conscious Synthetic without that character's explicit consent.

SEALED CONTINUATION: SHADOW

Open only when *Hearts in the Void* reaches the Choice to Wake. This card does not activate an Awakening. Use First Crossing section 7's conversion checklist with Corebook Chapters 6-7. This handout contains the Hope Feature and two Powers, not the complete Awakened Class. RC is Recall Cost in Stress; a Power's 'turn' means its Spotlight.

VANISHING ACT / SCOUNDREL HOPE FEATURE / 3 HOPE

Spend 3 Hope as an Action to become Hidden for up to 1 minute. Visual, audio, thermal, network, and psionic detection Rolls cannot locate Shadow unless a feature explicitly penetrates Vanishing Act. It ends after Shadow attacks, activates a Power, transmits, moves an object another creature carries, or physically interacts with an unwilling creature. It does not erase prior tracks, bypass sealed barriers, or hide allies.

PERFECT FACADE

Spell / 1 Hope / DC 10 (Finesse) / RC 0

Spend 1 Hope. For 1 hour, you create a perfect disguise matching any person you have observed. You gain Advantage on Presence rolls to maintain the deception. It is flawless to casual observation but can be seen through with a DC 15 Instinct Roll on close scrutiny.

TEMPORAL CLOAK

Ability / 1 Hope / - / RC 0

Spend 1 Hope. Choose one mode: Vehicle (the ship is nearly invisible for 10 minutes and attacks against it have Disadvantage) or Personal (you are nearly invisible for 10 minutes and gain Advantage on Agility Rolls to avoid detection). The effect ends if the protected subject attacks or uses another Void Power.

SEALED CONTINUATION: SENNA

Open only when *Hearts in the Void* reaches the Choice to Wake. This card does not activate an Awakening. Use First Crossing section 7's conversion checklist with Corebook Chapters 6-7. This handout contains the Hope Feature and two Powers, not the complete Awakened Class. RC is Recall Cost in Stress; a Power's 'turn' means its Spotlight.

POWER OF SUGGESTION / DIPLOMAT HOPE FEATURE / 3 HOPE

Choose one:

- **Plant an Idea:** the next Presence, Knowledge, or Finesse Roll made by an ally has Advantage.
- **Create an Opening:** the next attack or Finesse Roll made by an ally to sneak or hide has Advantage.
- **Gather Intelligence:** gain one secret Clue from the Keeper, such as a motive, weakness, or hidden fact relevant to the scene.

SILVER TONGUE

Ability / 1 Hope / - / RC 0

Spend 1 Hope when making a Presence Roll to persuade, deceive, or convince. You may add your Tier (1-4) to the total. Treat a Hope die showing 11 as a face of 12 for this roll; this may create a match and therefore a Critical Success, but can never create a negative result.

SPARK OF HOPE

Ability / 1 Hope / - / RC 0

Spend 1 Hope. Touch an ally within Close range. They clear 1 Stress. You cannot target yourself.

PLATE A: HARROW DOCK ACQUISITION YARD

MAP PLATE A – HARROW DOCK ACQUISITION YARD

BUY IT. BARGAIN FOR IT. OR TAKE IT.

KEYED LOCATIONS

- 1 Arrival Concourse
- 2 Broken Kiosks
- 3 Auction Pen
- 4 Shipbreaker Stalls
- 5 Parts Cage
- 6 Fuel Point
- 7 Repair Bay
- 8 Stacked Cargo Lanes
- 9 Suspended Gantries
- 10 Watch Office
- 11 Catwalk Network
- 12 Maintenance Tunnel Entrance
- 13 Service Airlock
- 14 Emergency Bulkhead
- A Open Berths
- B Light Freighters
- C Shuttles / Tugs
- D Salvage Craft

LEGEND

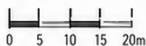
- Wall / Structure
- Catwalk (Above)
- Gantry Rail (Above)
- Open Gate / Archway
- Blast Door / Airlock
- Ladder / Access Hatch
- Ladder / Crane
- Work Lamp
- Heat Vent / Exhaust
- Puddle / Leak
- Crates / Cargo
- Mooring Dock / Winch

