

VEILFARERS

RUST & STEEL

Equipment and Survival

12.06 / 2026

Pedro Almagro Torrecillas

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A note on the artwork.

The interior artwork in this edition was created with generative tools under the direction of Altor Design & Solutions. We treat these pieces as placeholders for real art: they are in no way meant to replace human artists. If you are an artist and want to collaborate with this fantastic project, please contact us through the feedback section of the VeilFarers portal. The next version could carry your own art.

On how this book was made.

VeilFarers was developed with AI assistance throughout its 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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CHAPTER 1

INTRODUCTION TO RUST AND STEEL

"You want to know the difference between a survivor and a corpse? The corpse waited for someone to sell them what they needed. The survivor crawled through the wreckage, pried the tools from dead hands, and jury-rigged a solution from spare parts and desperation. Out here, everything is salvage. Everything is opportunity. You just have to know where to look, and have the stomach to reach into the dark places."

Ratko Vorn, known as "The Collector," Salvage Broker of the Rust Belt

RULES AUTHORITY

The VeilFarers Corebook is the authority for resolution, actions, Traits, damage, criticals, rests, Armor Slots, range bands, Technology Access, and combat timing. Rust & Steel adds equipment, modifications, specialist procedures, and clearly labelled optional alternatives. It never silently replaces a Core rule. When this supplement presents an optional alternative, the table must choose it explicitly before play. **Line-wide invariants:** Fear has a hard maximum of 12; every match of the Duality Dice, including 1+1, is a Critical Success; the worst nonmatching result is Failure with Fear.

CATALOG IDENTITY

This book is additive. Core equipment remains valid when *Rust & Steel* is in use. Expansion models that resemble Core equipment use distinct names because they are different patterns with different manufacturing assumptions. The Tactical Assault Rifle is not a replacement for the Core Assault Rifle; the Phase Sabre is not a correction to the Core Phase Blade. Use both catalogs together, subject to Technology Access and availability.

1.1: WHAT THIS BOOK CONTAINS

The void does not care about your comfort.

It does not care about the elegant chrome finish on your sidearm or the prestige of your family name. It cares only about function, about the cold mathematics of survival in a galaxy where the lights have gone out and the old certainties have crumbled to dust. In the century since the Great Silence severed the quantum networks that once bound civilization together, the peoples of the scattered stars have learned this lesson in blood and vacuum-frozen tears.

Rust and Steel is a comprehensive expansion for the Veilfarers roleplaying game. Where the Core Rules provided you with the foundation, the essential tools to tell stories of desperate hope in a fractured galaxy, this volume fills your hands with the implements of survival. It is a catalog of the weapons that keep the predators at bay, the armor that shields fragile flesh from hostile environments, the cybernetic augmentations that blur the line between person and machine. But it is more than a shopping list for violence.

This book is a deep exploration of what it means to survive.

Within these pages, you will find:

The Expanded Armory, A comprehensive catalog of personal weapons, protective equipment, and the modifications that transform standard gear into instruments of legend. From the brutal scrap-cannons of House Volkov to the elegant neural whips of Kurogane compliance officers, from the jury-rigged armor of frontier settlers to the light-bending metamaterials of Valerius assassins, this section provides Keepers and players with

hundreds of new options for equipping their characters. Every item carries the weight of the galaxy's fractured history. Every piece of gear tells a story.

Void-Vessel Systems, An expansion of the starship rules introduced in the Core Rules. New hull classifications, from single-seat interceptors to the massive capital ships that serve as mobile fortresses for the Great Houses. Weapon systems that can crack open a planetary defense grid. Modules that transform a simple freighter into a smuggler's dream or an explorer's lifeline. The void is vast, and the ship that carries you through it is more than transportation, it is home, workplace, and fortress all at once.

The Species, In Their Own Books, The nine playable species, their Paragon Classes, their subclasses and domain cards, and their ancestral equipment have moved into a line of per-species mini-expansions, one for each ancestry, so that every species can be explored in full. Rust and Steel now concentrates on what every crew shares no matter who sits at the table: the gear, the body, the ship, and the underworld.

The Black Market, A complete system for working through the shadow economy that thrives in the cracks between civilization. The Great Houses control the legitimate markets, but there are always those willing to sell what the law forbids. This section introduces the brokers who deal in forbidden goods, the mechanics of criminal commerce, and the consequences that come when the authorities take notice. The Heat system tracks the attention your crew attracts, transforming illegal activity into a persistent narrative pressure.

Relics of the Precursors, Artifacts from before the Great Silence, objects that defy the known laws of physics and carry terrible costs. These are not balanced equipment options, they are plot devices, campaign-defining treasures that reshape the narrative around them. Rules for generating random artifacts, the factions that hunger for them, and the anomalies they leave in their wake.

The Keeper's Toolkit, Tables, generators, and reference materials to support improvisation and campaign development. Species tension generators, homeworld creation systems, plot hook tables organized by ancestry, and a complete quick-reference appendix that consolidates all new rules and properties in one accessible location.

This is not a book of power creep. It is not designed to make characters stronger than the Core Rules intended. It is designed to make characters *deeper*, to provide the mechanical and narrative texture that transforms a collection of statistics into a living person with a history, a culture, and a place in the galaxy's ongoing story.

1.2: HOW TO USE THIS EXPANSION

Rust and Steel is designed to be modular. You need not adopt every system, equip your characters with every new weapon, or incorporate every ancestry into your campaign. Like the scavengers who inspire its title, you should pick through these pages and take what serves your story.

FOR KEEPERS

This book is, first and foremost, a resource for you.

The equipment catalogs provide you with options to reward your players, to arm your antagonists, and to populate the markets of the galaxy with goods both common and exotic. When the crew visits a

Volkov frontier outpost, you can describe the brutal industrial aesthetic of the weapons on display, the welded-on bayonets, the trophy racks, the scorch marks that testify to hard use. When they infiltrate a Solari gala, you can dress the guards in armor that gleams like liquid gold, carrying weapons that are as much art as armament.

The species mini-expansions, together with the Keeper's galaxy guide, provide the tools to portray non-player characters with depth and authenticity. When the crew encounters a Kryllian engineer, you will understand the philosophy of the Great Machine that shapes their worldview. When they negotiate with a Celestari navigator, you will know the cultural currents that flow beneath their words.

The Black Market sections transform criminal enterprise into a structured gameplay experience. Rather than handwaving the acquisition of illegal goods, you can make each transaction a scene, a negotiation with stakes, consequences, and the ever-present threat of discovery.

A WORD ON PACING

Not every session needs to feature shopping trips or equipment acquisition. The catalogs in this book are designed to be referenced when needed, not constantly consulted. A good rule of thumb: introduce new equipment options when it serves the story. A grateful contact might offer access to a black market broker. A successful salvage operation might yield an unusual weapon. A new tier of play might unlock access to experimental technology that was previously beyond the crew's reach.

Let the acquisition of significant gear be memorable. A Precursor artifact should not appear in a random loot table, it should be the object of a quest, the treasure at the heart of a ruin, the prize that rivals are willing to kill for.

FOR PLAYERS

This book expands your options, but it does not replace your imagination.

The weapon you carry is not just a set of statistics, it is a statement about who your character is. A former Joric soldier might carry a battered assault rifle that has seen a dozen campaigns, its stock carved with the names of fallen comrades. A Scoundrel might prefer a compact pistol that fits in a concealed holster, its serial numbers filed away. An Explorer might carry a frontier rifle passed down through three generations, its wooden stock worn smooth by familiar hands.

When choosing equipment, ask yourself: Where did this come from? How did my character acquire it? What does it mean to them? A weapon with a story is worth more than a weapon with a higher damage die.

The ancestry chapters provide expanded options for playing members of the galaxy's major species, but they are starting points, not constraints. Your Kryx character might reject the philosophy of the Pack and struggle with the expectations of their culture. Your Synthetic might question their programming and search for meaning beyond their original purpose. Use the lore as a foundation, then build your character's individual truth upon it.

FOR TABLES NEW TO VEILFARERS

If your group is just beginning their exploration of the Veilfarers galaxy, we recommend the following approach:

Session Zero: Use the Core Rules for character creation. The options there are sufficient to create compelling characters, and adding too many choices too early can be overwhelming.

Early Sessions (Levels 1-2): Introduce equipment from this expansion gradually, as rewards or discoveries. A salvage operation

might yield a weapon from Chapter 3. A grateful NPC might offer access to a particular modification.

Mid-Campaign (Levels 3-4): By this point, players will be comfortable with the core systems. You might introduce the Black Market as a narrative element, allowing characters to seek out forbidden goods if they choose to accept the risks.

Advanced Play (Levels 5+): Players can explore the Paragon Classes from their species mini-expansions, experimental technology, and Precursor artifacts. At this stage, the full depth of this expansion becomes available.

This is, of course, merely a suggestion. Every table is different. If your players are experienced with tabletop RPGs and eager to explore the full scope of the galaxy, feel free to open all doors from the beginning.

1.3: INTEGRATION WITH CORE RULES

Rust and Steel is a *supplement*, not a replacement.

Core canon and distinct models. The names and statistics printed in the Veilfarers Core Rules remain canonical. When this supplement presents a mechanically different design that would otherwise share a Core name, the supplement assigns that design its own model name. Both items remain available. Entries that exist only in the Core Rules remain valid and are not removed by omission from this catalog.

Every rule in this book builds upon the foundation established in the Veilfarers Core Rules. The dice mechanics remain unchanged: the Duality Dice of Hope and Fear still determine success and failure, still carry the weight of consequence in their every roll. The six Traits, Strength, Agility, Finesse, Knowledge, Instinct, and Presence, remain the pillars upon which characters are built. Stress and Hit Points still track a character's physical and psychological condition. The Armor system still uses Damage Thresholds and Armor Slots to determine the outcome of violence.

Nothing in this book contradicts the Core Rules. Where we expand, we build. Where we deepen, we elaborate. Where we introduce new systems, we design them to mesh smoothly with what you already know.

TERMINOLOGY ALIGNMENT

To ensure consistency, this expansion uses precisely the same terminology as the Core Rules:

Traits: Strength, Agility, Finesse, Knowledge, Instinct, Presence. You will never encounter references to "Dexterity" or "Intelligence" or other terminology borrowed from different game systems. Veilfarers has its own language.

The Duality Dice: The Hope d12 and Fear d12 remain the engine of resolution. Every match, including 1+1, uses the Core Critical Success procedure. A malfunction, degradation, or backlash tied to a Core Trait Roll may trigger on Failure with Fear, never solely from a Hope- or Fear-die face. A separately printed secondary equipment die may resolve only its stated equipment procedure and never changes the Duality result.

Resource Tracks: Hit Points (HP), Stress, Hope, and Armor Slots function exactly as described in the Core Rules. Some equipment in this expansion interacts with these resources in new ways, but the fundamental mechanics are unchanged.

