

DOMAIN POWER CARDS

COREBOOK 12.06 / COLOR

147 cards. Original 63 x 88 mm trim size. 3 mm bleed on every side. Six cards per A4 sheet; 25 double-sided sheets. These files contain 52 pages, including this instruction page and its blank reverse.

PRINT / IMPRIMIR

Print **pages 3-52**, in order, A4 portrait, **actual size / 100%**, double-sided, **flip on the long edge**. Disable fit-to-page and extra pages per sheet. Test one front/back pair before printing the complete deck.

Imprime las **p ginas 3-52**, en orden, A4 vertical, **tama o real / 100%**, a doble cara y con **giro por el borde largo**. Desactiva ajustar a p gina y no a adas m is p ginas por hoja. Prueba primero una pareja de anverso y reverso.

CUT / RECORTAR

The outside crop marks define a 63 x 88 mm cutting grid. Cut along the marks, not around the outer bleed. The 3 mm bleed and the 8 mm gutters are discarded. White card edges intentionally have white bleed; only the backgrounds continue beyond the trim.

Las marcas exteriores definen una cuadr cula de corte de 63 x 88 mm. Corta siguiendo las marcas, no el borde del sangrado. Se descartan los 3 mm de sangrado y las separaciones de 8 mm.

BACKS / REVERSOS

141 illustrated backs and 6 rules continuations. Each front is followed by its matching reverse; back columns are mirrored for duplex printing. A power using both sides is still one Loadout card.

Cada anverso va seguido de su reverso correspondiente. Las columnas del reverso est n invertidas para la impresi n a doble cara. Un poder a dos caras sigue siendo una sola carta de Loadout.

Contents / Contenido: Tech, Synthesis, Social, Neural, Kinetic, Void and Lux - 21 cards each. All 147 original English powers are preserved; card text and artwork have not been resized.

_____ Scale check / Escala: 50 mm

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1

TECH

RC 0

SPELL

Drone Whisper

Cost: 1 Hope
Roll: DC 10 (Knowledge)

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.

TEC-01 | CORE 12.06 | p. 170

VEILFARERS

TEC-01 / FRONT

1

TECH

RC 1

SPELL

Quantum Firewall

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Spend 1 Hope and make a Knowledge Spellcast Roll (DC 15). On a success, touch a device or network and install an active cryptographic defense layer. Any attempt to hack that system must exceed the result of your Knowledge roll instead of the system's normal DC. The protection lasts until the end of the scene or for 1 hour, whichever is shorter.

On a Success with Hope, the system also alerts you silently whenever someone attempts access and reveals the attempt's point of origin.

On a failure, the protection fails and leaves a detectable signature. An Inspector with appropriate technical knowledge can identify the failed attempt with a Knowledge roll against DC 10.

TEC-02 | CORE 12.06 | p. 170

VEILFARERS

TEC-02 / FRONT

1

TECH

RC 0

SPELL

System Jackknife

Cost: 1 Hope
Roll: DC 10 (Knowledge)

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).

TEC-03 | CORE 12.06 | p. 171

VEILFARERS

TEC-03 / FRONT

2

TECH

RC 1

SPELL

Data Ghost

Cost: 1 Stress
Roll: DC 15 (Knowledge)

Mark 1 Stress. Choose a security system you interacted with in the last hour. Make a Knowledge Spellcast Roll (DC 15). Success: You erase all records of your interaction within the last scene. On a Success with Hope: You can plant subtle but convincing false evidence that points suspicion towards a rival individual or faction.

TEC-04 | CORE 12.06 | p. 171

VEILFARERS

TEC-04 / FRONT

2

TECH

RC 1

ABILITY

Emergency Repair

Cost: 1 Stress
Roll: -

Mark 1 Stress. Touch a Drone, Vehicle, or Synthetic. The target recovers 1d8 + Knowledge HP. Efficiency: If the natural d8 result is 8, the Stress cost is refunded immediately.

TEC-05 | CORE 12.06 | p. 171

VEILFARERS

TEC-05 / FRONT

3

TECH

RC 2

SPELL

Digital Cascade

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Knowledge Spellcast Roll (DC 15). You unleash a virus through one connected local network across a Very Far area for 1 hour. Choose one effect: disable its security systems; make its Tier 1-2 gear go offline after its next use until an Action clears it; or copy one specific data set, which requires a separate Knowledge Roll to sort. On failure, the system traces the virus, granting Advantage on Rolls made to track or identify you for 24 hours.

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VEILFARERS

TEC-06 / FRONT



TEC-02 / BACK



TEC-01 / BACK



TEC-04 / BACK



TEC-03 / BACK



TEC-06 / BACK



TEC-05 / BACK

3

TECH

RC 1

SPELL

Rapid Fabrication

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Knowledge Spellcast Roll (DC 15). You fabricate simple, functional Tier 1 tech (tools, comms, weapons dealing (Proficiency)×d6 damage) in 10 minutes. The item lasts for one scene. On a Success with Hope: The creation is permanent and can be up to Tier 2 quality.

TEC-07 | CORE 12.06 | p. 171

VEILFARERS

TEC-07 / FRONT

4

TECH

RC 2

SPELL

AI Symbiosis

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Knowledge Spellcast Roll (DC 15). You partner your mind with an intelligent system (Tier 3-4 AI/ship computer) for one scene. You gain remote access to its functions and data, and Advantage on all Knowledge Rolls related to that system's domain. Failure: The AI rejects you, locking you out and treating you as a hostile entity for 1d6 rounds.

TEC-08 | CORE 12.06 | p. 171

VEILFARERS

TEC-08 / FRONT

4

TECH

RC 2

SPELL

System Repair

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Knowledge Spellcast Roll (DC 15). Over 1 hour, restore a ship system at 0 Integrity. The system functions normally for 24 hours. On a Success with Hope, the repair is permanent. This is a Long-Term Project if attempted during Downtime.

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VEILFARERS

TEC-09 / FRONT

5

TECH

RC 3

SPELL

Adaptive Protocol

Cost: 2 Hope
Roll: DC 20 (Knowledge)

Knowledge Spellcast Roll (DC 20). You permanently upgrade one allied piece of Tier 1-3 gear, granting it one Armor or Weapon Feature (for example, *Resilient*, *Flexible*, or *Armor Piercing*). The item cannot gain this benefit again. Failure: The gear suffers a temporary malfunction lasting until your next rest, and the owner Marks 1 Stress.

TEC-10 | CORE 12.06 | p. 171

VEILFARERS

TEC-10 / FRONT

5

TECH

RC 3

SPELL

Network Dominion

Cost: 2 Hope
Roll: DC 20 (Knowledge)

Knowledge Spellcast Roll (DC 20). Cost: 2 Hope. For one scene, you become the master of a star system's entire network infrastructure. You can monitor comms, control utility functions, and access public databases. Failure: You leave a massive digital footprint, automatically reducing your Reputation by 1 with the system's dominant faction.

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VEILFARERS

TEC-11 / FRONT

6

TECH

RC 3

SPELL

Consciousness Transfer

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Knowledge)

Spend 2 Hope and mark 1 Stress, then make a Knowledge Spellcast Roll (DC 20). On a success, transfer your consciousness into a willing or inactive mind within Close range, such as a powered-down android, an unowned AI, or an unconscious body. The transfer lasts for no more than one scene.

While transferred, you can:

- Perceive through the host's senses.
- Communicate using the host's voice.
- Use Social and Neural Domain Powers as though you were physically present at the host's location.

While transferred, you cannot:

- Use Kinetic, Tech, or Synthesis Domain Powers, which require your physical body.
- Move beyond the host body's physical capabilities.
- Access the host's memories or technical abilities.

TEC-12 | CORE 12.06 | p. 171

PART 1/2

TEC-12 / FRONT

VEILFARERS 12.06 / SHEET 02-25 / BACK / A4 100% / LONG EDGE / 3 MM BLEED



TEC-08 / BACK



TEC-07 / BACK



TEC-10 / BACK



TEC-09 / BACK

CONTINUED

Consciousness Transfer

TECH / LEVEL 6

PART 2/2

Your physical body remains unconscious and defenseless. Each time it takes damage during the transfer, mark 1 Stress. If your body is reduced to 0 HP, the transfer ends immediately and you enter Dying under the normal procedure, including the player's voluntary Death Move choice.

If the host dies or becomes incapacitated, the transfer ends and you mark 2 additional Stress when you return.

On a failure, the attempt destabilizes your mind: mark 2 Stress and take Disadvantage on Knowledge and Presence Rolls until your next Long Rest.

This power can never be used on another PC without that player's explicit consent.

TEC-12 / BACK



TEC-11 / BACK

6

TECH

RC 3

LONG-TERM PROJECT (6 SEGMENTS)

Invention Protocol

Cost: -
Roll: -

During Downtime, undertake the design and construction of a unique Tier 4 device, such as a prototype weapon, specialized augmentation, or experimental tool. Define its function, limitations, and potential side effects with the Keeper before beginning.

Progress: During each Downtime phase devoted to the project, make a Knowledge Roll, DC 15. Critical Success marks 3 segments; Success with Hope marks 2; Success with Fear marks 1 and generates Fear normally; Failure with Hope marks none; Failure with Fear marks none and the inventor chooses one acquired component to be consumed. If no component has been acquired, mark 1 Stress instead.

Completion: Gain the device's schematic and a functional prototype. The prototype has the Experimental tag and begins with Degradation 1.

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PART 1/2

TEC-13 / FRONT

7

TECH

RC 3

SPELL

Megascale Fabrication

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Knowledge)

Once per story arc
Knowledge Spellcast Roll (DC 20). You and your crew undertake a Long-Term Project (6-clock) to fabricate one Tier 5 Starship Component (e.g., Reactor Core, Shield Emitter). Requires 3 Wealth Tier spent. On a Success with Hope: The component is masterfully built, granting +1 to the ship's Core Power allocation.

TEC-14 | CORE 12.06 | p. 172

VEILFARERS

TEC-14 / FRONT

7

TECH

RC 3

SPELL

Systemic Shutdown

Cost: 2 Hope + 2 Stress
Roll: DC 20 (Knowledge)

Once per session
Knowledge Spellcast Roll (DC 20). Cost: 2 Hope + 2 Stress. For one scene, target a ship or settlement in-system. Shut down its non-essential systems, OR disable one primary ship system (Weapons, Shields, Engines) for 1d4 rounds. Failure: Power surge. Your ship loses **2 Hull directly** (bypassing Armor Slots and the severity table), OR your personal tech malfunctions for 1 hour.