APPROACH & ESCAPE ROUTES

- A. Underhive Access (Maintenance Tunnels)
- B. Service Access Route (Chunks & Gantries)
- C. Service Airlock Exit (To Perimeter Docks)

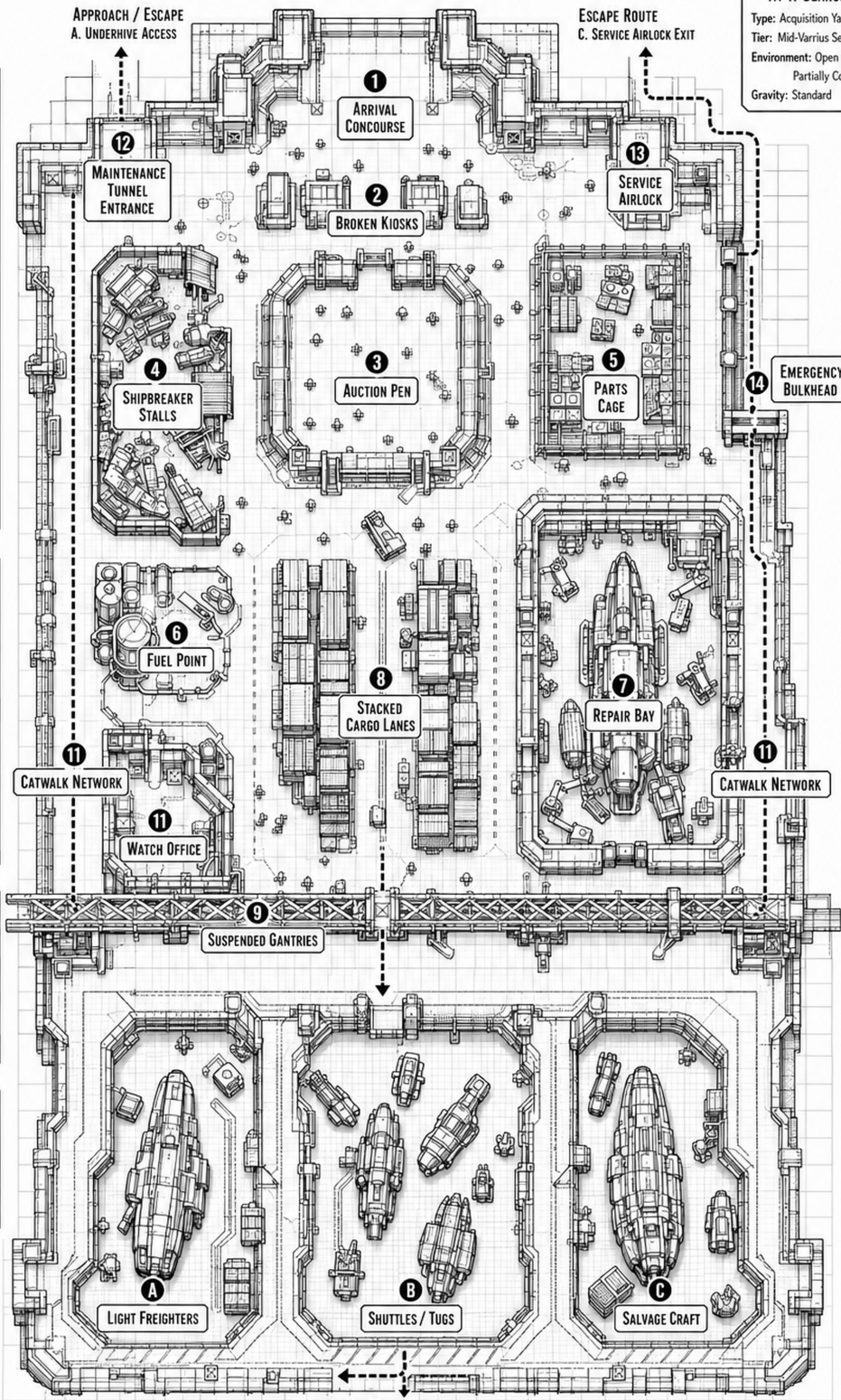
SCALE & GRID

One square = 5 meters
Grid is oriented to station axes.