Proficiency Tiers: Common, Military, Experimental, and Precursor. These four tiers describe both the complexity of equipment and the training required to use it effectively. The progression table in the Core Rules, which determines when each class gains access to higher tiers, remains the definitive reference.

Wealth and Cost: The Wealth Tier system from the Core Rules governs economic interactions. The relationship between Tiers and Credit costs follows the established formula: Tier 1 items cost 1 Credit, Tier 2 items cost 4 Credits, Tier 3 items cost 9 Credits, Tier 4 items cost 16 Credits, and Tier 5 items cost 25 or more Credits. Where items in this expansion deviate from this formula, the deviation is intentional and noted (often representing Black Market markup or rarity premiums).

WHAT THIS BOOK ADDS

While maintaining full compatibility with the Core Rules, this expansion introduces several new mechanical systems:

The Condition Track: An optional system for tracking equipment degradation over time. Weapons and armor can become Worn, Glitchy, or Broken through use and abuse. This adds a resource-management layer for campaigns that emphasize the harsh realities of frontier survival.

Augment Capacity (Cybernetics): The number of augments a character carries comfortably (Chapter 2; Core Rules Chapter 13). You can exceed it, but each augment over your Capacity costs -1 to your maximum Stress until it is removed.

The Heat System: A group resource that tracks criminal attention. Engage in illegal activity, and Heat accumulates. Let it rise too high, and bounty hunters, law enforcement, and rival factions begin to take notice.

Paragon Classes (now in the species mini- expansions): Each species has its own Paragon Class, a primary class restricted to that ancestry that represents the pinnacle of its potential and replaces the Core Rules classes for a character who wishes to embody their species. The Paragon Classes are presented in full in the per-species mini-expansions rather than in this book.

New Properties: Dozens of new weapon and armor properties that expand the tactical vocabulary of combat. Every new property is clearly marked with the [NEW] tag, while properties from the Core Rules are marked [CR] for easy reference.

Each of these systems is fully explained in Chapter 2, with clear rules, examples, and guidance for implementation.

FICTION FIRST, CANON EXPLICIT

Fiction determines whether a rule can trigger, which target is valid, what is exposed, and how an outcome looks. It does not silently replace a published procedure, change a DC after the Roll, create an unlisted rider, or erase a cost.

A table may adopt a house rule or decline an optional module by agreement before it matters. Name that change openly. It changes that table's campaign, not the line-wide canon recorded in the Corebook's Sacred System Bible. When this book conflicts with that Bible, the Bible controls. ## 1.4: A NOTE ON OPTIONAL SYSTEMS

Not all rules are created equal.

Some rules are essential, the dice mechanics, the Trait system, the fundamental structure of combat and skill resolution. These are the bones of the game, and without them, Veilfarers would be a different creature entirely.

Other rules are optional. They add texture, depth, and complexity to the experience, but the game functions perfectly well without them. Throughout this expansion, we have marked optional systems with the [OPT] tag, making it easy to identify which rules you can safely ignore if they don't suit your table.

THE OPTIONAL SYSTEMS IN THIS BOOK

Equipment Degradation [OPT]: The Condition Track system adds a resource-management layer that emphasizes the harsh realities of survival. Your weapons can jam, your armor can fail, and maintenance becomes a concern. This system shines in campaigns focused on frontier survival, desperate scavenging, or military operations far from supply lines. It may be less appropriate for campaigns focused on political intrigue or high-powered action where equipment failure would feel frustrating rather than dramatic.

The Heat System [OPT]: Criminal attention tracking adds consequence to illegal activity. This system works best in campaigns where the crew engages regularly with the shadow economy, where the tension between profit and exposure drives meaningful choices. In campaigns where criminal enterprise is rare or where the crew operates entirely outside the reach of authority, this system may be unnecessary.

Detailed Ammunition [OPT]: The Core Rules abstract ammunition for simplicity. This expansion offers detailed rules for specialized ammunition types, incendiary rounds, cryo-rounds, disruption cells, each with its own properties and Usage Die. Some groups will adopt this granularity; others will prefer the Core Rules' cleaner approach.

Cybernetic Degradation [OPT]: Beyond the basic Augment Capacity rules, this expansion offers advanced rules for augmentation malfunction and degradation. These rules add a horror-adjacent element to cybernetic enhancement, emphasizing the cost of becoming more machine than flesh. They pair well with campaigns exploring transhumanist themes or the dark side of technological dependence.

MIXING AND MATCHING

These optional systems are designed to be independent. You can use the Heat System without using Equipment Degradation. You can track Cybernetic Strain without worrying about Cybernetic Degradation. Mix and match according to your campaign's needs.

We recommend discussing which optional systems to use during Session Zero, before play begins. Let players know what they're signing up for. If equipment can degrade, characters might want to invest in repair skills. If Heat accumulates, characters might want to plan their crimes more carefully.

THE DEFAULT ASSUMPTION

When writing this book, we assumed that most groups would use the Core Rules as their foundation and add optional systems selectively. The equipment in this expansion is balanced against the Core Rules baseline, not against a campaign using every optional system simultaneously.

If your group does choose to use every optional system, expect a grittier, more resource-conscious experience. Equipment will require more attention. Criminal activity will carry greater weight. Characters will face more persistent pressures. This is not a flaw, it is a feature for groups who want that style of play.

1.5: THE PHILOSOPHY OF SURVIVAL

The Great Silence changed everything. A century ago the connective tissue of a galaxy-spanning civilization failed in a single instant: the networks went dark, the gates closed, and worlds that had leaned on distant supply lines were suddenly alone. The Core Rules tell that story in full; here it is enough to know its shape.

A little over a century has passed since that day. The Great Houses have carved domains out of the wreckage, and the rebuilt Empire, though a shadow of the old civilization, is once again the closest thing to a unifying authority. The lights are back on. But the scars remain, and the galaxy still runs on salvage.

That single fact shapes every page of this book, and three principles follow from it.

Everything has a price. The most powerful weapons are the most dangerous to their wielders; the best armor is heavy and marks you as a target; the strongest augmentations cost you Stress and flesh. Veilfarers is not a power fantasy. The question is never "what can I get?" but "what am I willing to pay?"

Every object has a history. Where a piece of gear came from matters as much as its damage die. The Great Houses stamp their philosophy into their equipment: Joric gear is heavy and reliable, Solari gear is elegant and precise, Volkov gear is brutal and built to terrify. Use that texture to say something about the character who carries it.

The crew stands or falls together. Much of the equipment here, along with the Heat system, is built around the group rather than the lone hero. The moments that matter are the ones the crew earns together.

The rest is yours. Rust and Steel offers the tools; the story is your table's to tell.

CHAPTER 2

NEW RULES & MECHANICAL SYSTEMS

"Rules are for those who lack the imagination to improvise. But improvisation without understanding is just chaos with extra steps. Learn the rules first. Then learn when to break them. And when you break them, break them with purpose, not ignorance."

Instructor Vex Moraine, House Joric Combat Academy

INTRODUCTION: THE ARCHITECTURE OF SURVIVAL

The Core Rules give you the engine: the Duality Dice, the six Traits, and the flow of combat and narrative resolution. This chapter adds the systems that the rest of Rust and Steel leans on, the Condition Track, the Cybernetic Toll, the Heat system, ammunition and Usage Dice, and the new property glossary. Some are optional and marked [OPT]; others are foundational and referenced throughout the equipment chapters.

Read it before diving into the catalogs: the weapons and armor that follow use the properties and systems defined here. As always, these are tools, not mandates. If a rule creates frustration rather than drama, modify it or set it aside.

2.1: THE CONDITION TRACK, WEAPON & ARMOR DEGRADATION [OPT]

"A gun is a machine. Machines break. They wear down, they malfunction, they fail. The question isn't whether your weapon will fail you someday, everything fails eventually. The question is whether it will fail you at the worst possible moment, when the difference between a functioning weapon and a paperweight is the difference between walking away and being carried out in a bag. That's why you maintain your gear. That's why you learn to feel when something isn't right. That's why you never, ever trust a weapon you haven't personally inspected."

Armorer Syl Kratova, Free Fleet Maintenance Division

Gear in the post-Silence galaxy takes a beating, and the Condition Track is an optional system for tracking it. A weapon or a piece of armor sits at one of four conditions, degrading one step at a time and repaired the same way in reverse.

Functional. Working order. No penalty. This is the default.

Worn. The item still works but shows hard use. No mechanical penalty on its own; it is simply one step from trouble.

Glitchy. The item is unreliable. On a **Failure with Fear** while using it, a weapon jams and clearing it costs an Action; armor cannot spend an Armor Slot against the consequence-producing hit. Matching dice remain Critical Success. A Glitchy item that degrades again becomes Broken.

Broken. A Broken weapon cannot be fired or swung to effect. Broken armor loses all remaining Armor Slots, and its Major and Severe Thresholds are halved, rounding down; the damaged shell still provides minimal passive protection but none of its active defensive systems. It must be repaired before normal use.

What causes degradation. A printed Property degrades an item only through its stated trigger. Otherwise, degradation must be declared as the single complication before a Roll involving extreme abuse, unrated vacuum exposure, or missed maintenance; only Failure with Fear then degrades the used item one step. Matching dice never degrade gear, and no Roll degrades more than one item.

Repair. During a Long Rest with basic tools, a character may make a **Knowledge (Tech) Roll, DC 10**, to improve one item by one step. Repairing a **Broken** item is harder: it needs a workshop or a Tier 2+ facility and a **Knowledge (Tech) Roll, DC 15**, and on a failure the salvageable parts are spent and the item stays Broken until proper replacements are found. Some items mend themselves through Properties (see *Self-Repairing*); a self-repairing item never climbs above Worn on its own and cannot recover from Broken without hands-on work.

2.2: THE CYBERNETIC TOLL

DESIGN INTENT

Cybernetic augmentations are one of the defining technologies of the Veilfarers setting. They offer capabilities beyond biological limits, enhanced senses, accelerated reflexes, direct neural interfaces with machines, replacement limbs that exceed the strength of organic muscle. In a galaxy where survival often depends on technological edges, augmentation is common among soldiers, spies, pilots, and anyone else who needs every advantage they can get.

But augmentation is not free. Every enhancement is an invasion of the body, a replacement of natural systems with artificial ones. The body tolerates this intrusion up to a point; pushed past it, flesh and machine begin to conflict, and the cost is paid in frayed composure and worn nerves rather than a hard wall. The **Augment Capacity** rules from the Core Rules (Chapter 13) represent this, and this book uses that system unchanged. The catalogue below is balanced around it.