TEC-15 | CORE 12.06 | p. 172

VEILFARERS

TEC-15 / FRONT

8

TECH

RC 3

SPELL

Cascading Upgrade

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Knowledge)

Once per long rest
Knowledge Spellcast Roll (DC 25). Cost: 3 Hope + 2 Stress. Create a surge of technological acceleration throughout Very Far range for one scene. All allied gear up to Tier 3 gains Experimental Proficiency for the duration. On failure, the Keeper gains 3 Fear, subject to the hard maximum of 12. Each character using affected technology makes a Knowledge (Tech) Reaction Roll, DC 15; on failure one device they are actively using goes offline until the end of the scene or until an Action and a Knowledge (Tech) Roll, DC 15, restores it. Unattended devices go offline for the scene.

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VEILFARERS

TEC-16 / FRONT

8

TECH

RC 3

SPELL

Digital Apotheosis

Cost: 5 Hope + 3 Stress
Roll: DC 25 (Knowledge)

Once per campaign · Personal Arc culmination
Spend 5 Hope and mark 3 Stress, then make a Knowledge Spellcast Roll (DC 25). This action requires 10 uninterrupted minutes of preparation.

On a success, permanently transfer your consciousness into an appropriate Tier 5 AI form agreed upon with the Keeper. You gain a direct interface with any system in your current star system as a movement action, Experimental Proficiency with all Tech devices, and immunity to Physical damage while in digital form.

Your biological body enters dormancy. It does not die, but it cannot act and remains a point of physical vulnerability. On a failure, the process fragments your consciousness. The player chooses one unlocked Domain; its Powers become unavailable until the character completes one

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PART 1/2

TEC-17 / FRONT

9

TECH

RC 3

SPELL

Precursor Protocol

Cost: 4 Stress
Roll: DC 30 (Knowledge)

Once per story arc
Knowledge Spellcast Roll (DC 30). Choose one Precursor Tier technology within Very Far range and permanently awaken it. Cost: mark 4 Stress. On failure, the technology backfires: a ship at the location loses **3 Hull directly**; otherwise the current location suffers severe structural damage established before the Roll.

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VEILFARERS

TEC-18 / FRONT



TEC-14 / BACK



TEC-16 / BACK



TEC-18 / BACK

CONTINUED

Invention Protocol

TECH / LEVEL 6

PART 2/2

At the start of any work phase, you may spend 1 Hope. If you do, the final prototype permanently retains the Experimental tag and takes twice as long to suffer its first Degradation.

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2/2

TEC-13 / BACK



TEC-15 / BACK

CONTINUED

Digital Apotheosis

TECH / LEVEL 8

PART 2/2

*declared personal mission lasting a story arc. Costs already paid remain spent.
This power requires the narrative consent of the entire table.
The Keeper must discuss its campaign implications before resolving it.*

TEC-17 | CORE 12.06 | p. 172

2/2

TEC-17 / BACK

9

TECH

RC 3

SPELL

Quantum Command Hub

Cost: 3 Hope + 3 Stress
Roll: DC 25 (Knowledge)

Once per long rest
Knowledge Spellcast Roll (DC 25). Cost: 3 Hope + 3 Stress. Establish a secure, instant communication network across three star systems for one scene. Allied characters on the network gain Advantage on all Knowledge rolls. Failure: The network's opening ping alerts all hostile entities in those systems to your location.

TEC-19 | CORE 12.06 | p. 172

VEILFARERS

TEC-19 / FRONT

10

TECH

RC 3

SPELL

Architect of Matter

Cost: 5 Hope + 5 Stress to begin
Roll: DC 30 (Knowledge)

Once per campaign [Mythic]
Mythic. Once per campaign. Knowledge Spellcast Roll (DC 30). This is a Long-Term Project (12-clock) to construct one permanent Tier 5 Asset (e.g., orbital station, city dome). Cost: Requires 5 Hope and 5 Stress to begin. Failure: The project collapses, dealing 3d12 damage to you and permanently reducing your Knowledge Trait by 1.

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VEILFARERS

TEC-20 / FRONT

10

TECH

RC 3

SPELL

Cosmic Engineer

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Knowledge)

Once per campaign [Mythic]
Mythic. Once per campaign. Knowledge Spellcast Roll (DC 30). You integrate one willing organic and one willing digital life form. The composite entity gains +2 to their highest Trait and can use both sets of Domain powers. Cost: Requires 5 Hope and 5 Stress. Failure: The integration is unstable. The caster suffers Disadvantage on all rolls for 1d6 days and the composite entity is dissolved.

TEC-21 | CORE 12.06 | p. 172

VEILFARERS

TEC-21 / FRONT

1

SYNTHESIS

RC 0

SPELL

Biological Scan

Cost: 1 Hope
Roll: DC 10 (Knowledge)

Spend 1 Hope. Touch a living creature. You learn its current/max HP, and any active physical conditions. Make a Knowledge Spellcast Roll (DC 10). Success: You also detect any diseases, toxins, or cybernetics.

SYN-01 | CORE 12.06 | p. 172

VEILFARERS

SYN-01 / FRONT

1

SYNTHESIS

RC 0

ABILITY

Environmental Adaptation

Cost: 1 Hope
Roll: -

Spend 1 Hope. You adapt your body to a hostile environment for one hour. You gain immunity to the harmful physical effects of vacuum, extreme temperature, toxicity, or ambient radiation.

SYN-02 | CORE 12.06 | p. 172

VEILFARERS

SYN-02 / FRONT

1

SYNTHESIS

RC 1

ABILITY (REACTION)

Rapid Regeneration

Cost: 1 Hope
Roll: -

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.

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VEILFARERS

SYN-03 / FRONT



TEC-20 / BACK



TEC-19 / BACK



SYN-01 / BACK



TEC-21 / BACK



SYN-03 / BACK



SYN-02 / BACK

2



SYNTHESIS

BC 1

ABILITY

Ecosystem Analysis

Cost: 1 Stress
Roll: -

Mark 1 Stress and spend 10 minutes attuning to the local bio-environment throughout a Very Far area. For the next 24 hours, gain Advantage on Instinct Rolls related to survival, navigation, or tracking within that area.

SYN-04 | CORE 12.06 | p. 173

VEILFARERS

SYN-04 / FRONT

2



SYNTHESIS

BC 2

ABILITY

Symbiotic Bond

Cost: 1 Stress
Roll: -

Mark 1 Stress. Choose a willing ally within Close range. For 1 hour, you share a telepathic link. Once during this time, when one of you spends Hope on a roll, the other gains Advantage on their next roll.

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VEILFARERS

SYN-05 / FRONT

3



SYNTHESIS

BC 1

SPELL

Hostile Environment Mastery

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Cost: 1 Hope. Knowledge Spellcast Roll (DC 15). Create a Close-range zone of perfect environment (breathable, safe temperature, radiation-free) for 8 hours, benefiting up to 10 people. On a Success with Hope, the zone also provides basic, nourishing sustenance equivalent to a Wealth Tier 1 Asset.

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VEILFARERS

SYN-06 / FRONT

3



SYNTHESIS

BC 1

SPELL

Symbiotic Bloom

Cost: 1 Hope
Roll: DC 15 (Instinct)

Cost: 1 Hope. Instinct Spellcast Roll (DC 15). For one scene, you bond your nervous system to the local biosphere's dominant lifeform-type, your body briefly expressing one of its key adaptations. Choose one. On a Success with Hope, choose a second. Apex Predator: Your unarmed strikes manifest claws, tusks, or fangs of the local predator stock, dealing (Proficiency)*d6 Void damage. You gain Resistance to Cold. Aquatic Symbiote: You can breathe in any liquid medium and are not hindered by it. You gain Resistance to Fire. Lithoderm: Bark, chitin, or mineralized scales harden across your skin. You gain 2 temporary Armor Slots and Resistance to Physical damage; moving one range band consumes your Action. Sky-Adapted: Hollow bones, gas bladders, or photosynthetic membranes grant hovering flight and +2 Evasion. You gain Resistance to Lightning.

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VEILFARERS

SYN-07 / FRONT

4



SYNTHESIS

BC 2

SPELL

Adaptive Evolution

Cost: 1 Hope
Roll: DC 15 (Instinct)

Cost: 1 Hope. Instinct Spellcast Roll (DC 15). You rapidly evolve your form for one hour. Choose two adaptations:

- *Natural Attack:* unarmed attacks deal (Proficiency)*d8 Void damage.
- *Enhanced Senses:* gain +2 Instinct.
- *Physical Adaptation:* gain +1 Evasion.
- *Metabolic Change:* remove 1 ongoing Condition.

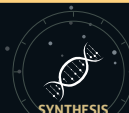
On Success with Hope, the effect lasts for 24 hours or until you take a Long Rest.

SYN-08 | CORE 12.06 | p. 173

VEILFARERS

SYN-08 / FRONT

4



SYNTHESIS

BC 2

SPELL

Bio-Integration

Cost: 1 Hope
Roll: DC 15 (Knowledge)

Cost: 1 Hope. Knowledge Spellcast Roll (DC 15). You merge one piece of Tier 1-3 tech with yourself or a willing ally for 1 scene. You can interface with it by touch and heal it for 1d6 HP as an action. Failure: The target's body rejects the tech, dealing a direct 1 HP physical damage and 1 Stress.

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VEILFARERS

SYN-09 / FRONT



SYN-05 / BACK



SYN-04 / BACK



SYN-07 / BACK



SYN-06 / BACK



SYN-09 / BACK



SYN-08 / BACK

5

SYNTHESIS

RC 2

SPELL

Cellular Reconstruction

Cost: Variable

Roll: DC 15 (Knowledge)

Choose one mode when you activate this power:

Focused Mode - Cost: 1 Hope. Make a Knowledge Spellcast Roll (DC 15). On a success, a creature you touch recovers Proficiency×d10 HP and clears 1 Stress. If the target is Dying, stabilize them before applying the healing.

On a Success with Hope, add Proficiency×d4 HP to the total healed.

Distributed Mode - Cost: 2 Hope. Make a Knowledge Spellcast Roll (DC 15). On a success, affect up to three creatures within Close range. Each target recovers Proficiency×d6 HP.

On a Success with Hope, each target also clears 1 Stress.

On a failure in either mode, the power has no effect and the spent resources are not recovered.

SYN-10 | CORE 12.06 | p. 173

VEILFARERS

SYN-10 / FRONT

5

SYNTHESIS

RC 3

LONG-TERM PROJECT (8 SEGMENTS)

Terraforming Genesis

Cost: 1 Stress per day of maintenance

Roll: -

Transform a 100-meter-radius area into an environment permanently habitable by Class IV humanoid life. Define the intended environment with the Keeper before beginning.