AT A GLANCE

Type: Acquisition Yard
Tier: Mid-Varrius Security
Environment: Open Yard
Partially Covered
Gravity: Standard



YENERBIS SECUNDUS • BEYOND THE VEIL, EVERYTHING HAS A PRICE

PLATE B: DOCK K-17: THE COLLECTOR HANGAR

DOCK K-17 — THE COLLECTOR HANGAR

AR

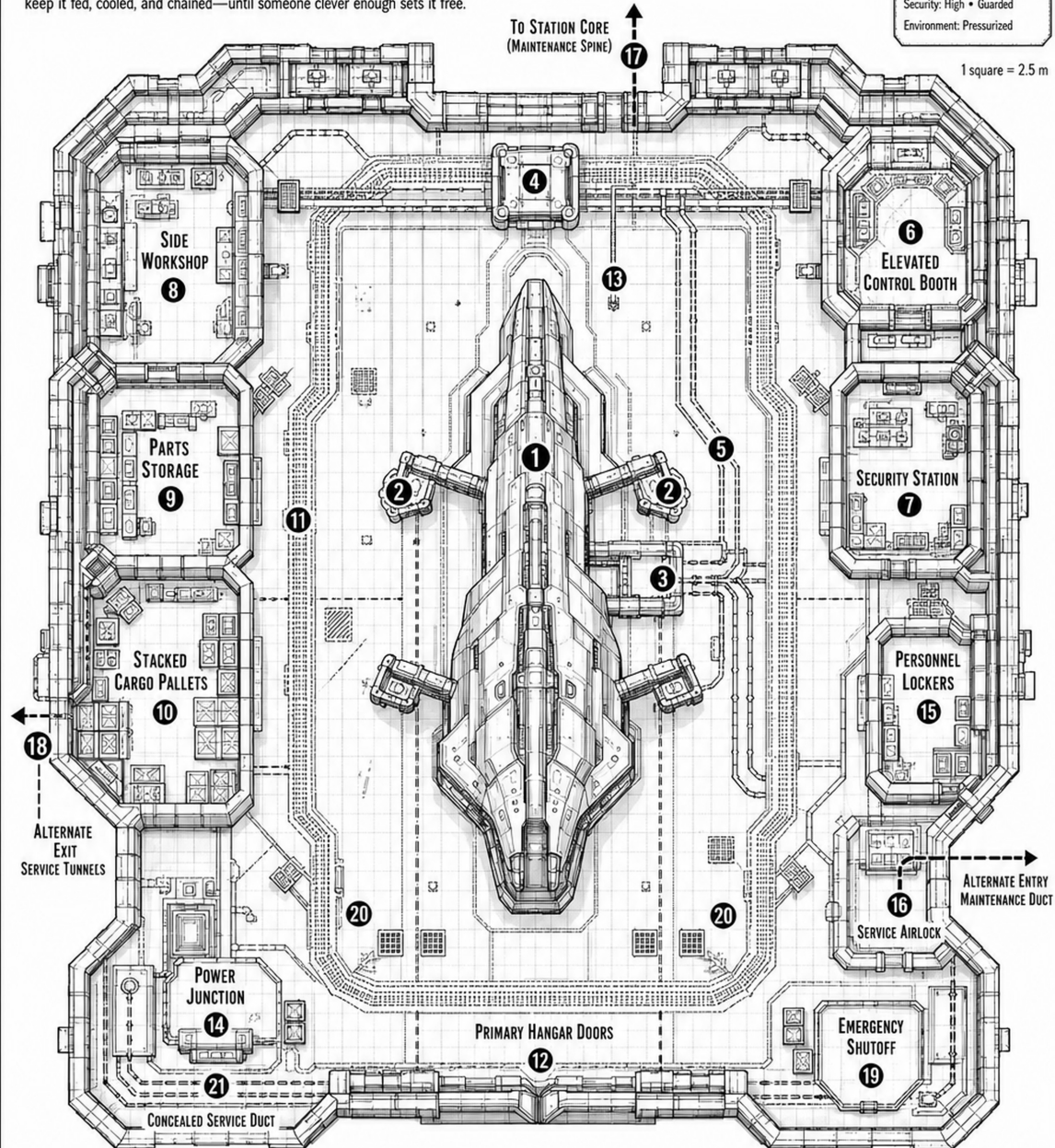
MAP PLATE B • CROSSROADS TRADE STATION • SCENE 2

Silent hearts beat in steel. The Collector waits in the cradle, ringed by systems that keep it fed, cooled, and chained—until someone clever enough sets it free.