AUGMENT CAPACITY

Your **Augment Capacity** is the number of augments your body carries comfortably. As in the Core Rules, it equals the **sum of your three highest Trait modifiers** among Strength, Agility, Finesse, and Presence (minimum 0). **Humans and Synthetics add +2** to their Capacity: augmentation is human-designed technology built around human bodies, and Synthetic frames were made to be extended.

Example: a character with Strength +2, Finesse +1, Presence +1, and Agility 0 has a base Capacity of 4 (2 + 1 + 1, the three highest). If they are Human or Synthetic, it is 6.

AUGMENT COST

Each augment you install costs **1 point of Augment Capacity**, whatever its power. Every augment counts as 1 against your Augment Capacity. The separate **Complexity** rating measures surgical difficulty and recovery time only.

EXCEEDING YOUR CAPACITY

You are not hard-capped. You can install more augments than your Capacity, but every point you go over costs you **-1 to your maximum Stress**, and this is **dynamic**: the moment your Capacity rises (you raise one of the four chosen Traits on level-up) or you have an augment removed, the lost maximum Stress returns. The augment is not a permanent scar; it is a load your body is straining to carry, and easing the load restores you.

Example: Mira has Augment Capacity 4 and installs a fifth augment. She is 1 point over, so her maximum Stress drops by 1 while all five are installed. When she later raises a chosen Trait and her Capacity becomes 5, the penalty lifts on its own.

OPTIONAL RULE, SCARCE CHROME. FOR A LOW-CHROME, BODY-HORROR TONE, HALVE EACH CHARACTER'S AUGMENT CAPACITY (ROUNDING UP). CHROME BECOMES PRECIOUS, AND PUSHING PAST YOUR LIMIT BITES SOONER.

ANCESTRY AND AUGMENTATION

Augment Capacity already accounts for ancestry through the Human and Synthetic +2 (see their ancestry Gifts, *Made for the Graft* and *Built to Be Extended*, in the Core Rules). No other ancestry takes a special Capacity modifier: a Celestiar, Kryllian, or Kryx uses the standard best-three-of-four calculation. Synthetics use Augment Capacity like everyone else; their frame simply starts with the +2.

AUGMENTATION INSTALLATION PROCESS

Installing a cybernetic augmentation is a significant procedure. It requires surgery, recovery time, and typically professional facilities.

REQUIREMENTS FOR INSTALLATION

Medical Facility: Standard augmentation installation requires a Tier 3 or higher medical facility, a proper hospital, a House Kurogane clinic, or a well-equipped ship's medical bay. Lower-tier facilities can attempt installation at increased risk.

Qualified Surgeon: The procedure requires explicit medical training, normally a relevant Knowledge (Medicine) Experience at +2 or higher, a Class feature that grants surgical training, or equivalent established fiction.

The Augmentation: Obviously, you need the augmentation itself. Augmentations are purchased as items with Credit costs, acquired through other means (rewards, salvage, theft), or in rare cases, manufactured by characters with appropriate skills.

THE INSTALLATION ROLL

The surgeon makes a **Knowledge (Medicine) Roll**. Choose the DC from both facility and augmentation Complexity; do not apply a second stack of installation modifiers.

FACILITY	COMPLEXITY 1	COMPLEXITY 2	COMPLEXITY 3	COMPLEXITY 4+
Tier 3+ Standard Hospital	10	15	20	25
Tier 2 Field Medical	15	20	25	30
Tier 1 Improvised	20	25	30	Not possible
Black Market / Chop Shop	15	20	25	30

Superior tools grant Advantage. An unfamiliar procedure, poor patient health, or a scarred installation site imposes Disadvantage. Advantage and Disadvantage do not stack and cancel normally. Existing augments affect Augment Capacity, not this DC, unless a named complication explicitly scarred the same body area.

Resolution:

- **Critical Success:** The augmentation is installed. Apply the normal critical payout; halve recovery time and choose one supported Roll the patient will make after recovery to have Advantage.
- **Success with Hope:** The augmentation is installed. Choose one: halve recovery time, or give the first Roll it materially supports after recovery Advantage.

- **Success with Fear:** The augmentation is installed with normal recovery. Choose one disclosed consequence: recovery takes twice as long, the procedure consumes one additional replacement component, or the site is visibly scarred without a mechanical penalty.

- **Failure with Hope:** The augmentation is not installed. It and all reusable components remain intact; the surgeon learns one tool, preparation, or facility change required before another attempt.

- **Failure with Fear:** The augmentation is not installed and is damaged until repaired with Knowledge (Tech) DC 15. The patient marks 1 HP directly from surgical trauma and begins recovery as if a Complexity 1 augmentation had been installed. One roll causes no additional hidden penalty.

On any successful installation, the augment counts as one augment against Augment Capacity. Complexity sets surgery DC and recovery time only. If the installation takes the patient over Capacity, apply the published maximum-Stress penalty.

RECOVERY

After successful augmentation installation, the patient requires recovery time:

COMPLEXITY	RECOVERY TIME	EFFECTS DURING RECOVERY
1	1 day	No mechanical penalties
2	3 days	Disadvantage on physical rolls for the first day
3	7 days	Disadvantage on physical rolls for the first 3 days
4+	14 days	Disadvantage on all rolls for the first 7 days

During recovery, the augmentation is functional but not optimized. The patient can use it, but should avoid stressful situations until fully healed.

BLACK MARKET INSTALLATION

Black Market clinics use the **Black Market / Chop Shop** row of the installation matrix. Their price is part of the augmentation's stated transaction unless the fiction establishes a separate debt.

On **Success with Fear** or **Failure with Fear**, roll once on the disclosed table below after resolving the normal installation outcome. A Critical Success, Success with Hope, or Failure with Hope never creates a hidden complication.

D6	COMPLICATION
1	Tracker: A transmitter reveals the patient's location while powered. Knowledge (Tech) DC 15 during a Short Rest detects and removes it.
2	Remote lockout: The first Failure with Fear involving the augment each session shuts it down until a Long Rest or Knowledge (Tech) DC 20 during a Short Rest.
3	Inferior component: The augment is Worn under the optional Condition Track. If that module is inactive, its first supported Roll each session has Disadvantage until repaired with Knowledge (Tech) DC 15 during a Long Rest.
4	Infection: The patient gains the Core Infected condition.
5	Nerve trauma: The first physical Roll the patient makes in each scene is Dazed until Tier 3 medical care and one Long Rest repair the damage.
6	Provider leverage: The clinic holds compromising records. Record one named debt; refusing its first concrete demand adds 1 faction Heat.

The complication is visible to the players immediately even when the characters have not detected it.

REMOVING AUGMENTATIONS

Removal requires the same facilities as installation and a Knowledge (Medicine) Roll using the installation matrix for the facility and

augmentation Complexity. Recovery takes half the listed installation time, rounded up.

- **Critical Success:** The augment is removed intact; apply the normal critical payout and no recovery penalty applies.
- **Success with Hope:** It is removed intact; choose either half recovery again, minimum 1 day, or Advantage on the first Roll made to install a replacement at that site.
- **Success with Fear:** It is removed intact with normal recovery, but consumes one replacement component or leaves a visible scar with no mechanical penalty.
- **Failure with Hope:** It remains installed and functional; learn the exact additional preparation required before retrying.
- **Failure with Fear:** It remains installed but offline until Knowledge (Tech) DC 15 repairs it; the patient marks 1 HP directly and begins one day of recovery.

After a successful removal, the augment no longer counts against Augment Capacity and any resulting maximum-Stress penalty recalculates immediately. A removed replacement body part does not spontaneously restore biology: the procedure must install a compatible biological graft, prosthesis, or other support as established before the Roll. Scars are narrative unless the player voluntarily adopts the Core Scar procedure.

EXCEEDING TOLERANCE: OVERCLOCKING [OPT]

In desperate circumstances, a character can push their body beyond its safe limits, forcing augmentations to perform when the biological systems that support them are failing. This is called **Overclocking**.

Overclocking is dangerous. It damages augmentations, harms the body, and can have lasting consequences. But sometimes, lasting consequences are preferable to immediate death.

WHEN TO OVERCLOCK

Overclocking is available when your Stress would exceed your maximum. Instead of becoming Overwhelmed when your Stress track fills (Disadvantage on all rolls until you clear a Stress slot, per the Core Rules), you can choose to Overclock.

HOW OVERCLOCKING WORKS

When you Overclock, you redirect the stress of the moment through your augmentations, pushing them past safe parameters to keep yourself functional. Each point of excess Stress can be converted to either:

- **1 Hit Point of damage**, representing the physical strain of forcing your body past its limits, OR
- **1 path resource spent** - Hope if Awakened, Effort if Sleeping - representing the effort required to maintain control

You can mix and match, converting some excess Stress to HP damage and some to your Path resource.

Example:

Kira is Awakened. She has Stress 4/5 and takes an effect that would give her 3 Stress, pushing her to 7/5 (2 over maximum). She chooses to Overclock instead of becoming Overwhelmed.

She decides to convert 1 excess Stress to HP damage (taking 1 HP) and 1 excess Stress to Hope (spending 1 Hope). Her Stress stays at 5/5 (her maximum), she's taken 1 HP damage, and she's spent 1 Hope, but she's still standing.

THE COST OF OVERCLOCKING

Overclocking is not free beyond the HP or path-resource cost. Each time you Overclock, **you choose one installed augmentation** to degrade by one step under the adopted Condition Track. If that

module is inactive, the chosen augmentation goes offline until repaired with a Knowledge (Tech) Roll, DC 15, during a Long Rest. Matching dice do not alter this declared cost.

2.3: THE HEAT SYSTEM

"In the shadows, reputation is currency. But there's another currency too, attention. The wrong kind of attention. Every time you buy from a black market dealer, every time you use an unregistered weapon, every time you leave a body where the authorities might find it, you're spending from a finite account.

The Great Houses have networks. They have informants, surveillance systems, pattern-recognition algorithms that flag unusual activity. They have bounty hunters on retainer and military units designated for "law enforcement operations." Stay below their notice, and you're invisible, one more crew scratching out a living in the void. Rise above it, and suddenly you're a problem to be solved.

We call it Heat. Keep it cold, and you can operate freely. Let it build, and eventually someone shows up to put out the fire, along with everyone standing near it."

Mama Kessler, Information Broker

DESIGN INTENT

The Heat System tracks the cumulative attention that illegal activity attracts. It transforms criminal enterprise from a binary state (legal/illegal) into a spectrum of risk, a crew can engage in minor illegality for extended periods with manageable consequences, but sustained or flagrant lawbreaking eventually triggers responses they cannot ignore.

Heat is a **group resource**. The entire crew shares a single Heat score, reflecting the reality that criminal enterprises rarely affect only one member of a team. When one character buys from the Black Market, the whole crew benefits from the equipment, and the whole crew shares the risk of discovery. When one character leaves a trail of bodies, the heat falls on everyone associated with them.