Progress: During each session actively devoted to the project, make a Knowledge Roll, DC 15. Critical Success or Success with Hope marks 2 segments; Success with Fear marks 1 and gives the Keeper its normal Fear; Failure with Hope marks none; Failure with Fear marks none, gives normal Fear, and the project loses one day of paid maintenance, so its builder marks the stated 1 Stress again before the next attempt. No undeclared environment Feature appears.

Completion: The environment is transformed. To keep it viable, mark 1 Stress per day of fictional time. If you do not pay maintenance for three consecutive days, the

SYN-11 | CORE 12.06 | p. 173

PART 1/2

SYN-11 / FRONT

6

SYNTHESIS

RC 3

LONG-TERM PROJECT (12 SEGMENTS)

Ecosystem Creation

Cost: 1 Stress per week of maintenance

Roll: -

Create a specialized Biosphere Zone with a 1-kilometer radius. Define the ecosystem's purpose with the Keeper before beginning: agricultural, medicinal, or bio-industrial.

Progress: During each active session, make an Instinct roll against DC 15. On a success, advance 1 segment. On a Success with Hope, advance 2 segments.

Completion: Once per week of fictional time, the Zone produces Wealth Tier 3 Assets such as rare resources or medicine. Maintenance costs 1 Stress per week.

On a Success with Hope on the project's final roll, the Zone becomes self-sustaining and requires no weekly maintenance while it remains free of major external disruption.

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VEILFARERS

SYN-12 / FRONT

6

SYNTHESIS

RC 3

SPELL

Metamorphic Mastery

Cost: 2 Hope

Roll: DC 20 (Instinct)

Instinct Spellcast Roll (DC 20). You transform your physical form for 1 hour into any non-unique creature of a similar size (Threat Level 2 or lower). You gain one of its key physical Ancestry Gifts or creature features. Failure: The player describes an awkward hybrid form; for 1d6 hours it has Disadvantage on all Rolls and grants no creature Feature.

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VEILFARERS

SYN-13 / FRONT

7

SYNTHESIS

RC 3

SPELL

Biomorphic Arsenal

Cost: 2 Hope + 1 Stress

Roll: DC 20 (Strength)

Once per session

Strength Spellcast Roll (DC 20). Cost: 2 Hope + 1 Stress. For one scene, transform into a living weapon. Choose two: • Bone Shards: Ranged attack (Far), (Proficiency)×d12 physical dmg. • Carapace Plating: gain 2 temporary Armor Slots and Resistance to Physical damage. • Toxin Glands: Unarmed attacks inflict Toxin (target is Weakened; Strength Reaction Roll (DC 15) ends). Failure: Unstable shift. You are stuck in a painful hybrid form for 1d4 rounds, suffering Disadvantage on all rolls.

SYN-14 | CORE 12.06 | p. 173

VEILFARERS

SYN-14 / FRONT

7

SYNTHESIS

RC 3

SPELL

Hivemind Convergence

Cost: 3 Hope + 2 Stress

Roll: DC 20 (Presence)

Once per session

Spend 3 Hope and 2 Stress, then make a Presence Spellcast Roll, DC 20. On success, merge the consciousness of up to 6 willing creatures for one scene: each has Advantage on Rolls made to Help another target, and the group shares one pool of 1d6 temporary HP that absorbs damage before any target marks HP. On failure no merge occurs; each intended target marks 1 Stress and becomes Dazed. No new Trauma condition is created, and no target loses identity, memory, or control.

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VEILFARERS

SYN-15 / FRONT

CONTINUED

Terraforming Genesis

SYNTHESIS / LEVEL 5

PART 2/2

environment begins to revert, a process that takes several weeks.

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2/2

SYN-11 / BACK



SYN-13 / BACK



SYN-15 / BACK

SYN-10 / BACK



SYN-12 / BACK



SYN-14 / BACK

8

SYNTHESIS

RC 3

LONG-TERM PROJECT (10 SEGMENTS)

Bio-Weapon Architect

Cost: Requires 5 Wealth Tier in materials
Roll: -

Design a custom plague or biological weapon as a Tier 5 Artifact. Before beginning, define its transmission vectors, target organisms, specific effects, and possible cure or neutralization methods with the Keeper.

Progress: During each Downtime phase devoted to the project, make a Knowledge roll against DC 20. On a success, advance 1 segment.

Completion: The biological weapon exists and functions according to the agreed parameters.

On a failure on the project's final roll, you contract a permanent biological vulnerability. You have Disadvantage on all rolls against disease and toxins until a specialized medical practitioner - such as an Engineer with Medical Technician Mastery - treats you over the course of a full story arc.

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VEILFARERS

SYN-16 / FRONT

8

SYNTHESIS

RC 3

SPELL

Local Life Web

Cost: 3 Hope + 1 HP per participant per day
Roll: DC 25 (Presence)

Once per long rest
Presence Spellcast Roll (DC 25). Connect all willing organic life in a Planetary/Sector size for 1 month. Damage is shared and distributed evenly. Cost: 1 HP per day from each participant. Failure: Biological chaos deals 1d6 physical damage to all connected individuals.

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VEILFARERS

SYN-17 / FRONT

9

SYNTHESIS

RC 3

SPELL

Genesis Protocol

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Instinct)

Once per long rest
Instinct Spellcast Roll (DC 25). This is a Long-Term Project (8-clock) to create 1 sentient creature (Threat Level 4) or 1d4 non-sentient (Threat Level 2) loyal to you. Failure: The creature is unstable and hostile, attacking immediately.

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VEILFARERS

SYN-18 / FRONT

9

SYNTHESIS

RC 3

SPELL

Global Stimulus Field

Cost: 4 Hope
Roll: DC 30 (Presence)

Once per long rest
Presence Spellcast Roll (DC 30). Cost: 4 Hope. For one round, all allied characters gain Advantage on all rolls and recover 1 Stress and 1 HP. All adversaries suffer Disadvantage on all rolls. Failure: A system-wide biological shutdown requires you to reduce your max Stress by 1 for 1d4 days.

SYN-19 | CORE 12.06 | p. 174

VEILFARERS

SYN-19 / FRONT

10

SYNTHESIS

RC 3

SPELL

Cosmic Synthesis

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Instinct)

Once per campaign [Mythic]
Mythic. Once per campaign. Instinct Spellcast Roll (DC 30). For 1 year, all willing life forms (biological, tech, cosmic) in a star system gain +1 to their Instinct and Knowledge Traits. Cost: 5 Hope + 5 Stress. Failure: You suffer Disadvantage on all rolls for 1d6 days and permanently lose 1 HP.

SYN-20 | CORE 12.06 | p. 174

VEILFARERS

SYN-20 / FRONT

10

SYNTHESIS

RC 3

SPELL

Universal Life Force

Cost: 5 Hope
Roll: DC 30 (Presence)

Once per session [Mythic]
Mythic. Once per session. Spend 5 Hope and make a Presence Spellcast Roll, DC 30, then choose one target within Very Far range before rolling. **Restore:** on success clear all of the target's marked HP; on failure clear none and you take 4d12 Void damage through normal Thresholds. **Unmake:** on success the target takes 4d12 Void damage and cannot spend Armor Slots against that hit, but Thresholds, Dying, Final, and the voluntary Death Move remain normal; on failure the target takes none and you take the same 4d12 Void damage through normal Thresholds. On either failure the Keeper gains 4 Fear, subject to the hard maximum of 12. Matching dice remain a Critical Success and use the chosen mode.

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VEILFARERS

SYN-21 / FRONT



SYN-17 / BACK



SYN-16 / BACK



SYN-19 / BACK



SYN-18 / BACK



SYN-21 / BACK



SYN-20 / BACK

1

SOCIAL

RC 1

ABILITY

Linguistic Patch

Cost: 1 Hope
Roll: -

Spend 1 Hope. For one scene, you can instantly understand and speak any language, including non-verbal idioms. You gain Advantage on Presence Rolls made for social interaction where cultural context is key.

SOC-01 | CORE 12.06 | p. 174

VEILFARERS

SOC-01 / FRONT

1

SOCIAL

RC 0

SPELL

Perfect Facade

Cost: 1 Hope
Roll: DC 10 (Finesse)

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.

SOC-02 | CORE 12.06 | p. 174

VEILFARERS

SOC-02 / FRONT

1

SOCIAL

RC 0

ABILITY

Silver Tongue

Cost: 1 Hope
Roll: -

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.

SOC-03 | CORE 12.06 | p. 174

VEILFARERS

SOC-03 / FRONT

2

SOCIAL

RC 1

SPELL

Emotional Manipulation

Cost: 1 Stress
Roll: DC 15 (Presence)

Mark 1 Stress. Choose a target in Close range and make a contested Presence vs. Instinct roll. Success: You shift their emotional state for 10 minutes (calm anger, inspire fear, instill doubt), gaining Advantage on Presence Rolls made for social interaction against them for the duration.

SOC-04 | CORE 12.06 | p. 174

VEILFARERS

SOC-04 / FRONT

2

SOCIAL

RC 2

ABILITY

Inspiring Presence

Cost: 1 Stress
Roll: -

Mark 1 Stress. All allies in Close range gain a +2 bonus to their next roll and Advantage against fear or despair effects for 10 minutes. In combat, this grants a +1 bonus to their next attack roll instead.

SOC-05 | CORE 12.06 | p. 174

VEILFARERS

SOC-05 / FRONT

3

SOCIAL

RC 2

SPELL

Compelling Argument

Cost: 1 Hope
Roll: DC 15 (Presence)

Make a Presence Spellcast Roll against DC 15 or, for a resisting target, as an opposed Roll against that target's choice of Presence or Instinct. On success, you convince an NPC to take one specific, non-harmful action that seems reasonable to them; the influence lasts 1 hour. A player character is affected only with that player's consent. On failure, the target becomes suspicious; Fear is generated only through normal dominance.

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VEILFARERS

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SOC-04 / BACK



SOC-03 / BACK



SOC-06 / BACK



SOC-05 / BACK

3

SOCIAL

RC 1

SPELL

Master of Disguise

Cost: 1 Hope
Roll: DC 15 (Finesse)

Cost: 1 Hope. Finesse Spellcast Roll (DC 15). You create a perfect disguise that can fool even close friends/family for 24 hours. On a Success with Hope: You gain one piece of the target's personal experience, which you can share to prove your identity. Failure: The disguise has obvious flaws; targets gain Advantage to see through it.

SOC-07 | CORE 12.06 | p. 175

VEILFARERS

SOC-07 / FRONT

4

SOCIAL

RC 2

SPELL

Rallying Cry

Cost: 1 Hope
Roll: DC 15 (Presence)

Presence Spellcast Roll (DC 15). All allies in Close range immediately gain temporary HP equal to your Presence Trait, gain +2 to all rolls for 1 round, and are immune to fear/despair for the scene. On a Success with Hope: You also heal 1 Stress from each affected ally.