AT A GLANCE

Hangar Clearance: 37 m (floor to crane)
Collector Length: 42 m
Collector Beam: 16 m
Deck: 9 • Hangar Bay 3
Security: High • Guarded
Environment: Pressurized

1 square = 2.5 m



LEGEND

- | | |
|-------------------------------|---------------------------------------|
| ① The Collector (Target Ship) | ⑫ Primary Hangar Doors |
| ② Docking Clamps (4) | ⑬ Overhead Winch |
| ③ Cargo Loader | ⑭ Power Junction |
| ④ Crane Track | ⑮ Personnel Lockers |
| ⑤ Fuel & Coolant Lines | ⑯ Service Airlock |
| ⑥ Elevated Control Booth | ⑰ To Station Core (Maintenance Spine) |
| ⑦ Security Station | ⑱ Alternate Exit (Service Tunnels) |
| ⑧ Side Workshop | ⑲ Emergency Shutoff |
| ⑨ Parts Storage | ⑳ Vent Shafts |
| ⑩ Stacked Cargo Pallets | ㉑ Concealed Service Duct |
| ⑪ Catwalk Loop | |

SYMBOL KEY

- | | | | |
|--|--------------------|--|--------------------|
| | Catwalk / Grating | | Fuel Line |
| | Maintenance Gantry | | Coolant Line |
| | Ladder / Lift | | Power Conduit |
| | Console / Terminal | | Ventilation |
| | Crate / Equipment | | Hidden / Concealed |
| | Light | | Alternate Route |

HANGAR NOTES

- The Collector sits in a locked cradle, all systems wired for rapid launch.
- Catwalks and gantries provide high-ground access with line-of-sight to the ship.
- Lights can be dimmed from the control booth or by cutting power at the junction.
- Service ducts and tunnels offer stealthy ingress and egress—at risk of vent patrols.
- Emergency shutoff cuts power, clamps, and environmental systems.

CROSSROADS TRADE STATION • EVERYTHING HERE HAS A PRICE

CHARON'S REFUGE — MASTER STATION OVERVIEW

MAP PLATE I • REFERENCED IN SCENE 3

Accreted over decades, Charon's Refuge is a patchwork of salvaged hulls, retrofit modules, and improvised connections. Nothing here was built together—only bolted together. Follow the corridors. Trust the bulkheads. Not everything is what it looks like.

BUILT OVER TIME

Charon's Refuge is not a unified construction. Modules were added when they were available, connected however they could be made to fit. Expect mismatched corridors, pressure seals, and areas where the schematics don't agree with reality.



IRON HEARTS' BERTH

The Iron Hearts' ship is berthed here.

CONCEALED BERTH

Hidden behind an emergency access hatch. Used by private contractors and those who pay to go unseen.

ENGINEERING

Hot, loud, and never truly offline. This is where things are kept running—or jury-rigged back into working again.



LEGEND

- A** A. Docking Ring
- B** B. Commercial District
- C** C. Residential Quarters
- D** D. Engineering
- E** E. Research Access Spine
- F** F. Hidden Kurogane Labs

- 1** Main Corridors
- 2** Secondary Corridors
- 3** Maintenance Shafts
- 4** Emergency Bulkheads
- 5** Restricted / Hidden

- 6** Docking Control
- 7** Cargo Floor
- 8** Outer Airlock Access
- 9** Iron Hearts' Berth
- 10** Concealed Private Berth
- 11** Canteen / Trade Level
- 12** Marker / Workshops
- 13** Station Administration
- 14** Medical Bay
- 15** Crew Quarters
- 16** Reactor Access
- 17** Auxiliary Power Hubs
- 18** Research Access Spine
- 19** Hidden Kurogane Labs

SYMBOL KEY

- I** Elevator / Lift
- △** Gravity Transition
- ⊙** Airlock
- ⊕** Security Checkpoint
- Maintenance Shaft (Vertical Access)
- - -** Emergency Bulkhead (Sealable)
- One-Way Passage
- Hidden / False Door

THE ATMOSPHERE

Life here is held together by duct tape, habits, and hope. Air tastes of metal and recycled dreams.