This shared nature creates interesting group dynamics. Characters must negotiate how much illegal activity they're comfortable with. Risk-tolerant characters may push for aggressive action while cautious characters counsel restraint. The Heat score becomes a topic of in-character discussion and planning.

THE HEAT TRACK

Heat is measured on a scale from 0 to 10, divided into six thresholds. Each threshold represents a qualitatively different level of attention and corresponding consequences.

HEAT 0-2: COLD

The crew is operating below the radar. Authorities have no specific interest in them. They might be on file somewhere, most spacers are, but there's no active investigation, no flagged status, no reason for anyone with power to pay attention to their movements.

Consequences at Cold:

- Standard security procedures apply. The crew is subject to the same checks, inspections, and bureaucratic inconveniences as any other traveler.
- No unusual attention. Law enforcement, House agents, and bounty hunters have no reason to single them out.
- Social interactions are normal. NPCs don't treat them as criminals unless given specific reason.

Recommended Play:

At Cold heat, the crew should feel relatively safe engaging with legitimate society. They can dock at major ports, interact with

officials, and conduct normal business without special concern. This is the default state, where most crews should spend most of their time.

HEAT 3-4: WARM

The crew has attracted notice. They're not the subject of a manhunt yet, but their activities have been flagged. Someone, somewhere, has noted anomalies in their pattern, unusual purchases, connections to known criminal elements, presence at scenes of interest.

Consequences at Warm:

Increased Scrutiny: Port fees increase by 50% due to "administrative complications" (bribes required to smooth things over). Security checks are more thorough. Cargo may be inspected more carefully.

Social Difficulties: Presence Rolls made for social interaction with law-abiding NPCs suffer **Disadvantage** when the NPCs have access to any kind of background check. Officials are less helpful. Legitimate businesses may refuse service.

Wanted Status: In some jurisdictions, wanted alerts may begin circulating. These aren't shoot-on-sight orders, more like "report if seen" notices distributed to security personnel.

Recommended Play:

At Warm heat, the crew should feel pressure but not panic. They can still operate in most of civilized space, but it's more difficult and more expensive. Smart crews start thinking about cooling off, lying low, moving to different sectors, or taking actions to reduce Heat.

HEAT 5-6: HOT

The crew is under active investigation. Their name is attached to open case files, and wanted notices circulate among security personnel. Attention has shifted from passive record-keeping to deliberate interest.

Consequences at Hot:

- **Active investigation.** Security services are building a case; the crew's movements are logged and cross-referenced.
- **Wanted notices.** Report-if-seen alerts circulate through law-enforcement channels in the affected jurisdictions.
- **Social difficulties.** Presence Rolls made for social interaction with law-abiding NPCs who can pull the crew's record are made at Disadvantage.

Recommended Play:

At Hot heat, the crew can still move through civilized space, but a case is forming against them. This is the moment to decide whether to cool off deliberately or accept that pursuit is coming.

HEAT 7-8: BURNING

The crew is actively hunted. They've crossed a line, committed offenses serious enough or frequent enough that resources have been allocated to bringing them in. This is no longer passive observation; it's active pursuit.

Consequences at Burning:

Bounty Hunters: At least one bounty hunter or bounty hunting team is actively tracking the crew. These aren't random encounters, they're persistent threats who will follow the crew across jurisdictions, using the same tools and techniques the crew uses to evade them.

Docking Difficulties: Covert docking at a major station or Core World port requires a **Pilot Instinct Roll, DC 15**. On success, dock without immediate pursuit. Failure with Hope leaves the ship

outside the port without exposure. Failure with Fear leaves it outside and an established security patrol identifies its transponder.

Network Compromise: The crew's contacts become reluctant to deal with them. Black Market brokers may refuse service (too risky) or demand premium prices (danger pay). Informants go quiet. Allies distance themselves.

Active Interdiction: In House-controlled space, the crew's ship may be flagged for interdiction. Random patrols become non-random. Escape routes become chokepoints.

Recommended Play:

At Burning heat, the crew is in serious trouble. Continuing to operate as normal will only make things worse. The crew needs to make meaningful changes, lying low for extended periods, performing services that reduce Heat, or fleeing to regions outside House jurisdiction. Adventure hooks might center around reducing Heat rather than pursuing independent goals.

HEAT 9: INFERNO

A dedicated task force has been assigned to the crew. This is no longer patrols and opportunists; a coordinated effort with military backing is hunting them specifically.

Consequences at Inferno:

- **Dedicated task force.** A coordinated unit is committed to finding and stopping the crew, sharing intelligence across jurisdictions.
- **Military interdiction.** Warships may be tasked to intercept, and Great House assets are in play.
- **Kill-on-sight in some jurisdictions.** In the harshest territories, capture is no longer the goal.

Recommended Play:

At Inferno heat, ordinary operation is over. The crew is in survival mode in all but name, and the next misstep tips them into Burned. Reducing Heat becomes the campaign.

HEAT 10: BURNED

The crew has reached maximum attention. They're not just criminals, they're priorities. The kind of priorities that get military resources deployed.

Consequences at Burned:

Kill-On-Sight: In many jurisdictions, the crew is designated for immediate termination rather than capture. Anyone assisting them becomes an accessory.

Military Response: A military interdictor or equivalent is dispatched to hunt the crew. This isn't a bounty hunter with a small ship, it's a warship with a crew of trained soldiers and the resources of a Great House behind it.

Total Network Collapse: The crew's contacts disappear. Even loyal friends may be unable or unwilling to assist for fear of being swept up in the response. The crew is alone.

No Safe Harbor: There is nowhere in civilized space the crew can safely dock. Even Black Market havens may refuse them, the heat is too intense, the risk of guilt by association too high.

Recommended Play:

At Burned heat, the campaign has fundamentally changed. The crew can no longer pursue normal activities, they're in survival mode, hunted by overwhelming force. This might be the climax of a campaign arc, a dramatic turning point that forces major changes in direction, or (if the crew made very poor choices) the beginning of the end.

Recovery from Burned is possible but requires extraordinary effort, the kind of effort that becomes the central focus of play for multiple sessions.

GAINING HEAT

Heat increases through specific actions. The crew should always know what activities generate Heat and can make informed decisions about whether the benefit is worth the risk.

STANDARD HEAT TRIGGERS

ACTIVITY	HEAT GAINED
Purchasing Tier 1 (Grey Market) goods	+0
Purchasing Tier 2 (Black Market) goods	+1
Purchasing Tier 3 (Red Market) goods	+2
Purchasing Tier 4+ goods through any illegal channel	+4
Using unregistered or illegal weapons in a public area	+1
Public violence in a civilized port or station	+2
Killing a civilian witness	+1
Killing law enforcement personnel	+3
Killing a House agent or official	+4
Leaving evidence at a crime scene (bodies, DNA, recordings)	+1
Being identified during illegal activity	+2
Escaping from custody	+2
Dealing in Precursor artifacts	+3
Dealing in prohibited sentient trafficking	+5

Cumulative Effects: Heat from multiple activities in a single operation stacks. A Black Market deal (+1) that goes wrong and ends in a public firefight (+2) with a witness killed (+1) generates +4 Heat total.

Jurisdiction Matters: Standard Heat triggers apply in civilized House jurisdictions. A lawless or independent region changes a listed number only through a printed location rule adopted before the activity; absence of witnesses alone does not invite an improvised modifier.

DECLARED TRIGGERS ONLY

Use the values in **Standard Heat Triggers** exactly. Circumstances do not silently change a Heat number. A later rule may add or reduce Heat only when it prints an explicit trigger and amount. If an activity has no listed or adopted trigger, it generates no criminal Heat.

REDUCING HEAT

Heat dissipates over time and can be actively reduced through specific actions.

PASSIVE REDUCTION

Laying Low: During a Downtime phase spent doing nothing notable in a low-profile location, Heat reduces by 2. This represents the natural fading of attention as other priorities emerge and the crew's trail goes cold.

Requirements for Laying Low:

- The Downtime must be spent in a location where the crew isn't known
- The crew must avoid any attention-generating activities during this time
- The location must be at least somewhat removed from the areas where they accumulated Heat

Time: If using calendar tracking, Heat naturally reduces by 1 for every month the crew avoids adding new Heat, even without dedicated Downtime.

ACTIVE REDUCTION

The Bribe: With access to an established corrupt official, spend 5 Credits to reduce Heat by 1. No Roll is made.

The Frame Job: Declare a mission to pin the crew's crimes on an established rival. Completing the mission reduces Heat by 5. If the final mission Roll resolves Failure with Fear, gain 2 Heat instead; any other failed mission leaves Heat unchanged.

Services Rendered: Before accepting a mission from a faction able to alter the crew's records, agree that Heat reduction is the reward. Completing that mission reduces Heat by 3, once.

New Identity: Completing an identity-replacement project through the Eraser or an equivalent established service resets Heat to 0. Every Broker Relationship, reputation benefit, credential, warrant exemption, and contact tied to the retired identity becomes unavailable until rebuilt in play; debts and enemies that know the crew personally remain.

HEAT AS STORY DRIVER

Heat is not just a punishment for criminal activity, it's a narrative engine that creates adventures and complications.

Heat Creates Urgency: A crew at high Heat can't afford to waste time. Every session spent doing other things is a session where their hunters draw closer.

Heat Creates Choices: Does the crew take the risky but lucrative Black Market job that will push them to Hot, or do they accept a less profitable legitimate contract? Heat makes these decisions meaningful.

Heat Creates Complications: Even at moderate Heat levels, the crew faces increased costs, difficult social interactions, and the need to be careful. These complications create texture and drama.

Heat Creates Arcs: Rising Heat is a narrative arc toward crisis. Falling Heat is a narrative arc toward normalcy. The heat Track provides built-in story structure.

OPTIONAL HEAT MODULE: INDIVIDUAL HEAT

Adopt this module before the campaign begins. It replaces the single crew-wide score; it never runs beside it. For campaigns where characters operate independently or where players want individual consequences for individual actions:

Each character tracks their own Heat score. When the crew operates together, use the highest individual Heat score for determining consequences. Characters can reduce their own Heat independently.

This variant adds bookkeeping but creates opportunities for characters to be the "hot" one who brings trouble to the group, or the "clean" one who can still operate in legitimate society.

OPTIONAL HEAT MODULE: FACTIONAL HEAT

Adopt this module before the campaign begins. It replaces the single crew-wide score and cannot combine with Individual Heat. The crew tracks separate Heat scores for each major faction. You might have

Heat 2 with House Joric, Heat 0 with House Valerius, and Heat 5 with House Volkov. Each score tracks independently and triggers consequences only within that faction's sphere of influence.

This variant significantly increases complexity but creates rich political gameplay where the crew might be hunted in one region while welcome in another.