SOC-08 | CORE 12.06 | p. 175

VEILFARERS

SOC-08 / FRONT

4

SOCIAL

RC 2

SPELL

Web of Lies

Cost: 1 Hope
Roll: DC 15 (Finesse)

Cost: 1 Hope. Finesse Spellcast Roll (DC 15). You create an elaborate deception involving up to 10 willing or unaware people for 24 hours. On a Success with Hope: Participants act as if the deception is reality, suffering Disadvantage on any Instinct Rolls made to discern the truth.

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VEILFARERS

SOC-09 / FRONT

5

SOCIAL

RC 3

SPELL

Legendary Reputation

Cost: 2 Hope
Roll: DC 15 (Presence)

Presence Spellcast Roll (DC 15). You create or alter a reputation for yourself across a star system for 1 month. You gain +2 Reputation with a chosen faction. On a Success with Hope: The effect becomes permanent as long as you spend 1 Stress per week to maintain it (a Downtime activity).

SOC-10 | CORE 12.06 | p. 175

VEILFARERS

SOC-10 / FRONT

5

SOCIAL

RC 2

SPELL

Social Puppeteer

Cost: 2 Hope
Roll: DC 20 (Presence)

Make a Presence Spellcast Roll against DC 20 or, for a resisting target, as an opposed Roll against that target's choice of Presence or Instinct. On success, you subtly manipulate an NPC's social relationships for 1 week, sowing discord or forging alliances. A player character's relationships change only with that player's consent. On failure, the target detects the attempt and has Advantage on Rolls made directly against you for 1 week.

SOC-11 | CORE 12.06 | p. 175

VEILFARERS

SOC-11 / FRONT

6

SOCIAL

RC 3

SPELL

Charismatic Authority

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20). You gain recognized authority over a community/organization (Threat Level 4 or lower) for 1 month. On a Success with Hope: Your authority becomes permanent as long as you spend 1 Stress per week to maintain it (a Downtime activity).

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6





DC 3

SPELL

Mass Deception

Cost: 2 Hope + 1 Stress

Roll: DC 20 (Finesse)

Finesse Spellcast Roll (DC 20). You convince a large group (up to 100 people) to believe a specific, significant lie for 1 week. Failure: The lie backfires, causing a chaotic response; the Keeper gains 2 Fear tokens, subject to the hard maximum of 12.

SOC-13 | CORE 12.06 | p. 175

VEILFARERS

SQC-13 / FRONT

7



DC 3



SPELL

Memetic Erasure

Cost: 3 Hope + 3 Stress
Roll: DC 25 (Presence)

Once per story arc
 Presence Spellcast Roll (DC 25). Cost: 3 Hope + 3 Stress. Erase one person, event, or data point from a system's public consciousness. Affects records and memories of those not directly involved. Failure: The concept goes viral. Your involvement is revealed (-2 Reputation with the dominant faction).

SOC-14 | CORE 12.06 | p. 175

VEILFARERS

SQC-14 / FRONT

7





DC 3

SPELL

Perfect Masquerade

Cost: 3 Hope
Roll: DC 20 (Finesse)

Once per session

Finesse Spellcast Roll (DC 20). You completely assume someone's identity for one scene, gaining access to their social position and resources. Failure: Your original identity surfaces, and the target organization becomes permanently Distrustful (-1 RP).

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VEILFARERS

SOC-15 / FRONT

8

BC 3

SOCIAL

LONG-TERM PROJECT (12 SEGMENTS)

Cult of Personality

Cost: 1 Stress per week of maintenance

Roll: -

Inspire a devoted group of followers in a region or faction. Treat the group as Threat Level 3 and loyal. Define the cult's nature and limitations with the Keeper before beginning.

Progress: During each active work session, make a Presence roll against DC 20. On a success, advance 1 segment. On a Success with Hope, advance 2 segments.

Completion: The group exists and remains loyal. Maintenance costs 1 Stress per week of fictional time.

On a failure on the project's final roll, or if maintenance is unpaid for two consecutive weeks, the population becomes violently hostile toward you and you lose 2 RP with the local faction.

SQC-16 / FRONT

8




DC 3

SPELL

Mass Hysteria

Cost: 3 Hope + 1 Stress

Roll: DC 25 (Presence)

Once per session

Presence Spellcast Roll (DC 25). You plant a compelling, immediate idea that spreads virally through a population (max 10,000) for one scene. Affected NPCs act toward an objective you choose. Failure: The idea mutates, causing paranoia and hostility toward you.

SOC-17 / FRONT

9



DC 3



SPELL

Diplomatic Redirection

Cost: 3 Hope + 2 Stress

Roll: DC 30 (Presence)

Once per story arc

Presence Spellcast Roll (DC 30). You permanently increase or decrease your Reputation by 2 with any two major factions. Requires a full Downtime session of political work. Failure: You are caught in the middle, decreasing your Reputation by 3 with both factions.

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SOC-16 / BACK



SOC-15 / BACK



SOC-18 / BACK



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9

RC 3

SPELL

Fabricate Reality

Cost: 3 Hope + 1 Stress
Roll: DC 25 (Finesse)

Once per long rest
Finesse Spellcast Roll (DC 25). You create a localized social reality throughout a Very Far area for one scene. On a Success with Hope, the effect also appears credible to remote observers. It can alter an NPC's perception, but cannot dictate a player character's belief without that player's consent. On failure, you suffer Disadvantage on Presence Rolls made for social interaction for 1d6 days as your reputation is damaged by the attempt.

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VEILFARERS

SOC-19 / FRONT

10

RC 3

SPELL

Architect of Civilization

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Presence)

Once per campaign [Mythic]
Mythic. Once per campaign. Presence Spellcast Roll (DC 30). Permanently establish a new Faction (Tier 5 Asset) with +2 RP with one major faction. Cost: Requires 5 Hope and 5 Stress. Failure: The new faction is crippled by internal strife; the Keeper gains 6 Fear tokens, subject to the hard maximum of 12.

SOC-20 | CORE 12.06 | p. 175

VEILFARERS

SOC-20 / FRONT

10

RC 3

SPELL

Cosmic Accord

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Presence)

Once per campaign [Mythic]
Mythic. Once per campaign. Presence Spellcast Roll (DC 30). Immediately broker a lasting non-aggression pact between two rival Great Houses. Cost: Requires 5 Hope and 5 Stress. Failure: The attempt backfires, resulting in an immediate Act of War (-5 RP) against you from one of the factions.

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VEILFARERS

SOC-21 / FRONT

1

RC 1

ABILITY (REACTION)

Mind Shield

Cost: 1 Stress
Roll: -

Trigger: You are targeted by a mental effect or take Neural damage.
Reaction. When targeted by a mental effect or Neural damage, you may Mark 1 Stress. Reduce incoming Neural damage by (Proficiency)*d6 and gain Advantage on any roll to resist the effect.

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VEILFARERS

NEU-01 / FRONT

1

RC 1

SPELL

Telekinetic Grasp

Cost: 1 Hope
Roll: DC 10 (Presence)

Presence Spellcast Roll (DC 10). For 1 minute, you extend your psychic awareness into a single object within Far range, treating it as an extension of your own kinesthetic sense. You can move it with the precision of your own hands (up to 50 lbs), manipulating controls, retrieving items, weaving it through obstacles. As an action, you can hurl the tethered object at a target to deal (Proficiency)*d6 Void damage; the impact carries the force of focused will, not muscle.

NEU-02 | CORE 12.06 | p. 176

VEILFARERS

NEU-02 / FRONT

1

RC 0

ABILITY

Veil Sensitivity

Cost: 1 Hope
Roll: -

Spend 1 Hope. For one scene, you sense the surface emotions and thoughts of creatures within Close range. You gain Advantage on Instinct Rolls to detect lies and hostile intent.

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NEU-03 / BACK



NEU-02 / BACK

2

MIND

RC 1

SPELL

Memory Echo

Cost: 1 Hope
Roll: DC 15 (Instinct)

Instinct Spellcast Roll (DC 15) while touching an object or location. You experience a vivid impression of the most emotionally significant event that occurred there within the last week. On a Success with Hope: You can see events up to a month old and gain Advantage on your next roll related to the information.

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VEILFARERS

NEU-04 / FRONT

2

MIND

RC 1

SPELL

Synaptic Disruption

Cost: 1 Hope
Roll: DC 15 (Presence)

Presence Spellcast Roll (DC 15) targeting a creature within Close range. Success: The target is Dazed (Disadvantage on Knowledge/Instinct rolls) until the end of its next Spotlight. On a Success with Hope: The target is Stunned for 1 round instead.

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VEILFARERS

NEU-05 / FRONT

3

MIND

RC 2

ABILITY

Empathic Network

Cost: 1 Hope
Roll: -

Spend 1 Hope. Create a mental link with all willing allies in Far range for one scene. You share surface thoughts and feelings. When one member spends Hope, all others gain +1 to their next roll.

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VEILFARERS

NEU-06 / FRONT

3

MIND

RC 1

SPELL

Mind-Slip

Cost: 1 Hope
Roll: DC 15 (Presence)

Cost: 1 Hope. Presence Spellcast Roll (DC 15). Choose one target within Close range and one mode. **Compel:** an unwilling NPC makes a Presence Reaction Roll, DC 15; on failure move it one range band in a direction you choose. A player character moves only with that player's consent. **Stagger:** on a successful cast, an NPC target becomes Prone; a player target does so only with consent. **Field of Hesitation:** choose a Very Close zone within Close range for one scene. A creature attempting to cross makes a Presence Reaction Roll, DC 10; on failure it remains outside and its Action is spent. The field never dictates a player character's belief, allegiance, or other action.

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VEILFARERS

NEU-07 / FRONT

4

MIND

RC 1

SPELL

Cordon of Will

Cost: 1 Stress
Roll: DC 15 (Knowledge)

Cost: 1 Stress. Knowledge Spellcast Roll (DC 15). You weave a zone of compelled stillness across a path, doorway, or threshold within Close range. A creature attempting to cross makes a Presence Reaction Roll, DC 20; on failure it cannot proceed and is Dazed. The Cordon has Major Threshold 5, Severe Threshold 10, and 10 HP against Neural damage; physical attacks pass through it. A determined hostile may bypass it by marking 1 Stress as a free effect. Reposition the Cordon one range band by spending an Action. This cannot compel a player character to cross, remain, or change allegiance.