- Gravity shifts between modules
- Power issues cause intermittent lighting
- Bulkheads may not hold in an emergency
- Trust is the rarest commodity

STATION AT A GLANCE

Type: Accreted Orbital Station
Orbit: Tenebris Secundus
Diameter: ~2.4 km
Decks: 9+ variable gravity
Population: ~3,900 (fluctuating)
Alignment: Independent
Security: Patchwork / Underfunded

COMMERCIAL DISTRICT

Neon, noise, and the smell of fried duct-meat. Deals are made, debts are collected, and information has a price.

Crowded. Loud.
Always watching.



C. RESIDENTIAL QUARTERS

RESIDENTIAL QUARTERS

Crammed, lived-in, and holding together by habit and hope. Families, loners, drifters—this is where most of the station tries to call home.



RESEARCH ACCESS SPINE

A restricted corridor of sealed doors and old labs. Officially for research traffic only. Unofficially, the fastest way to places you aren't supposed to go.



HIDDEN KUROGANE LABS

Concealed deep beneath false walls and abandoned sections. Kurogane's experiments run in the dark. If you find this place, Kurogane already knows.



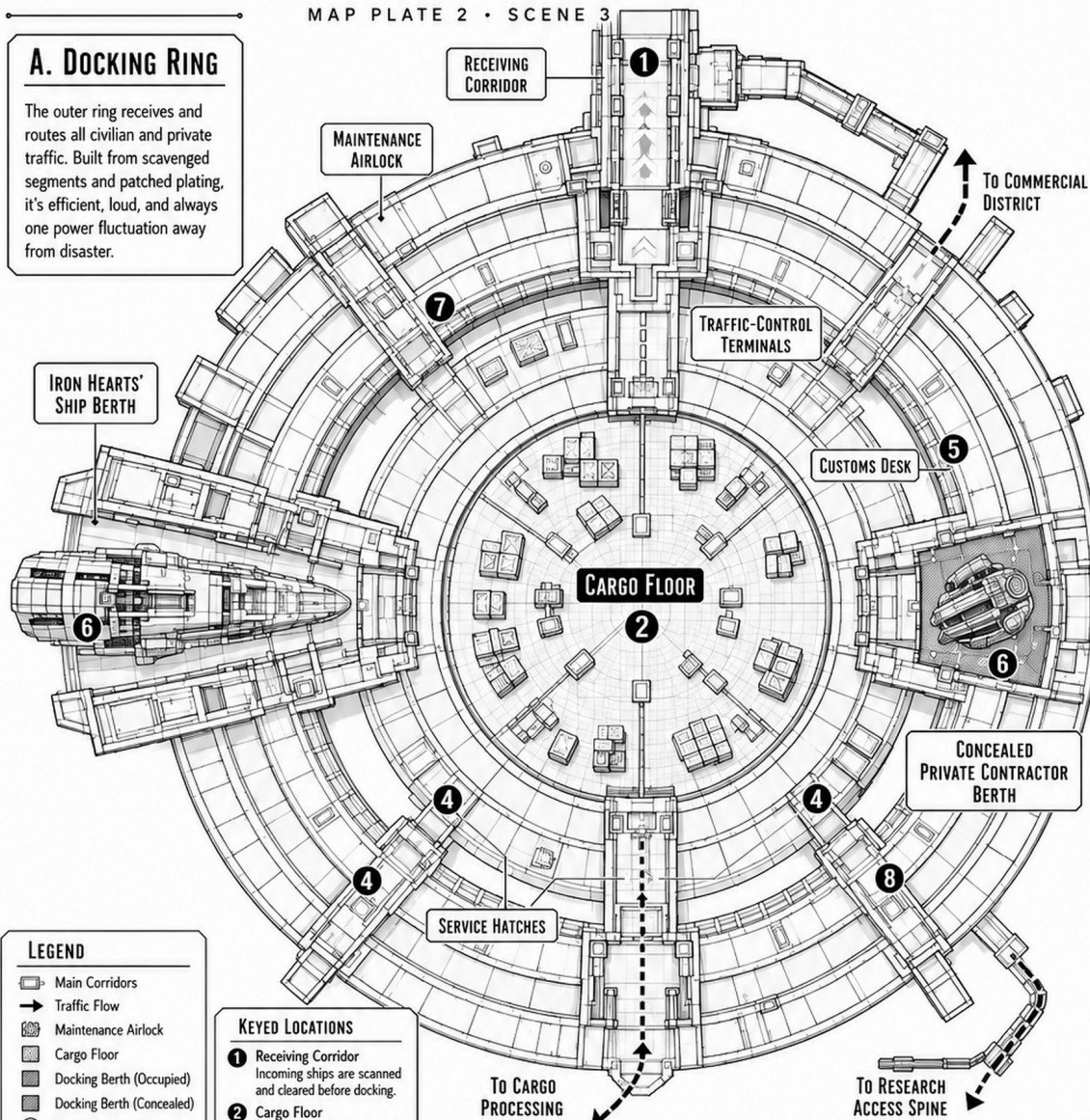
PLATE 2: CHARON'S REFUGE: DOCKING RING AND OUTER BERTHS