2.4: AMMUNITION & USAGE DICE

"Standard loads are for standard situations. But out here, nothing's standard. You might need armor-piercing to punch through a Kryllian's plates. Incendiary to clear out a nest of something that doesn't die easy. Cryo to slow down something fast. Every round is a choice. Every choice has a consequence. Plan accordingly."

Quartermaster Ren Vasquez, Free Fleet Armory

STANDARD AMMUNITION

The Core Rules abstract standard ammunition for simplicity. Characters are assumed to have basic ammunition. Ordinary ammunition runs out only under the Core procedure: after reloading or resupply has become relevant, the Keeper declares the current magazine at risk before an attack; Failure with Fear then empties it after that attack. Specialized Ammunition instead uses its printed Usage Die.

This approach keeps the game streamlined and avoids the tedium of counting bullets. It assumes that characters are competent enough to maintain basic supplies and that ammunition scarcity, when it occurs, is a dramatic choice rather than a mathematical inevitability.

This expansion does not change these default assumptions.

Standard ammunition remains abstracted. You don't need to track how many bullets your assault rifle has or how many charges remain in your plasma cell.

SPECIALIZED AMMUNITION

What this expansion adds is **Specialized Ammunition**, alternative loads that provide specific tactical advantages at the cost of limited supply. Specialized ammunition uses the **Usage Die** mechanic to track availability without requiring exact counts.

THE USAGE DIE

When you acquire a supply of Specialized Ammunition, you receive a **Usage Die** of a specific size, typically d6, sometimes d8 or d4 depending on the ammunition type and how you acquired it.

Using Specialized Ammunition:

When you fire a weapon loaded with Specialized Ammunition:

1. Apply the special effects of that ammunition type.
2. After the attack resolves, roll your Usage Die.
3. On a result of **1 or 2**, the Usage Die degrades one step: d8 -> d6 -> d4 -> Depleted.
4. When a d4 rolls 1 or 2, the ammunition is depleted entirely.

Usage Die Progression:

d8 -> d6 -> d4 -> Depleted

Example of Play:

Tomás has a supply of Incendiary Rounds (Usage Die d6). He fires at an enemy, applying the Incendiary property (target must make an Agility Reaction Roll or catch fire). After resolving the attack, he rolls his Usage Die: the d6 comes up 2. His supply degrades from d6 to d4.

Later, he fires again. This time the d4 comes up 3, safe. His supply remains at d4.

In the next fight, he fires again and rolls the d4: result is 1. His Incendiary Rounds are depleted. He's back to standard ammunition until he can resupply.

WHY USAGE DICE?

The Usage Die system offers several advantages:

Unpredictable but Bounded: You don't know exactly when your specialized ammunition will run out, creating tension. But you have a general sense, a d6 supply will last longer than a d4, a fresh supply will last longer than a degraded one.

No Exact Counting: You never need to track individual rounds. The Usage Die handles supply in a way that's fast and doesn't interrupt the flow of play.

Meaningful Choices: Because specialized ammunition is limited, every use is a choice. Do you save your armor-piercing rounds for the heavily armored target, or do you use them now against a less threatening enemy? These choices matter.

Reward Granularity: The Keeper can provide ammunition rewards at different scales. A small cache might be a d4; a significant find might be a d8. The same type of ammunition can be rewarded in different quantities without complex tracking.

SPECIALIZED AMMUNITION TYPES

The following ammunition types are available through legitimate military suppliers (with appropriate licensing) or through the Black Market.

INCENDIARY ROUNDS

Properties Added: [NEW] Thermal

Effect: Targets hit must succeed on a Strength Reaction Roll (DC 10) or catch fire. A burning target takes 1d4 damage at the start of each Spotlight until they spend an Action to extinguish the flames.

Typical Usage Die: d6

Tier: 2 | **Cost:** 4 Credits per supply

Notes: Effective against unarmored targets and in environments where fire is particularly dangerous (fuel storage, vegetation). Less effective against targets in sealed armor or aquatic environments.

CRYO-ROUNDS

Properties Added: [NEW] Anchoring

Effect: On hit, the target must succeed on a **Strength Reaction Roll** against the weapon's Feature DC or be unable to take Move actions until the end of their next Spotlight. Against targets in contact with surfaces, this represents ice formation pinning them in place.

Typical Usage Die: d6

Tier: 2 | **Cost:** 4 Credits per supply

Notes: Excellent for limiting enemy mobility, setting up flanks, or preventing escapes. Also useful for improvised repairs (sealing hull breaches with ice) though this is outside standard combat use.

DISRUPTOR CELLS

Properties Added: [NEW] Disruptor

Effect: Against a Synthetic, drone, or exposed electronic device, roll one additional normal damage die. Against other targets, use the printed damage without modification. If the hit causes HP loss to a Synthetic or drone, one fictionally exposed device goes offline until the end of its next Spotlight.

Typical Usage Die: d6

Tier: 3 | **Cost:** 9 Credits per supply

Notes: Highly specialized, nearly useless against organic targets but devastating against shielded enemies or Synthetic opponents. Crews facing mechanical threats should prioritize these.

ARMOR-PIERCING LOADS

Properties Added: [CR] Armor Piercing (1)

Effect: On damage, the target reduces their maximum Armor Slots by 1 until their next rest. Stacks with itself and with the Armor Piercing weapon property.

Typical Usage Die: d6

Tier: 2 | **Cost:** 4 Credits per supply

Notes: A staple for dealing with armored targets. Unlike Incendiary or Cryo rounds, AP ammunition has no secondary effects, it simply makes your attacks more effective against armored enemies.

TRACER ROUNDS

Properties Added: [NEW] Marking

Effect: On hit, the target is marked until the end of their next Spotlight. Allies attacking the marked target gain +1 to attack Rolls.

Typical Usage Die: d8

Tier: 1 | **Cost:** 1 Credit per supply

Notes: Excellent for coordinated fire. The team's designated marksman fires tracer rounds, and everyone else follows up with lethal damage. Also useful outside combat for signaling and illumination.

VOID-TOUCHED ROUNDS

Properties Added: [NEW] Phasing

Effect: The weapon now deals Void damage (Penetration -4: treat the target's Major and Severe Thresholds as 4 lower for this hit) and the hit ignores one of the target's Armor Slots as the attack slips through the plating. On a ranged weapon, Phasing shots also ignore cover. Phasing does not bypass the target's remaining thresholds or their other Armor Slots, and a Ward against Void cancels the Penetration.

Typical Usage Die: d4

Tier: 4 | **Cost:** 16 Credits per supply

Notes: Exotic and rare. These rounds pass through physical barriers, making them effective against heavily armored targets but no more effective than standard ammunition against unarmored ones. The d4 Usage Die reflects their rarity, use them wisely.

ACQUIRING SPECIALIZED AMMUNITION

Specialized ammunition can be acquired through several channels:

Military Requisition: Characters with military connections or appropriate licenses can requisition ammunition through official channels. This is typically limited to Tier 2 ammunition and requires paperwork, waiting periods, and quotas.

Purchase: Legitimate arms dealers sell specialized ammunition at the costs listed above. Availability depends on location, Core Worlds have better selection than frontier outposts.

Black Market: All ammunition types are available through Black Market channels, including restricted types. Black Market ammunition costs 150% of list price but bypasses licensing requirements. Purchasing through the Black Market generates Heat as normal.

Salvage: A defeated enemy yields only specialized ammunition that its stat block listed or that it visibly fired in the scene. Recover one supply unit after 10 minutes of safe searching; a second unit

requires a Critical Success on Knowledge (Tech), DC 15. No unestablished ammunition appears by discretion.

Crafting: With the materials, tools, and time stated in Chapter 10, manufacture eligible ammunition through a **Knowledge (Tech) Roll** using that chapter's complete procedure.

RELOADING AND SWITCHING AMMUNITION

Switching between standard ammunition and specialized ammunition (or between different specialized types) requires an **Action** to reload. A weapon can only use one ammunition type at a time.

The reload Action includes:

- Ejecting the current magazine, cell, or ammunition supply
- Loading the new ammunition
- Cycling the weapon to chamber the first round

Characters with appropriate class features or equipment modifications may reduce this time. Some advanced weapons have multiple ammunition feeds that allow switching as part of the attack action.

2.5: DAMAGE TAGS

Rust & Steel uses the Core damage types: **Physical**, **Energy**, **Void**, and **Neural**. Words such as *Toxic*, *Radiation*, *Thermal*, *Fire*, *Cold*, and *Corrosive* are tags that describe delivery, resistance, and secondary effects; they are not additional damage types and do not create their own Penetration values.

TAG	CANONICAL DAMAGE TYPE	ADDITIONAL RULE
Kinetic / Ballistic / Blunt / Impact	Physical	Penetration 0 unless a feature states otherwise.
Plasma / Laser / Arc / Thermal / Fire / Cold / Sonic / Radiant / Lightning	Energy	Energy Penetration applies. A tag has no inherent secondary effect unless its complete rule states one.
Toxic / Chemical / Poison	Physical or Energy, as printed by the item	Armor resolves the delivery hit normally. Once a poison is delivered, its ongoing biological effect is not reduced with Armor Slots; sealed protection may prevent delivery.
Radiation	Energy	Resolve the hit as Energy. An item may additionally reduce maximum HP or apply the Core Poisoned condition only when its complete entry states the trigger, amount, duration, and treatment. Radiation is not a separate universal condition.
Corrosive / Acid	Energy	Resolve the hit as Energy. Armor-Eating and similar features handle persistent damage to equipment.
Neural / Psionic	Neural	Use the Core Neural rules and any stated Stress effect.

DAMAGE-TYPE INTERACTIONS

A Ward against Void cancels the Penetration of Void damage. It does not change the hit into Physical damage. If a feature such as Phasing has an additional non-Penetration effect, resolve that effect unless the Ward explicitly says it cancels the entire feature.

FEATURE DC BY TECH TIER

When an equipment feature calls for a Reaction Roll and does not print a separate DC, use the item's Tech Tier:

TECH TIER	FEATURE DC
Common (TT1)	10
Military (TT2)	15
Experimental (TT3)	20
Precursor (TT4)	25

This table uses the Core difficulty ladder and replaces formulas such as "10 + weapon tier" or "DC equal to damage dealt."

2.6: NEW PROPERTY GLOSSARY

Authoritative registry. The Corebook equipment glossary controls universal properties; this chapter controls the additional personal-scale properties introduced by *Rust & Steel*. The definitions printed here control timing, costs, Reaction Rolls, and interactions. Identically named starship systems use a separate naval namespace.

This section provides complete definitions for all weapon and armor properties introduced in this expansion, marked with the [NEW] tag. Properties from the Core Rules, marked with [CR], are summarized for reference but players should consult the Core Rules for full details.

Properties are listed alphabetically for easy reference.

WEAPON PROPERTIES [NEW] ANCHORING

Effect: On a hit, the target cannot take Move actions on their next Spotlight unless they succeed on a **Strength Reaction Roll** against the weapon's Feature DC.