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VEILFARERS

NEU-08 / FRONT

4

MIND

RC 2

ABILITY (REACTION)

Neural Feedback

Cost: 1 Stress
Roll: DC 15 (Presence)

Trigger: An adversary within Close range deals HP damage to you.
Reaction. When an adversary in Close range deals damage to you, Presence Spellcast Roll (DC 15). Success: They take (Proficiency)×d8 Void damage and must make a Instinct Reaction Roll, DC 15 or become Vulnerable until the end of their next Spotlight.

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NEU-04 / BACK



NEU-07 / BACK



NEU-06 / BACK



NEU-09 / BACK



NEU-08 / BACK

5

MIND

RC 2

SPELL

Mind Spike

Cost: 2 Hope
Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20) against a creature in Far range. Success: Deal (Proficiency)*d12 Void damage ignoring armor. The target must make a Presence Reaction Roll, DC 15 or be Stunned until the end of its next Spotlight.

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VEILFARERS

NEU-10 / FRONT

5

MIND

RC 2

SPELL

Temporal Glimpse

Cost: 2 Hope
Roll: DC 15 (Instinct)

Instinct Spellcast Roll (DC 15). Cost: 2 Hope. You gain a brief vision of one likely outcome. For your next Spotlight only, you may use this vision to either gain Advantage on one roll OR force an enemy to reroll an attack against you.

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VEILFARERS

NEU-11 / FRONT

6

MIND

RC 3

SPELL

Collective Consciousness

Cost: 2 Hope
Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20). Cost: 2 Hope. You link the minds of up to 6 willing creatures in Far range for one scene. You share thoughts, senses, and experiences instantly across any distance.

NEU-12 | CORE 12.06 | p. 176

VEILFARERS

NEU-12 / FRONT

6

MIND

RC 3

SPELL

Psychic Storm

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20) targeting all adversaries in Close range. Success: Assault them with psychic energy, dealing (Proficiency)*d10 Void damage. They must make a Presence Reaction Roll, DC 15 or Mark 1 Stress.

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VEILFARERS

NEU-13 / FRONT

7

MIND

RC 3

SPELL

Mind Sanctuary

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Presence)

Cost: 2 Hope + 1 Stress. Presence Spellcast Roll (DC 20). You raise a lattice of disciplined thought around yourself and your allies, sealing every mind in the area against intrusion. For one scene, you and all allies in Close range are immune to mental, social, and emotional manipulation effects (charm, fear, deception, intimidation, psychic intrusion, compulsion). Once during the scene, when an enemy would target you or an ally with such an effect, you may reflect the attempt back at its caster: they make the contested roll against themselves at Disadvantage. Failure: The lattice forms inverted. You and all allies in Close range have Disadvantage on Presence and Instinct rolls until the end of the scene; the Keeper gains 2 Fear, subject to the hard maximum of 12.

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VEILFARERS

NEU-14 / FRONT

7

MIND

RC 3

SPELL

Veil Suppression

Cost: 3 Hope + 1 Stress
Roll: DC 20 (Knowledge)

Once per session
Knowledge Spellcast Roll (DC 20). Cost: 3 Hope + 1 Stress. You stabilize physics in a Very Far range area for one scene. All Void, Ethereal, and Precursor effects have Disadvantage on rolls within the area. Failure: The sudden stabilization causes a shockwave, dealing 1 Stress to all allies.

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NEU-15 / BACK



NEU-14 / BACK

8

MIND

RC 3

SPELL

Psychic Collapse

Cost: 3 Hope + 1 Stress
Roll: DC 25 (Presence)

Once per session
Presence Spellcast Roll (DC 25). Target one creature in Very Far range. Deal 3d8 Void damage ignoring armor. The target suffers Disadvantage on all rolls for 1 round. Failure: The damage rebounds, dealing 1d8 Void damage to you.

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VEILFARERS

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8

MIND

RC 3

SPELL

Temporal Maelstrom

Cost: 2 Stress
Roll: DC 25 (Instinct)

Mark 2 Stress and Instinct Spellcast Roll (DC 25). Create a reality distortion in Close range for one scene. All creatures in the area (including you) have Disadvantage on all rolls. Failure: You are immediately subjected to the Veil Storm effects until you clear 2 Stress.

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VEILFARERS

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9

MIND

RC 3

SPELL

Destiny Weave

Cost: 3 Stress
Roll: DC 25 (Instinct)

Once per long rest
Mark 3 Stress. Instinct Spellcast Roll (DC 25). Force a complete reroll on any one roll you witness. You may modify the result by +3 or -3. Failure: You must apply the worst possible result to the roll and take 2 Stress.

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VEILFARERS

NEU-18 / FRONT

9

MIND

RC 3

SPELL

Psychic Fallout

Cost: 5 Hope + 2 Stress
Roll: DC 25 (Presence)

Once per session
Presence Spellcast Roll (DC 25). Affects all adversaries in Far range. Deal 3d6 Void damage. Targets make Instinct Reaction Rolls, DC 15 or become Stunned for 1 round and Vulnerable for the scene. Cost: 5 Hope + 2 Stress. Failure: You are overwhelmed (Disadvantage on all rolls) for 1d4 rounds.

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VEILFARERS

NEU-19 / FRONT

10

MIND

RC 3

SPELL

Consciousness Bridge

Cost: 3 Hope + 2 Stress
Roll: DC 30 (Presence)

Once per long rest [Mythic]
Mythic. Once per long rest. Presence Spellcast Roll (DC 30). Share consciousness with a willing target across a planetary system for one scene. You can both use each other's Abilities, Domain powers, and Traits. Failure: Minds clash, reducing the Instinct or Presence Trait of both targets by 1 until the next long rest.

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VEILFARERS

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10

MIND

RC 3

SPELL

Veil Mastery

Cost: 3 Hope + 1 Stress
Roll: DC 30 (Instinct)

Once per session [Mythic]
Mythic. Once per session. Instinct Spellcast Roll (DC 30). Base cost: 3 Hope + 1 Stress. Choose one mode. **Rewind:** undo the Keeper's immediately preceding action block and restore 1 Hope and clear 1 Stress for each ally affected by it. **Accelerate:** before the end of the next round, each ally may take one additional Action during one of their Spotlights. **Restructure:** move each willing creature and unattended object within Far range up to one range band in any direction; an unwilling NPC may resist with a Presence Reaction Roll, DC 20, and a player character moves only with that player's consent. **Dream-Project:** instead pay 2 additional Hope and 1 additional Stress; up to 3 targets within Far range enter a shared illusion for one scene. At the start of each affected NPC's Spotlight it may make an Instinct Reaction Roll, DC 15, to perceive baseline reality; a

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PART 1/2

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CONTINUED

Veil Mastery

NEURAL / LEVEL 10

PART 2/2

player character participates only with that player's consent. At casting, +1 Hope adds one target, maximum 6, or raises the escape DC to 20; +1 Stress together with that Hope extends the duration until the next Long Rest. Maximum total cost is 6 Hope and 3 Stress. On failure to cast, adversaries receive the chosen foundational benefit and you mark 4 Stress; for Dream-Project, you are also Stunned for 1 round and have Disadvantage on Presence and Instinct Rolls for the scene.

NEU-21 / BACK



NEU-20 / BACK

1

KINETIC

RC 1

ABILITY (REACTION)

Force Shield

Cost: 1 Hope
Roll: -

Trigger: You or an ally within Very Close range is hit by an attack.
Reaction. When you or an ally in Very Close range is hit by an attack, you may Spend 1 Hope to create a kinetic barrier. You provide +3 Evasion against that attack. If the attack misses due to this bonus, the attacker takes (Proficiency)*d4 Physical damage with the Kinetic tag.

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VEILFARERS

KIN-01 / FRONT

1

KINETIC

RC 0

ABILITY

Kinetic Blast

Cost: 1 Hope
Roll: -

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.

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VEILFARERS

KIN-02 / FRONT

1

KINETIC

RC 0

ABILITY (REACTION)

Tactical Overwatch

Cost: 1 Hope
Roll: -

Trigger: An ally within Close range is targeted by an attack.
Reaction. When an ally in Close range is targeted by an attack, you may Spend 1 Hope. They gain Advantage on their defense and 2 temporary Armor Slots until the start of your next Spotlight.

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VEILFARERS

KIN-03 / FRONT

2

KINETIC

RC 2

ABILITY (REACTION)

Impact Absorption

Cost: 1 Stress
Roll: -

Trigger: You take Physical damage.
Reaction. When taking Physical damage, mark 1 Stress to reduce it by (Proficiency)*d6+2. On your next Spotlight, either add the absorbed amount to one attack's damage or move one additional range band.

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VEILFARERS

KIN-04 / FRONT

2

KINETIC

RC 1

ABILITY

Kinetic Barrier

Cost: 1 Stress
Roll: -

Mark 1 Stress. You create a protective force field around yourself for one scene. You gain +1 Evasion and Resistance to Physical damage. The barrier absorbs up to 10 damage before dissipating.

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VEILFARERS

KIN-05 / FRONT

3

KINETIC

RC 1

SPELL

Protective Dome

Cost: 1 Hope
Roll: DC 15 (Strength)

Strength Spellcast Roll (DC 15). You create a kinetic dome covering a Very Close zone for 10 minutes. It provides occupants with +2 Evasion and blocks area attacks from outside. An enemy entering makes a Strength Reaction Roll, DC 15. On failure it remains outside. On a Success with Hope, everyone inside clears 1 HP at the end of each round.

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VEILFARERS

KIN-06 / FRONT



KIN-02 / BACK



KIN-01 / BACK



KIN-04 / BACK



KIN-03 / BACK



KIN-06 / BACK



KIN-05 / BACK

3

KINETIC

RC 1

SPELL

Velocity Surge

Cost: 1 Hope
Roll: DC 15 (Agility)

Agility Spellcast Roll (DC 15). You enhance your reflexes for one scene. You gain +2 on Agility Rolls, may move one additional range band during each of your Spotlights, and can move through enemy spaces without provoking attacks. On a Success with Hope, gain Advantage on the next Agility Reaction Roll you make this scene.

KIN-07 | CORE 12.06 | p. 177

VEILFARERS

KIN-07 / FRONT

4

KINETIC

RC 2

SPELL

Guardian's Aegis

Cost: 2 Hope
Roll: DC 15 (Presence)

Presence Spellcast Roll (DC 15). Designate up to 3 allies in Close range for one scene. When they would take damage, you may use your reaction to take half of it instead. You gain +1 Evasion for each protected ally. On a Success with Hope: You may redirect any damage you take this way as an immediate attack against a nearby enemy.