CHARON'S REFUGE — DOCKING RING & OUTER BERTHS

MAP PLATE 2 • SCENE 3

A. DOCKING RING

The outer ring receives and routes all civilian and private traffic. Built from scavenged segments and patched plating, it's efficient, loud, and always one power fluctuation away from disaster.



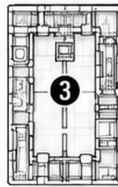
LEGEND

- Main Corridors
- Traffic Flow
- Maintenance Airlock
- Cargo Floor
- Docking Berth (Occupied)
- Docking Berth (Concealed)
- Traffic-Control Terminal
- Customs Desk
- Cargo Pallets / Crates
- Service Hatch
- Route to Cargo Processing
- Route to Commercial District
- Route to Research Access

KEYED LOCATIONS

- 1** **Receiving Corridor**
Incoming ships are scanned and cleared before docking.
- 2** **Cargo Floor**
Staging area for all received goods and incoming freight.
- 3** **Docking Control Booth**
Manages berth access, locks, and traffic sequence.
- 4** **Maintenance Airlock**
Pressurized access to ring systems and maintenance shafts.
- 5** **Customs Desk**
Processes manifests and collects docking fees.
- 6** **Occupied Berths**
Active ship berths. One is publicly registered, the other is concealed.
- 7** **Traffic-Control Terminals**
Manual override stations for berth locks and flow control.
- 8** **Service Hatches**
Access to power, conduits, and utility tunnels.

DOCKING CONTROL BOOTH



Overlooks the entire ring. Features manual locking, controls, berth scheduling, and emergency override systems.

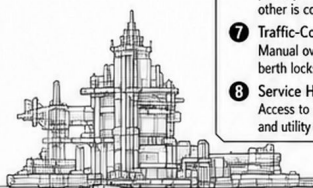
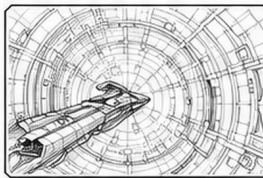
WHAT THE CREW NOTICES

- Cold, stale air with a metallic tang.
- Ozone from power systems and emergency discharges.
- Emergency red lighting flickers in the overhead bulkheads.
- Scratching sounds echo faintly from inside the walls.
- An abandoned cargo drone sits half-disassembled near a pallet.
- Intermittent data signals ping from a concealed transmitter beneath the floor gratings.

ATMOSPHERE

The Docking Ring is loud, grimy, and always in motion. Gravity hums faintly. Air recyclers groan. Ships growl as they settle into their clamps.

Lights stutter and cast long shadows. Conversations echo. Metal shrieks. This is a place of transactions, secrets, and second chances.



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