At the table: Anchoring weapons pin targets in place, freezing them, tangling them, or weighing them down. This is powerful for controlling enemy movement, setting up flanks, or preventing escapes. The tier-based Feature DC keeps the resistance roll consistent with the Core difficulty ladder.

Interaction: If the damage is reduced to 0 (by armor or abilities), the Anchoring effect doesn't trigger, there's nothing to resist.

[CR] LIGHTWEIGHT

Effect: This item does not count toward the wielder's Burden. For one-handed weapons, Lightweight permits comfortable off-hand use, but does not grant an additional attack.

Source: This is the canonical Core Rules property. *Rust and Steel* uses the full name *Lightweight* throughout.

[NEW] ARC

Effect: On a successful hit, the attack arcs to a second target within Very Close range of the first. The second target takes half damage (rounded down).

At the table: Arc represents electrical weapons, chain lightning, or projectiles that fragment on impact. It provides limited area effect without requiring the Explosive property's complexity.

Interaction: The secondary target doesn't roll to be hit, if the primary attack hits, the arc happens automatically. However, if the secondary target has abilities that negate automatic damage (certain barriers, immunities), those apply normally.

[NEW] BIOMETRIC

Effect: The weapon fires only for a registered user. Reprogramming it takes an Action, suitable access, and a **Knowledge (Tech) Roll, DC 15**. Any success adds or removes one registered user. Failure with Hope changes nothing. Failure with Fear leaves it locked until Downtime repair and alerts the registered owner only if an established network connection exists.

At the table: Biometric locks prevent enemies from turning your weapon against you and add security against theft. However, they also mean borrowed or salvaged weapons may be useless until hacked.

Interaction: Some characters may have abilities that bypass biometric locks. House Kurogane personnel, in particular, often have override capabilities for their own branded weapons.

[NEW] BLEEDING

Effect: The target gains the Core **Bleeding** condition: mark 1 Stress at the end of each round until First Aid or any healing effect stops it.

At the table: Bleeding represents weapons designed to cause persistent wounds, serrated blades, fragmenting projectiles, or monomolecular edges that resist clotting.

Interaction: Use the complete Core Bleeding condition, including its end-of-round timing and immunity for targets that do not bleed. This property never creates direct HP damage.

[NEW] CHARGE-UP

Effect: Spend one Action to charge the weapon. It may fire on a later Spotlight. The charge ends after the shot, if the wielder takes HP damage, or if the weapon leaves the wielder's control.

At the table: Charge-Up represents weapons that need to accumulate power before release, charging capacitors, building plasma containment, focusing crystal arrays. These weapons are powerful but tactically inflexible.

Interaction: The charge is lost if the wielder loses HP, becomes Dazed, Stunned, Prone, or Restrained, is moved by another effect, moves voluntarily, or loses control of the weapon before firing. No other circumstance removes it.

[NEW] COLLAPSIBLE

Effect: The weapon can fold down to approximately datapad size. While collapsed, it gains the [CR] Concealable property. Deploying or collapsing it is part of a weapon swap when the fiction permits; otherwise it is a Maneuver.

At the table: Collapsible weapons are designed for discrete carry, useful for smugglers, assassins, and anyone who needs to be armed in places where weapons are prohibited.

Interaction: A collapsed weapon cannot attack. It must be deployed before the attack is declared.

[NEW] SUSTAINED FIRE

Effect: After you hit a target, you may maintain the beam. On your next Spotlight, if you have not moved, the target remains within range, and it does not have total cover, spend your Action to deal the

same rolled damage to that target without a new attack roll. You may continue maintaining the beam under the same conditions.

At the table: Sustained Fire represents beam weapons, plasma streams, and other systems capable of maintaining a lock across consecutive turns. Standing still to maintain fire creates tactical trade-offs.

Interaction: Maintaining the beam consumes the wielder's Action each Spotlight and reuses the original damage result. The lock ends immediately if the wielder moves, takes another Action, loses line of effect, or the target leaves range.

[NEW] DEFENSIVE

Effect: While wielding this weapon, gain +1 Evasion against Melee attacks.

At the table: Defensive represents weapons designed for parrying, blocking, or otherwise protecting the wielder, defensive stances for swords, energy fields from force weapons, or the psychological effect of pointing a gun at close-range attackers.

Interaction: This bonus only applies against Melee attacks. It doesn't help against ranged attacks, area effects, or other threats.

[NEW] DISINTEGRATING

Effect: A target reduced to 0 HP becomes Dying normally. If it later dies before stabilization, its body is reduced to ash or particles; only explicitly resistant Tier 4 material survives. This never skips Final or the player's voluntary Death Move, and it cannot negate a revival that does not require remains.

At the table: Disintegrating weapons leave no body, useful for assassins who want to avoid evidence, but inconvenient for looters who want to salvage equipment.

Interaction: The target's carried equipment remains until the target actually dies. On death, Tier 4 items survive and lower-Tier items are destroyed unless a specific item states resistance.

[NEW] DISRUPTOR

Effect: Against a Synthetic, drone, or exposed electronic device, roll one additional normal damage die. Against other targets, use the printed damage without modification. If the hit causes HP loss to a Synthetic or drone, one fictionally exposed device goes offline until the end of its next Spotlight.

At the table: Disruptor weapons are designed to overload electronic systems. They're specialized tools, highly effective against certain targets, nearly useless against others.

Interaction: Personal armor uses Armor Slots, not Shields. This property never doubles or halves the final damage total and does not alter a starship system unless a naval tag explicitly says so.

[NEW] FRAGILE

Effect: When a printed degradation trigger occurs under the adopted Condition Track, this weapon degrades two steps instead of one. If that optional module is inactive, Fragile has no mechanical effect.

At the table: Fragile weapons are delicate, often experimental, alien, or designed for performance over durability. They require careful handling and frequent maintenance.

Interaction: This compounds with other effects that cause degradation. A Failure with Fear with a Fragile, Unstable weapon can trigger both printed properties: two steps for Fragile and one for Unstable.

[NEW] GUIDED

Effect: Attacks with this weapon can target enemies you are aware of within range, even if you don't have line of sight. The projectile steers around cover or through indirect paths.

At the table: Guided represents self-targeting projectiles, bullets with micro-thrusters, or weapons linked to targeting systems. They're excellent for hitting enemies behind cover.

Interaction: You must be aware of the target, guided doesn't let you shoot blindly. If you know someone is behind that wall (sensors, ally report, etc.), you can engage them.

[NEW] HIGH-RECOIL

Effect: If the wielder has Strength 0 or lower, they suffer 1 Stress after firing.

At the table: High-Recoil represents weapons that kick hard, magnum revolvers, anti-materiel rifles, or industrial tools repurposed as weapons. Characters with sufficient Strength can handle them; weaker characters are punished.

Interaction: The Stress is suffered after each attack Action, not once per round. If a named feature explicitly produces more than one separate attack, apply High-Recoil to each attack it produces.

[NEW] INDIRECT

Effect: An Indirect personal weapon can target enemies without direct line of sight when the shooter has a spotter, personal tracking data, or established knowledge of the target's location. The attack still rolls against Evasion. Personal tracking data is **not a Sensor Lock**, does not create one, and does not grant Sensor Lock's Advantage.

At the table: Indirect represents grenade launchers, mortar-type weapons, or smart munitions that don't require direct line of fire.

Interaction: Unlike Guided (which lets the projectile steer), Indirect requires the shooter to know where the target is. The attack travels a calculated arc rather than seeking the target.

[NEW] INTIMIDATING

Effect: Grants +1 on Presence Rolls made for social interaction to threaten, coerce, or frighten while visibly wielding this weapon.

At the table: Some weapons are designed to intimidate as much as to kill, huge, loud, decorated with trophies, or obviously devastating. Just holding them makes threats more credible.

Interaction: The bonus only applies while the weapon is visible. Holstered or concealed weapons don't intimidate.

[NEW] KNOCKDOWN

Effect: On a hit, the target chooses Agility or Strength and makes a Reaction Roll: DC 10 for a Tier 1-2 weapon, or DC 15 for a Tier 3-4 weapon. On failure, the target is Prone.

At the table: Knockdown represents weapons that deliver massive kinetic force, shotguns, hammers, concussive explosives. Knocking enemies prone disrupts their actions and creates opportunities.

Interaction: Apply the Core Prone condition exactly: the target has Disadvantage on attacks, ranged attackers have Advantage against it, and standing uses part of an Action or is free while moving one band.

[NEW] LOUD

Effect: Firing this weapon alerts every creature in the current scene and in one adjacent accessible zone. It cannot accept a silencer. Creatures farther away notice it only when the fiction has an unobstructed acoustic or sensor path.

At the table: Some weapons are impossible to quiet, chain weapons, rocket launchers, weapons that fire with massive chemical detonations. They sacrifice stealth for power.

Interaction: The Loud property cannot be removed by modifications. It is an inherent characteristic of the weapon's design.

[NEW] MELTING

Effect: After a hit causes HP loss, place one Melting marker on the target. At the start of that target's next Spotlight, it makes a Strength Reaction Roll against the weapon's Feature DC. On failure, roll one normal die of the weapon's printed damage and apply it as Energy damage with the same Fire, Thermal, Acid, or Corrosive tag; on success, apply half that roll. Then clear the marker.

Interaction: Multiple Melting hits before the marker resolves do not stack; the latest hit replaces the marker and its Feature DC. The damage uses normal Thresholds and Armor Slots and never continues beyond that single marked Spotlight.

[NEW] NON-LETHAL

Effect: This weapon cannot reduce a target below 1 HP. Targets reduced to 1 HP by Non-Lethal weapons are Incapacitated (unconscious or helpless) but not dying.

At the table: Non-Lethal weapons are designed for capture rather than kill, shock weapons, sedative delivery, concussive force calibrated to incapacitate.

Interaction: Characters can choose to deal lethal damage with non-lethal weapons (hitting harder, targeting vitals), but doing so removes the Non-Lethal property for that attack.

[NEW] OVERCHARGE

Effect: Before making an attack, you can mark 1 Stress to add +1d6 to damage if you hit. If you miss, the weapon degrades one step on the adopted Condition Track; if that optional module is inactive, it goes offline until an Action and Knowledge (Tech) Roll, DC 10, restores it.

At the table: Overcharge represents pushing a weapon past its safe limits, overloading power cells, exceeding magnetic containment, forcing more propellant than designed. More damage, more risk.

Interaction: The decision to Overcharge must be made before rolling to attack. You can't see the result and then decide to Overcharge.

[NEW] PHASING

Effect: The weapon deals Void damage (Penetration -4: treat the target's Major and Severe Thresholds as 4 lower for the hit) and the hit ignores one of the target's Armor Slots as the attack slips through the plating. On a ranged weapon, Phasing shots also ignore cover.