KIN-08 | CORE 12.06 | p. 178

VEILFARERS

KIN-08 / FRONT

4

KINETIC

RC 2

SPELL

Precision Strike

Cost: 1 Hope
Roll: DC 15 (Finesse)

Finesse Spellcast Roll (DC 15). Choose one target within Far range. Make a ranged kinetic attack that deals (Proficiency)*d10 Physical damage with the Kinetic tag. This attack ignores ordinary cover but never Total Cover. On Success with Hope, the target cannot take Reactions until the end of its next Spotlight; this is an exact rider, not a separate Condition.

KIN-09 | CORE 12.06 | p. 178

VEILFARERS

KIN-09 / FRONT

5

KINETIC

RC 2

SPELL

Kinetic Mastery

Cost: 2 Hope
Roll: DC 15 (Strength)

Strength Spellcast Roll (DC 15). You gain perfect kinetic control for one scene. Choose one: walk on walls/ceilings OR gain immunity to forced movement and fall damage. On a Success with Hope: Extend the benefit to all allies in Close range.

KIN-10 | CORE 12.06 | p. 178

VEILFARERS

KIN-10 / FRONT

5

KINETIC

RC 3

SPELL

Shockwave Pulse

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Strength)

Strength Spellcast Roll (DC 20). You unleash a kinetic pulse throughout Close range. Choose one: Protective (all allies gain +2 Evasion for 1 round and clear 1d4 HP) or Offensive (all enemies take (Proficiency)*d12 Physical damage with the Kinetic tag and become Prone). On a Success with Hope, create both effects.

KIN-11 | CORE 12.06 | p. 178

VEILFARERS

KIN-11 / FRONT

6

KINETIC

RC 3

SPELL

Energy Cascade

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Strength)

Strength Spellcast Roll (DC 20). A chain reaction affects all enemies within Far range for 1 minute. At the start of each round, every affected target makes an Agility Reaction Roll, DC 15; on failure it takes (Proficiency)*d8 Physical damage with the Kinetic tag and is pushed one range band away. The damage gains a cumulative +1 flat modifier each round. On failure to cast, the cascade affects you and your allies instead.

KIN-12 | CORE 12.06 | p. 178

VEILFARERS

KIN-12 / FRONT



KIN-08 / BACK



KIN-07 / BACK



KIN-10 / BACK



KIN-09 / BACK



KIN-12 / BACK



KIN-11 / BACK

6

KINETIC

RC 3

SPELL

Force Fortress

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Strength)

Strength Spellcast Roll (DC 20). You create a massive kinetic fortress with 50 HP, Evasion 18, that lasts 1 hour and provides total cover. Failure: The fortress collapses immediately, dealing 1d8 damage to occupants.

KIN-13 | CORE 12.06 | p. 178

VEILFARERS

KIN-13 / FRONT

7

KINETIC

RC 3

SPELL

Orbital Lance

Cost: 2 Hope + 2 Stress
Roll: DC 20 (Strength)

Once per session
Strength Spellcast Roll (DC 20). Cost: 2 Hope + 2 Stress. Call an orbital strike on a point in Very Far range; it cannot target a moving ship. It deals 4d10 Physical damage with the Kinetic tag throughout a Very Close zone and ignores ordinary cover. On failure, roll d8 for direction around the declared map orientation and 1d4 for distance in range bands; the strike lands there and cannot be redirected to a target that was not already in that zone. The discharge also makes your ship lose **1 Hull directly**; if no ship is present, the location suffers equivalent structural damage.

KIN-14 | CORE 12.06 | p. 178

VEILFARERS

KIN-14 / FRONT

7

KINETIC

RC 3

SPELL

Temporal Freeze

Cost: 3 Hope + 1 Stress
Roll: DC 20 (Instinct)

Once per session
Instinct Spellcast Roll (DC 20). You control all momentum in Close range for one round. You may stop all moving objects or accelerate up to 3 objects/targets. Failure: Massive kinetic feedback leaves you Stunned for 1 round and you suffer 2 Stress.

KIN-15 | CORE 12.06 | p. 178

VEILFARERS

KIN-15 / FRONT

8

KINETIC

RC 3

SPELL

Singularity Well

Cost: 3 Hope + 1 Stress
Roll: DC 25 (Strength)

Once per session
Strength Spellcast Roll (DC 25). You manipulate gravity throughout Far range for 1 hour. You can create areas of high or low gravity (Disadvantage or Advantage on movement Rolls) or anti-gravity flight. On failure, you suffer Disadvantage on Agility Rolls for 1d6 days or until you complete a Long Rest devoted to recalibrating your kinetic attunement.

KIN-16 | CORE 12.06 | p. 178

VEILFARERS

KIN-16 / FRONT

8

KINETIC

RC 3

SPELL

Tactical Aegis

Cost: 3 Hope + 3 Stress
Roll: DC 20 (Presence)

Once per long rest
Presence Spellcast Roll (DC 20). You create a kinetic barrier around a starship or settlement (Tier 5 Asset). The shield has 100 HP and protects against large-scale attacks for one scene/combat. Cost: 3 Hope + 3 Stress. Failure: The target location gains Vulnerable for 1 round.

KIN-17 | CORE 12.06 | p. 178

VEILFARERS

KIN-17 / FRONT

9

KINETIC

RC 3

SPELL

Asteroid Redirect

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Knowledge)

Once per long rest
Knowledge Spellcast Roll (DC 25). You manipulate a small asteroid field to impact a target ship (Tier 3-4), dealing 3 Hull Damage. Failure: The impact is misdirected, dealing 3 Hull Damage to your own ship instead.

KIN-18 | CORE 12.06 | p. 178

VEILFARERS

KIN-18 / FRONT



KIN-14 / BACK



KIN-13 / BACK



KIN-16 / BACK



KIN-15 / BACK



KIN-18 / BACK



KIN-17 / BACK

9

KINETIC

RC 3

SPELL

Indomitable Bastion

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Strength)

Once per long rest
Strength Spellcast Roll (DC 25). You create a massive kinetic fortress with 150 HP, Evasion 18, that lasts 1 hour and provides total cover. Failure: The barrier collapses catastrophically, dealing 3d12 Physical damage with the Kinetic tag to all occupants.

KIN-19 | CORE 12.06 | p. 178

VEILFARERS

KIN-19 / FRONT

10

KINETIC

RC 3

SPELL

Absolute Command

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Strength)

Once per campaign [Mythic]
Mythic. Once per campaign. Strength Spellcast Roll (DC 30). For one week, you may apply the Massive or Stunning feature to any weapon damage roll. Cost: 5 Hope and 5 Stress. Failure: Disadvantage on all Agility and movement rolls until completing a mythic quest (approximately one story arc) to restore your kinetic connection.

KIN-20 | CORE 12.06 | p. 178

VEILFARERS

KIN-20 / FRONT

10

KINETIC

RC 3

SPELL

Force Incarnate

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Strength)

Once per campaign [Mythic]
Mythic. Once per campaign. Strength Spellcast Roll (DC 30). Cost: 5 Hope + 5 Stress. Until your next Long Rest, you exist as pure kinetic energy: gain Immunity to Physical damage and, once during each of your Spotlights, Teleport up to Far range as a free effect. You cannot use equipment that requires hands. At the start of each later Long Rest, before other benefits resolve, you may pay 3 Hope + 1 Stress to extend the state through the next rest cycle. Once it ends, Force Incarnate cannot be used again in this campaign. On failure to cast, take 4d12 Physical damage through normal Thresholds, the Keeper gains 4 Fear subject to the hard maximum of 12, and Force Incarnate becomes unavailable for the campaign.

KIN-21 | CORE 12.06 | p. 178

VEILFARERS

KIN-21 / FRONT

1

VOID

RC 1

ABILITY

Slipstream Jolt

Cost: 1 Stress
Roll: -

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.

VOI-01 | CORE 12.06 | p. 179

VEILFARERS

VOI-01 / FRONT

1

VOID

RC 0

ABILITY

Temporal Cloak

Cost: 1 Hope
Roll: -

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.

VOI-02 | CORE 12.06 | p. 179

VEILFARERS

VOI-02 / FRONT

1

VOID

RC 1

ABILITY

Vector Calculus

Cost: 1 Hope
Roll: -

Spend 1 Hope when making an Agility or Finesse (Pilot/Navigate) Roll. You may add your Level to the roll and treat a 10 or lower as an 11 on the Hope die.

VOI-03 | CORE 12.06 | p. 179

VEILFARERS

VOI-03 / FRONT



KIN-20 / BACK



KIN-19 / BACK



VOI-01 / BACK



KIN-21 / BACK



VOI-03 / BACK



VOI-02 / BACK

2

RC 2

VOID

ABILITY (REACTION)

Lucky Break

Cost: 1 Stress
Roll: -

Reaction. Mark 1 Stress. Choose one mode: Vehicle (reroll one die you rolled for a spacecraft Action and use the new result) or Personal (reroll one die you rolled and use the new result). Once per scene, also choose one coincidence: a loose unsecured object is within reach, an ordinary unlocked exit is unobstructed, or a non-hostile bystander notices you. The coincidence creates no item, credential, damage, resource, or automatic success.

VOI-04 | CORE 12.06 | p. 179

VEILFARERS

VOI-04 / FRONT

2

RC 2

VOID

ABILITY

Spatial Shift

Cost: 1 Stress
Roll: -

Mark 1 Stress. Choose one mode: Vehicle (instantly teleport your spacecraft to any location up to Far range, arriving silently in shadow/cover) or Personal (teleport to any location in Close range, arriving silently in shadow/cover with no trace). No roll required --- the Void does not fail to move you. It only asks the price.

VOI-05 | CORE 12.06 | p. 179

VEILFARERS

VOI-05 / FRONT

3

RC 3

VOID

SPELL

Flux Field

Cost: 1 Hope + 1 Stress
Roll: DC 15 (Instinct)

Instinct Spellcast Roll (DC 15). Cost: 1 Hope + 1 Stress. For 10 minutes, choose one mode. **Lucky Streak:** once per round, grant one ally Advantage on one Roll before it is made. **Unlucky Enemies:** once per round, impose Disadvantage on one enemy attack before it is made. On a Success with Hope, gain both modes. Matching Duality Dice always remain a Critical Success.

VOI-06 | CORE 12.06 | p. 179

VEILFARERS

VOI-06 / FRONT

3

RC 1

VOID

SPELL

Temporal Muffle

Cost: 1 Hope
Roll: DC 15 (Finesse)

Finesse Spellcast Roll (DC 15). Choose a mode: Vehicle (a Very Far field centered on the vehicle for 1 hour; sensor-based detection has Disadvantage) or Personal (a Far field centered on you for 1 hour; sounds are muffled and allies gain Advantage on Agility Rolls to avoid auditory detection).