At the table: Phasing weapons partially exist outside normal space, they pass through physical matter to strike directly. They're excellent against heavily armored targets but no more effective than normal against unarmored ones.

Interaction: Phasing lowers the target's thresholds through Void Penetration and ignores one Armor Slot on the hit; it does not bypass the remaining thresholds or other Armor Slots. A Ward against Void cancels the Penetration only. The ignored Armor Slot and, for ranged attacks, the ability to ignore cover remain unless the Ward explicitly cancels the entire Phasing feature. You still need line of sight to the target.

[NEW] POISON

Effect: After the attack causes HP loss, an organic target becomes **Poisoned** under the Core condition. A Poison (Special) entry replaces

this only when it prints its own effect, timing, duration, and treatment.

At the table: Poison represents chemical, biological, or technological toxins delivered by the weapon. The specific effects vary by poison type.

Interaction: Synthetics and creatures explicitly immune to toxins ignore this property. Use the Core Poisoned timing and clearing procedure; there is no separate Resistance statistic.

[NEW] RETURNING

Effect: If thrown, the weapon returns to the user's hand at the end of the current Spotlight. If a barrier blocks the path, it stops at that barrier; calling it from a clear path later is a Maneuver.

At the table: Returning represents magnetic tethers, aerodynamic design, or gravitic recall systems. Useful for thrown weapons that the user wants to recover.

Interaction: The weapon must have a clear path to return. If physically blocked (caught by an enemy, stuck in a wall, etc.), it doesn't return automatically.

[NEW] SCATTER

Effect: At Very Close range, attack rolls gain +1 and damage rolls gain +2. At Close range or beyond, attack rolls suffer -1.

At the table: Scatter represents weapons that spread projectiles, shotguns, flechette guns, scatterguns. Devastating up close, less accurate at distance.

Interaction: The range penalties and bonuses are always in effect, they're inherent to how the weapon works.

[NEW] SELF-REPAIRING

Effect: During any Long Rest, this weapon automatically improves one step on the adopted Condition Track, to a minimum of Worn; it cannot self-repair from Broken. If that optional module is inactive, this property has no mechanical effect.

At the table: Self-Repairing represents advanced nanite maintenance, adaptive materials, or Precursor technology that maintains itself.

Interaction: Self-Repairing doesn't require any action from the user, it happens automatically during rest.

[NEW] SILENT

Effect: Firing creates no ordinary sound or visible muzzle flash and alerts no one by sound beyond the target's zone. The attack is still an aggressive Action and ends Hidden normally; a witness with line of sight can still detect it.

At the table: Silent represents weapons designed for covert use, suppressed firearms, pneumatic flechette guns, or weapons that kill without noise.

Interaction: Silent changes only sound and muzzle flash. It grants no visual concealment, does not prevent evidence, and never preserves Hidden after an aggressive Action.

[NEW] SPRAY

Effect: Instead of targeting a single enemy, your attack affects all creatures in a cone (Very Close range, 60-degree arc). Roll once; apply the result to all targets in the cone.

At the table: Spray represents area-saturation weapons, flamethrowers, auto-shotguns, or chemical sprayers.

Interaction: Allies in the cone are also targeted. Spray doesn't discriminate.

[NEW] SUNDERING

Effect: After a Critical Success attack causes HP loss, the target's player chooses one: a fictionally exposed held shield goes offline, or maximum Armor Slots fall by 2, minimum 0, until Repair All Armor. Restore an offline ordinary shield during a Short or Long Rest with suitable tools and Knowledge (Tech), DC 15. A signature or bonded shield goes offline rather than being destroyed.

At the table: Sundering represents weapons designed to destroy equipment, armor-breakers, anti-materiel weapons, or tools of siege warfare.

Interaction: The target chooses shield or Armor Slots when both are available. Sundering never destroys a signature item, applies more than once per hit, or changes the Critical Success result or Path payout.

[NEW] THERMAL

Effect: A damaged target makes a Strength Reaction Roll against the weapon's Feature DC. On failure, apply the Core On Fire condition.

At the table: Thermal represents superheated weapons, plasma edges, incendiary coatings, or fusion-powered blades.

Interaction: Use the Core On Fire timing and clearing methods. A target immune to the Fire tag ignores the condition; a sealed suit protects only if its printed feature says it is fire-rated.

[NEW] UNSTABLE

Effect: On a Failure with Fear attack with the weapon, the wielder marks 1 Stress. The weapon also degrades one step on the adopted Condition Track; if that optional module is inactive, it goes offline until an Action and Knowledge (Tech) Roll, DC 10, restores it. Matching dice remain Critical Success.

At the table: Unstable represents weapons that are dangerous to their users, experimental prototypes, damaged weapons, or designs that trade safety for power.

Interaction: The Unstable trigger follows the Failure with Fear result whether the missed attack otherwise changes the scene or not. It never triggers on matching dice.

ARMOR PROPERTIES [NEW] ABLATIVE

Effect: Ablative (X) has X charges. After a hit's severity is determined but before HP is marked, spend at most 1 charge to lower that hit one severity step, exactly like one Armor Slot. It works even when ordinary Armor Slots are empty and never lowers maximum Armor Slots.

At the table: Ablative armor is designed to be destroyed protecting its wearer, explosive reactive armor, sacrificial plating, or modular systems designed for field replacement.

Interaction: Track Ablative charges separately from Armor Slots. Repair All Armor restores every charge; no other rest move does. Ablative cannot reduce direct HP damage or be spent twice on one hit.

[NEW] AUTO-INJECT

Effect: This property has 2 charges. After a hit meets or exceeds the wearer's Severe Threshold and the wearer remains above 0 HP, spend 1 charge automatically to clear 1d6 HP. It cannot stabilize Dying or Final. Refill both charges during Downtime with medical supplies.

At the table: Auto-Inject represents medical systems integrated into combat armor, the suit keeps you fighting even when you should be down.

Interaction: Auto-Inject triggers automatically, the wearer doesn't choose. The injectors can be refilled during Downtime with appropriate medical supplies.

[NEW] BLUR

Effect: Attacks against the wearer from beyond Very Close range suffer Disadvantage.

At the table: Blur represents light-bending technology, holographic disruption, or visual distortion fields that make the wearer hard to target at distance.

Interaction: The effect doesn't help against Very Close range attacks, at that distance, the attacker is close enough to compensate for the distortion.

[NEW] DIAGNOSTIC

Effect: Grants Advantage on Knowledge Rolls using medical training made by the wearer to assess injuries (their own or others').

At the table: Diagnostic represents sensor suites integrated into the armor, vital sign monitors, injury scanners, or medical HUDs.

Interaction: This is purely informational, it helps identify what's wrong but doesn't help fix it.

[NEW] DISPLACEMENT

Effect: Attacks against the wearer from beyond Very Close range have Disadvantage. It grants no free movement and creates no second miss Roll.

At the table: Displacement represents powerful illusion technology, probability manipulation, or reality distortion. The attacker thinks they're hitting one location, but the wearer is actually elsewhere.

Interaction: Displacement uses the normal Advantage/Disadvantage procedure and never adds movement or a second hit-cancellation Roll.

[NEW] FLIGHT

Effect: The wearer may move normally using personal range bands while airborne. After 10 minutes of continuous flight, the cells require a 1-hour rest or connection to a power source.

At the table: Flight represents anti-gravity systems, thrust packs, or Veil-manipulation technology integrated into armor.

Interaction: Flight in armor is not subtle, it typically involves visible thrust, energy signatures, or other detectable effects.

[NEW] REACTIVE PLATING

Effect: Once per scene after a hit's severity is determined but before HP is marked, lower that hit one severity step without spending an Armor Slot.

At the table: Reactive Plating represents a disposable or self-resetting layer that absorbs one exceptional impact without consuming the armor's normal soak pool.

Interaction: Decide after severity is determined and before HP is marked. It cannot reduce direct HP damage, applies at most once to a hit, and is not the Core Fortified property.

[NEW] HARDENED (TYPE)

Effect: Increase the wearer's Major and Severe Thresholds by 2 against the one canonical damage type printed in parentheses: Physical, Energy, Void, or Neural.

At the table: Hardened represents specialized protection against specific threats, riot gear hardened against melee weapons, ablative plating hardened against kinetics, reflective surfaces hardened against energy.

Interaction: Hardened has no implied vulnerability. It modifies Thresholds before severity is determined and does not halve damage.

[NEW] INSPIRING

Effect: Allies within Very Close range of the wearer gain +1 to Reaction Rolls against fear and morale effects.

At the table: Inspiring represents command armor, distinctive heraldry, or psychological warfare systems that boost ally confidence.

Interaction: The wearer must be visible to allies for this to function.

[NEW] MAGNETIC

Effect: Integrated mag-boots allow the wearer to walk on metallic surfaces in zero-gravity and resist being moved by knockback effects on metal surfaces.

At the table: Magnetic represents standard shipboard combat equipment, the ability to maintain footing during hull breaches, artificial gravity failures, or space walks.

Interaction: Magnetic boots require metal surfaces to function. They don't help on asteroid rock, ice, or non-metallic station components.

[NEW] NATURAL

Effect: This armor is part of the wearer's body rather than external equipment. It doesn't register as armor to casual observation or basic scans.

At the table: Natural represents Synthetic chassis, bio-armor, or covert systems designed to pass inspection.

Interaction: Detailed medical scans or careful physical examination will still reveal the armor. Natural defeats casual inspection, not determined investigation.

[NEW] PHASE-STEP

Effect: Once per scene at the start of the wearer's Spotlight, teleport to one visible, unoccupied point within Very Close range as a free effect. It cannot cross a barrier that blocks phasing.

At the table: Phase-Step represents limited phase-shift technology, enough to slip through a wall or reposition tactically, but not enough for sustained phase existence.

Interaction: The destination must be visible, unoccupied, and not behind a barrier that explicitly blocks phasing.

[NEW] POCKETED

Effect: The armor has numerous pouches, clips, and attachment points. The wearer can carry 2 additional small items without increasing their Burden.

At the table: Pocketed represents practical design for people who need to carry lots of gear, frontier survival equipment, field technician tools, or military load-bearing systems.

Interaction: Only "small" items benefit from this, things that would fit in a pocket or on a belt clip.

[NEW] REACTIVE

Effect: The armor has two Reactive charges. After damage is rolled but before spending an Armor Slot, spend one charge to reduce the hit by one severity step. Both charges refresh after Repair All Armor during a Long Rest or Downtime.

At the table: Reactive represents explosive reactive armor, energy-dispersal systems, or other high-risk/high-reward protection.

Interaction: Reactive charges are separate from Armor Slots and the optional Condition Track. No extra die is rolled and the property never degrades from a die face.