VOI-07 | CORE 12.06 | p. 179

VEILFARERS

VOI-07 / FRONT

4

RC 2

VOID

SPELL

Danger Sense

Cost: 1 Hope
Roll: DC 15 (Instinct)

Instinct Spellcast Roll (DC 15). For one scene, you have supernatural threat awareness. You automatically detect traps, ambushes, and hostile intent in Far range. You gain you may take the first player Spotlight when combat begins and cannot be surprised. On a Success with Hope: Share this benefit with all allies in Close range.

VOI-08 | CORE 12.06 | p. 179

VEILFARERS

VOI-08 / FRONT

4

RC 2

VOID

SPELL

Spatial Cache

Cost: 1 Stress
Roll: DC 15 (Finesse)

Cost: 1 Stress. Finesse Spellcast Roll (DC 15). You create a pocket dimension for 8 hours, completely undetectable. Choose a mode: Vehicle (store cargo/small craft or hide the entire ship) or Personal (store equipment/allies).

VOI-09 | CORE 12.06 | p. 179

VEILFARERS

VOI-09 / FRONT



VOI-05 / BACK



VOI-04 / BACK



VOI-07 / BACK



VOI-06 / BACK



VOI-09 / BACK



VOI-08 / BACK

5

VOID

RC 3

SPELL

Fate's Hand

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Instinct)

Instinct Spellcast Roll (DC 20). Cost: 2 Hope + 1 Stress. Dramatically alter probability for one outcome within the next hour. Choose one: ensure one future Roll is a Critical Success; cause one enemy weapon to suffer a catastrophic malfunction until an Action repairs it; or establish one improbable but fictionally possible coincidence. On failure, suffer Disadvantage on all Rolls for 1d4 hours.

VOI-10 | CORE 12.06 | p. 179

VEILFARERS

VOI-10 / FRONT

5

VOID

RC 2

SPELL

Phase Walk

Cost: 2 Hope
Roll: DC 15 (Finesse)

Finesse Spellcast Roll (DC 15). For one scene, you can move without trace, passing through solid objects as if they were difficult terrain. Choose a mode: Vehicle or Personal.

VOI-11 | CORE 12.06 | p. 179

VEILFARERS

VOI-11 / FRONT

6

VOID

RC 3

SPELL

Spatial Link

Cost: 2 Hope
Roll: DC 20 (Instinct)

Instinct Spellcast Roll (DC 20). Create a quantum link with up to 3 willing allies for 24 hours. You share a sense of luck and spatial awareness. On a Success with Hope: As a reaction, you can instantly swap positions with any linked ally.

VOI-12 | CORE 12.06 | p. 179

VEILFARERS

VOI-12 / FRONT

6

VOID

RC 3

LONG-TERM PROJECT (10 SEGMENTS)

Void Sanctuary

Cost: 2 Hope to begin
Roll: -

Create a permanent sanctuary hidden within a pocket dimension. Spend 2 Hope to begin the project and define its nature with the Keeper.

Progress: During each active Downtime phase, make a Finesse roll against DC 15. On a success, advance 1 segment. On a Success with Hope, advance 2 segments.

Completion: The sanctuary permanently exists. Choose one form:

- **Fleet Mode:** A hidden base for up to 12 ships, completely undetectable by standard methods.
- **Personal Mode:** A safehouse accessible only to people you have explicitly authorized.

Once established, the sanctuary requires no maintenance.

VOI-13 | CORE 12.06 | p. 179

VEILFARERS

VOI-13 / FRONT

7

VOID

RC 0

SPELL

Chrono Stasis

Cost: 2 Hope + 2 Stress
Roll: DC 20 (Instinct)

Instinct Spellcast Roll (DC 20). Cost: 2 Hope + 2 Stress. Freeze time for all other creatures and objects within Far range for up to 1 subjective minute. You may move and act normally, but frozen targets are invulnerable and cannot be moved or altered until time resumes.

VOI-14 | CORE 12.06 | p. 179

VEILFARERS

VOI-14 / FRONT

7

VOID

RC 3

SPELL

Phase Jump

Cost: 2 Hope + 2 Stress
Roll: DC 20 (Finesse)

Once per session

Finesse Spellcast Roll (DC 20). Warp space around yourself/ship/allies for one scene, gaining the ability to phase through matter and become invisible. Cost: 2 Hope + 2 Stress. Failure: You are temporarily displaced (Stunned) until the end of your next Spotlight and suffer 2 Stress.

VOI-15 | CORE 12.06 | p. 179

VEILFARERS

VOI-15 / FRONT



VOI-11 / BACK



VOI-10 / BACK



VOI-13 / BACK



VOI-12 / BACK



VOI-15 / BACK



VOI-14 / BACK

8

VOID

RC 3

SPELL

Phantom Ship

Cost: 3 Hope + 1 Stress
Roll: DC 20 (Instinct)

Once per long rest
Instinct Spellcast Roll (DC 20). You phase your entire ship and crew into a parallel dimension for one scene/combat. The ship is undetectable and intangible. Failure: The ship phases back immediately and loses **2 Hull directly** from turbulence.

VOI-16 | CORE 12.06 | p. 180

VEILFARERS

VOI-16 / FRONT

8

VOID

RC 3

SPELL

Temporal Disarray

Cost: 3 Hope + 1 Stress
Roll: DC 25 (Instinct)

Once per long rest
Instinct Spellcast Roll (DC 25). Create a probability storm throughout a Very Far area for one scene. For Rolls made inside it, a physical Duality die face of 1 counts as 12 and a face of 12 counts as 1 before checking for a match; this can create or remove a Critical Success but never create a negative critical result. On failure, you suffer Disadvantage on all Rolls for 1d6 hours.

VOI-17 | CORE 12.06 | p. 180

VEILFARERS

VOI-17 / FRONT

9

VOID

RC 3

SPELL

Cosmic Luck

Cost: 4 Hope + 2 Stress
Roll: DC 25 (Instinct)

Once per long rest
Instinct Spellcast Roll (DC 25). You may apply the effects of a Critical Success to any single roll you witness during the next session. Cost: 4 Hope + 2 Stress. Failure: Your next nonmatching Duality Roll resolves as a **Failure with Fear**, regardless of its total. If that roll is doubles, it remains a Critical Success and this consequence waits for the next nonmatching roll.

VOI-18 | CORE 12.06 | p. 180

VEILFARERS

VOI-18 / FRONT

9

VOID

RC 3

SPELL

The Navigator's Truth

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Knowledge)

Once per story arc
Knowledge Spellcast Roll (DC 25). Gain a permanent, unique Stellar Chart (Tier 5 Asset) for the sector. This allows your vessel to make one Instantaneous Jump within the sector per session. Failure: The jump leads the ship directly into a Veil Storm and it loses **3 Hull directly**.

VOI-19 | CORE 12.06 | p. 180

VEILFARERS

VOI-19 / FRONT

10

VOID

RC 3

SPELL

Master of Fate

Cost: 5 Hope + 3 Stress
Roll: DC 30 (Instinct)

Once per campaign [Mythic]
Mythic. Once per campaign. Instinct Spellcast Roll (DC 30). Cost: 5 Hope + 3 Stress. You weave a single perfect knot in the threads of probability. For one scene: All allies have Advantage on every roll they make. All enemies have Disadvantage on every roll they make. Once during the scene, you may declare a single roll (yours or an ally's) to be treated as a Critical Success without rolling. This declaration cannot be made on damage rolls or on rolls that have already resolved. Failure: For the rest of the scene, Advantage and Disadvantage are inverted, your enemies receive the boon, and your allies suffer the penalty. The threads tighten the wrong way.

VOI-20 | CORE 12.06 | p. 180

VEILFARERS

VOI-20 / FRONT

10

VOID

RC 3

SPELL

Master of Space

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Instinct)

Once per campaign [Mythic]
Mythic. Once per campaign. Instinct Spellcast Roll (DC 30). Your vessel gains the ability to use Instantaneous Jump once per session. Cost: 5 Hope and 5 Stress. Failure: You are temporally lost and cannot make a jump for 1d4 sessions, and your ship loses **3 Hull directly**.

VOI-21 | CORE 12.06 | p. 180

VEILFARERS

VOI-21 / FRONT



VOI-17 / BACK



VOI-16 / BACK



VOI-19 / BACK



VOI-18 / BACK



VOI-21 / BACK



VOI-20 / BACK

1

RC 0

LIGHT

ABILITY (REACTION)

Blinding Flash

Cost: 1 Hope
Roll: -

Trigger: An enemy within Close range makes an attack.
Spend 1 Hope. All enemies within Close range must make an Instinct Reaction Roll (DC 10). On failure, they suffer Disadvantage on their next attack. On a Failure with Fear, they are Dazed until the end of their next Spotlight.

LUX-01 | CORE 12.06 | p. 180

VEILFARERS

LUX-01 / FRONT

1

RC 0

LIGHT

ABILITY

Spark of Hope

Cost: 1 Hope
Roll: -

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

LUX-02 | CORE 12.06 | p. 180

VEILFARERS

LUX-02 / FRONT

1

RC 1

LIGHT

ABILITY

Wayfinder's Pulse

Cost: 1 Hope
Roll: -

Spend 1 Hope. You emit a pulse of light visible only to you. The pulse reveals the following within Far range: the direction and approximate distance of the nearest significant threat (hostile creature, trap, ambush), the nearest exit or navigable path, and any hidden or concealed objects of value or importance. The information is directional, not precise --- you know where, not what. The pulse does not penetrate solid walls thicker than 1 meter.

LUX-03 | CORE 12.06 | p. 180

VEILFARERS

LUX-03 / FRONT

2

RC 1

LIGHT

ABILITY

Eyes of Truth

Cost: 1 Stress
Roll: -

Mark 1 Stress. For the remainder of the scene, you see through illusions, invisibility, and mundane disguise. You ignore all visibility penalties from darkness, smoke, or Veil distortion. You gain Advantage on Instinct Rolls to Perceive or Investigate. Additionally, you can read emotional intent --- you know when someone within Close range is lying, afraid, or hostile, though not the specific content of their thoughts (that is Neural territory).

LUX-04 | CORE 12.06 | p. 180

VEILFARERS

LUX-04 / FRONT

2

RC 1

LIGHT

ABILITY (REACTION)

Photon Shield

Cost: 1 Stress
Roll: -

Trigger: An ally within Close range takes HP damage from an attack.
Reaction. Mark 1 Stress. When an ally within Close range takes HP damage from an attack, reduce the damage by your Tier + 2 before it is compared to Damage Thresholds. Against creatures with the Veil-Touched tag, the reduction is doubled.

LUX-05 | CORE 12.06 | p. 180

VEILFARERS

LUX-05 / FRONT

3

RC 2

LIGHT

SPELL

Aura of Clarity

Cost: 1 Hope
Roll: DC 15 (Presence)

Cost: 1 Hope. Presence Spellcast Roll (DC 15). **Cost:** 1 Hope. Concentration. You and all allies within Close range are immune to the Frightened and Dazed conditions. While sustained, all allied Damage Thresholds within the aura increase by +1 (both Major and Severe). Concentration ends if you take Stress or are incapacitated.

LUX-06 | CORE 12.06 | p. 180

VEILFARERS

LUX-06 / FRONT



LUX-02 / BACK



LUX-01 / BACK



LUX-04 / BACK



LUX-03 / BACK



LUX-06 / BACK



LUX-05 / BACK

3

RC 1

LIGHT

SPELL

Stellar Lance

Cost: 1 Hope

Roll: DC 15 (Presence)

Presence Spellcast Roll (DC 15). Ranged attack at Far range. Deal (Proficiency)×d8 Energy damage with the Radiant tag. Against targets wearing Heavy or Very Heavy armor, this attack gains the Devastating keyword. At Tier 2+, the target is marked as Illuminated until the end of your next Spotlight; they cannot benefit from cover or stealth, and the next attack against them has Advantage.

LUX-07 | CORE 12.06 | p. 180

VEILFARERS

LUX-07 / FRONT

4

RC 2

LIGHT

ABILITY (REACTION)

Deflection Prism

Cost: 2 Hope

Roll: -

Trigger: An enemy makes a ranged attack against you or an adjacent ally.

Spend 2 Hope as a Reaction. Redirect the attack to any other valid target within the original weapon's range. Resolve the original attack roll against the new target's Evasion.

Limitation: You cannot redirect the attack back at the original attacker. This power works only against ranged attacks, not melee attacks.

LUX-08 | CORE 12.06 | p. 181

VEILFARERS

LUX-08 / FRONT

4

RC 2

LIGHT

SPELL

Solar Judgment

Cost: 1 Hope

Roll: DC 15 (Presence)

Cost: 1 Hope. Presence Spellcast Roll (DC 15). Choose a point within Close range; every enemy in a Very Close zone around it takes (Proficiency)×d6 Energy damage with the Radiant tag. A creature with the Veil-Touched or Void tag then makes an Instinct Reaction Roll, DC 15; on failure it is Dazed and cannot use Void Powers until the end of its next Spotlight.

LUX-09 | CORE 12.06 | p. 181

VEILFARERS

LUX-09 / FRONT

5

RC 3

LIGHT

SPELL

Beacon of Resurrection

Cost: 3 Hope + 3 Stress

Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20). Cost: 3 Hope + 3 Stress. You restore a fallen ally (who has reached 0 HP within the last round) to 1 HP. The revived ally acts at Disadvantage until the end of their next Spotlight. After using this power, you cannot use any Lux power until you complete a Long Rest.

LUX-10 | CORE 12.06 | p. 181

VEILFARERS

LUX-10 / FRONT

5

RC 2

LIGHT

SPELL

Cartographer of the Unseen

Cost: 1 Hope

Roll: DC 15 (Instinct)

Instinct Spellcast Roll (DC 15). Cost: 1 Hope. For the remainder of the scene, you perceive the complete layout of the structure, installation, or natural environment within a 500-meter radius. You know every room, corridor, door, shaft, and hidden passage. You know where every creature larger than a rat is located and whether they are moving. You cannot determine identity or intent --- only position, count, and approximate size. This information updates in real time for the duration.

LUX-11 | CORE 12.06 | p. 181

VEILFARERS

LUX-11 / FRONT

6

RC 3

LIGHT

SPELL

Lightbridge

Cost: 2 Hope

Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20). Cost: 2 Hope. Teleport up to 3 willing creatures within Far range to a visible point within Far range. On arrival, each clears 1 Stress. If the destination is beyond sight or actively contested, the Keeper must set DC 25 before the Roll instead of adding an intermediate modifier.

LUX-12 | CORE 12.06 | p. 181

VEILFARERS

LUX-12 / FRONT



LUX-08 / BACK



LUX-07 / BACK



LUX-10 / BACK



LUX-09 / BACK



LUX-12 / BACK



LUX-11 / BACK

6

RC 3

LIGHT

SPELL

Photonic Detonation

Cost: 2 Hope
Roll: DC 20 (Presence)

Presence Spellcast Roll (DC 20). Fill a Close-range cone and deal (Proficiency)×d10 Energy damage with the Radiant tag. This attack ignores ordinary physical cover and barricades. Each affected target makes an Agility Reaction Roll, DC 15; on failure it is Blinded for 1 round.

LUX-13 | CORE 12.06 | p. 181

VEILFARERS

LUX-13 / FRONT

7

RC 3

LIGHT

SPELL

Corona Beam

Cost: 2 Hope
Roll: DC 20 (Presence)

Once per session
Presence Spellcast Roll (DC 20). Cost: 2 Hope. Draw a piercing line through Far range and deal (Proficiency × 2)×d8 Energy damage with the Radiant tag to every target in it. Against a target of lower Tier, add +10 to the damage total before comparing with Damage Thresholds; normal Overkill still applies.

LUX-14 | CORE 12.06 | p. 181

VEILFARERS

LUX-14 / FRONT

7

RC 3

LIGHT

SPELL

Inviolable Sanctum

Cost: 2 Hope + 1 Stress
Roll: DC 20 (Presence)

Once per session
Presence Spellcast Roll (DC 20). Concentration. Create a Close-range dome of hardened light. Nothing crosses its boundary in either direction without your explicit permission: not weapons fire, Void Powers, or sound. Allies inside clear 1 Stress at the end of each round. The dome persists for up to 1 minute or until your concentration is broken.

LUX-15 | CORE 12.06 | p. 181

VEILFARERS

LUX-15 / FRONT

8

RC 3

LIGHT

SPELL

Omniscient Eye

Cost: 2 Hope + 1 Stress
Roll: DC 25 (Instinct)

Once per long rest
Instinct Spellcast Roll (DC 25). Cost: 2 Hope + 1 Stress. For 1 hour, perceive every creature, vehicle, energy signature, and hidden space throughout the same local district, treated as Very Far range for this Power. Focus on any point there and observe it as though present, including hearing conversations. Veil-distorted areas and psionic shielding appear as blank spots. While using this Power, your body is immobile and Vulnerable.

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VEILFARERS

LUX-16 / FRONT

8

RC 3

LIGHT

SPELL

Solar Avatar

Cost: 4 Hope
Roll: DC 25 (Presence)

Once per long rest
Presence Spellcast Roll (DC 25). Cost: 4 Hope. Personal transformation lasting 3 rounds. While transformed, you gain flight and immunity to Physical damage. After a Lux attack determines its normal HP loss, increase that loss by 1, to a maximum of 4 HP from severity and Overkill before other explicit modifiers. You emit bright light to Far range; a creature attempting a Void Power there first makes a Presence Reaction Roll, DC 20, and on failure the paid Power has no effect. When the transformation ends, mark 2 Stress.

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VEILFARERS

LUX-17 / FRONT

9

RC 3

LIGHT

SPELL

Pulse of Genesis

Cost: All remaining Hope (minimum 5)
Roll: DC 25 (Presence)

Once per story arc
Presence Spellcast Roll (DC 25). Cost: All remaining Hope (minimum 5). You release a wave of purifying light across the entire sector. All Veil corruption, Void anomalies, and temporal distortions within the area are suppressed for 24 hours. Veil-Touched NPCs of Tier 3 or lower are removed from the scene; a player character instead takes 4d10 Energy damage with the Radiant tag and uses the normal Dying procedure. Tier 4+ creatures take the same 4d10 Energy damage.

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VEILFARERS

LUX-18 / FRONT



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LUX-16 / BACK



LUX-15 / BACK



LUX-18 / BACK



LUX-17 / BACK

9

RC 3

LIGHT

SPELL

Stellar Chorus

Cost: 3 Hope + 2 Stress
Roll: DC 25 (Presence)

Once per story arc
Presence Spellcast Roll (DC 25). Cost: 3 Hope + 2 Stress. For the remainder of the scene, all allies within Far range add your Presence modifier to their attack rolls, Reaction Rolls, and Damage Thresholds. This does not stack with Aura of Clarity. When the effect ends, you fall unconscious for 1 hour.

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VEILFARERS

LUX-19 / FRONT

10

RC 3

LIGHT

SPELL

Apotheosis

Cost: 5 Hope + 3 Stress
Roll: DC 30 (Presence)

Once per campaign [Mythic]
Mythic. Once per campaign. Presence Spellcast Roll (DC 30). Cost: 5 Hope + 3 Stress. You collapse the boundary between yourself and the Hope Frequency itself, becoming, for one perfect moment, a fragment of stellar light made flesh. On activation: All allies within Far range heal HP equal to their current Severe Threshold and clear 1 Stress. All enemies within Far range take 6d10 Energy damage with the Radiant tag (no Thresholds, direct HP, ignores armor). Veil-Touched enemies take double damage from this effect. Vessel of Light: Until the end of the current scene, you cannot fall below 1 HP and your unarmed strikes deal 1d6 Energy damage with the Radiant tag in addition to their normal damage. When the scene ends, your body disincorporates. You reform 24 hours later at the nearest star system, with 1 HP and 0 Stress. You

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PART 1/2

LUX-20 / FRONT

10

RC 3

LIGHT

SPELL

Eternal Beacon

Cost: 5 Hope + 5 Stress
Roll: DC 30 (Presence)

Once per campaign [Mythic]
Mythic. Once per campaign. Presence Spellcast Roll (DC 30). Cost: 5 Hope + 5 Stress. Create a permanent source of Lux energy at your current location: a miniature star, lighthouse, or monument of living light. The Beacon suppresses Void influence across the established planetary region. Ships within sensor range navigate Veil storms without risk, and Pilot Instinct Rolls there automatically succeed. Veil-Touched creatures cannot approach within Far range of the Beacon. The Beacon cannot be destroyed by any force below Tier 5.

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VEILFARERS

LUX-21 / FRONT

CONTINUED

Apotheosis

LUX / LEVEL 10

PART 2/2

cannot be resurrected by any other means during this 24-hour period. Failure: The light tears through you instead of through your enemies. You take 4d10 damage (Threshold-applied), the Keeper gains 4 Fear, subject to the hard maximum of 12, and Apotheosis is unavailable for the remainder of the campaign.

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LUX-20 / BACK

VEILFARERS

Chronicles of the Silence



LUX-19 / BACK

VEILFARERS

Chronicles of the Silence



LUX-21 / BACK