[NEW] SCENT-MASKED

Effect: The wearer cannot be tracked by smell, pheromones, or chemical detection.

At the table: Scent-Masked represents environmental sealing, chemical neutralization, or active scent-countermeasures.

Interaction: This defeats animal tracking, some alien senses, and chemical sniffers. It doesn't help against visual, thermal, or electronic tracking.

[NEW] SHAPE-SHIFT

Effect: As an Action, the wearer can reconfigure the armor to appear as different clothing or a different armor type (cosmetically only, statistics don't change).

At the table: Shape-Shift represents advanced programmable matter or sophisticated holographic projection.

Interaction: The disguise is visual only. The armor still weighs the same, makes the same sounds, and provides the same protection.

[NEW] SOCIAL

Effect: This armor is acceptable in social situations where visible armor would be inappropriate. It appears as formal wear, business attire, or otherwise situation-appropriate clothing.

At the table: Social represents concealed armor for dignitaries, executives, and anyone who needs protection without advertising it.

Interaction: Careful inspection (pat-downs, metal detectors) will still detect the armor. Social defeats visual inspection only.

[NEW] SPIKED

Effect: At the end of each round, an enemy currently Grappling the wearer takes 1d4 Physical damage once. Resolve it through normal Thresholds and Armor Slots.

At the table: Spiked represents armor designed to punish close combat, gladiatorial gear, berserker plate, or industrial equipment repurposed for war.

Interaction: The wearer is immune to their own spikes. Allies who brush against the wearer are not harmed under normal circumstances.

[NEW] TERROR

Effect: An enemy within Very Close range has -1 on Presence Reaction Rolls against Frightened effects created by the wearer. This flat modifier does not stack with another Terror source.

At the table: Terror represents deliberately frightening armor, skulls, spikes, fearsome paint schemes, or psychological warfare systems like voice modulators or fear-gas dispersers.

Interaction: Terror does not affect a target with printed immunity to Frightened. Fictional confidence alone does not switch the modifier off.

[NEW] UPLINK

Effect: With a neural-interface augmentation, the wearer may operate one owned compatible drone or personal device within Close range without using their hands. It still costs the normal Action, Spotlight, Stress, and Roll; this property grants no extra Action and cannot control a ship station remotely.

At the table: Uplink represents direct mental connection to equipment, commanding drones with thought, interfacing with ship controls remotely, or multitasking through technological extension.

Interaction: Without the neural interface augmentation, the Uplink property doesn't function, the helmet has the hardware but no way to connect it to the wearer's mind.

[NEW] WEATHER-PROOF

Effect: Gain Advantage on Reaction Rolls against weather, temperature, corrosive rain, or airborne particulates, and increase Major and Severe Thresholds by 2 against their damage. It provides no vacuum protection and never negates a hazard that permits no resistance.

At the table: Weather-Proof represents environmental hardening for planetary operations, useful on hostile worlds but not designed for space.

Interaction: Weather-Proof is less comprehensive than the [CR] Environmental property, which includes vacuum protection. It's cheaper and lighter, but limited.

CORE RULES PROPERTIES (REFERENCE)

The Corebook equipment registry is authoritative. [CR] and [NEW] identify a property's source only; they never change its effect. A property has no unstated benefit merely because its name sounds descriptive.

Rust & Steel uses these compatibility spellings:

- **AP (N)** and **Armor Piercing (N)** mean Core **Armor Piercing N**.
- **Blast (band)** and **Area (band)** mean the Core **Explosive** procedure in the printed band: every creature there makes an Agility Reaction Roll against the item's Feature DC; failure takes the printed damage or effect in full, success takes half damage and no secondary Condition, and Total Cover blocks it.
- **Brutal** means Core **Devastating**.
- **Stun** means Core **Stunning**.
- **Two-Handed** requires both hands; while either hand is occupied by another object, the weapon cannot attack.
- **Charge** means **Charge-Up** only when the item prints Charge-Up; ordinary references to a battery charge are not a property.
- **Finesse** confirms that the attack may use the Finesse Trait even where the fiction would otherwise require Strength. It grants no numeric bonus and never means Agility.
- **Heavy** on a personal weapon requires Strength +1 or higher; otherwise its attacks have Disadvantage. It has no naval effect and is distinct from a Heavy armor weight tag.
- **Range (band)** sets that personal weapon's maximum range to the named Core band.
- **Thrown (band)** permits a Finesse or Instinct ranged attack to the named band. After resolution the weapon lies in the target's zone and may be retrieved as part of a later Action after reaching it.
- **Cone** uses the Spray procedure: choose a Very Close cone within the weapon's printed range, make one attack Roll, compare it with every creature's Evasion, and roll damage once for every target hit; allies are valid targets.
- **Curse** is a portrayal marker unless the table has adopted Chapter 18's complete Corruption module. By itself it causes no resource loss, compulsion, memory loss, or mechanical penalty.

Accurate, Armor Piercing, Automatic, Concealable, Environmental, Messy, Reach, Reliable, and every other identically named Core property use their Core entries exactly. Loud, Melting, Biometric, Non-Lethal, Overcharge, Unstable, and other properties marked

[NEW] use their complete definitions earlier in this chapter. #
CHAPTER 3: MELEE WEAPONS

"There's something honest about a blade. No power cells to fail, no ammunition to run dry, no targeting systems to glitch. Just metal and will. The void is full of wonders, plasma rifles that can cut through bulkheads, railguns that can punch through armor at a kilometer, but when the lights go out and the tech fails, it's the person with the knife who walks away."

Kell Vashara, Blade-Instructor, House Valerius Combat Academy

CORE COMBAT CLARIFICATIONS

- **Traits modify attack rolls, never weapon damage.**
- **Dual Wielding:** Holding one one-handed weapon in each hand does not grant an additional attack. Choose either weapon when you attack. A feature that grants a second attack or second target states its Action, Stress, Hope, and roll requirements explicitly.
- **Technology Access:** Use the Corebook Technology Access rules. Weapons outside your trained families impose Disadvantage on attacks. This supplement does not add flat -2 or -4 proficiency penalties.
- **Actions:** Use the Corebook action economy. "free effect" and "Object Interaction" are descriptive terms only unless a specific feature defines a mechanical timing exception.
- **Ranges:** Melee and Very Close are distinct. A Reach weapon may attack at Very Close range without entering Melee unless its entry explicitly states a different Core range band.
- **Hybrid Damage:** A hybrid attack must name one canonical damage type for threshold penetration. Additional descriptors are tags, not a second damage type.

INTRODUCTION: THE PERSISTENCE OF THE BLADE

In an age of directed-energy weapons and magnetically-accelerated projectiles, melee combat might seem like an anachronism, a relic of more primitive times preserved only by tradition and ceremony. The casual observer might assume that personal combat weapons have no place in a galaxy where a single soldier with a plasma rifle can reduce an armored opponent to ash from fifty meters away.

The casual observer would be dead within a week on the frontier.

The truth is that melee weapons remain essential tools for survival in the post-Silence galaxy, and their importance has only grown as the infrastructure that supported high-technology warfare has crumbled. Consider the practical realities: energy weapons require power cells that must be manufactured, distributed, and recharged. Kinetic weapons require ammunition, precision-engineered cartridges that demand industrial facilities to produce. Targeting systems require calibration, maintenance, and replacement parts that may be unavailable outside the Core Worlds.

A blade requires only sharpening.

Beyond mere practicality, melee weapons offer tactical advantages that ranged weapons cannot match. In the cramped corridors of a starship, where a missed shot might punch through a bulkhead and vent atmosphere to space, a blade is infinitely safer. In environments where energy discharge might ignite volatile chemicals or trigger sensitive equipment, physical weapons are the only responsible choice. In stealth operations where the sound of gunfire would compromise the mission, a knife across the throat is silent and certain.

And then there are the situations where ranged weapons simply fail. Electromagnetic pulses that disable electronic targeting. Energy fields that absorb or deflect directed-energy attacks. Environments so corrosive or extreme that firearms cease to function. In these

circumstances, the warrior with a blade has options that the warrior dependent on technology does not.

The Great Houses have never forgotten this truth. Each House maintains traditions of melee combat that stretch back centuries, refined through generations of warfare and formalized into distinct martial philosophies. A Solari duel-blade and a Volkov chain-glaive are both "melee weapons" in the same way that a scalpel and a meat cleaver are both "cutting tools", technically accurate but missing the essential character of each instrument.

This chapter presents a comprehensive catalog of melee weapons available in the Veilfarers galaxy, from common utility knives to legendary House heirlooms, from practical frontier tools to exotic Precursor artifacts. Each weapon is presented with complete statistics, narrative context, and guidance for integration into your campaign.

3.1: MELEE COMBAT RULES RECAP

Before diving into the weapon catalog, let us review the essential rules for melee combat as established in the Core Rules. Players familiar with these mechanics may skip to Section 3.2.

MAKING MELEE ATTACKS

To make a melee attack, a character must be within **Melee** range of the target. Weapons with Reach may attack from the exact distance stated by the feature without entering Melee range. The attacker rolls the Duality Dice (Hope d12 + Fear d12) and adds their relevant Trait modifier:

- **Strength** for heavy, forceful weapons designed to overpower through raw power
- **Finesse** for precise, technical weapons designed to exploit openings and target weak points

The weapon's entry specifies which Trait applies. Some weapons allow the attacker to choose, representing versatile designs that reward either approach.

The result is compared to the target's **Evasion**. If the attack roll equals or exceeds Evasion, the attack hits and damage is rolled.

DAMAGE AND DAMAGE TYPES

Melee weapons deal their listed damage after applying the Core Proficiency rule. Trait modifiers apply to the attack roll and never to weapon damage.

Melee damage uses one canonical damage type: **Physical**, **Energy**, **Void**, or **Neural**. Descriptors such as Thermal, Toxic, or Corrosive are tags, not additional damage types.

WEAPON PROPERTIES

Weapon properties modify how a weapon functions in combat. Properties marked [CR] are from the Core Rules; properties marked [NEW] are introduced in this expansion (see Chapter 2 for complete definitions).

Common melee weapon properties include:

[CR] Two-Handed: The weapon requires both hands. It cannot attack while either hand holds another object. Drawing or stowing it follows the normal object-interaction rule and has no extra timing penalty.

[CR] Reach: The weapon can strike from the distance printed by the feature, normally Very Close, without entering Melee range.

[NEW] Defensive: While wielding this weapon, gain +1 Evasion against melee attacks. Represents weapons with guards, parrying surfaces, or defensive stances.

[NEW] Bleeding: Apply the Core Bleeding condition: the target marks 1 Stress at the end of each round until First Aid or any healing effect stops it; targets that do not bleed are immune.

[NEW] Knockdown: On hit, the target must pass an Agility or Strength Reaction Roll (target chooses) against the weapon's Feature DC or be knocked Prone.

[NEW] Sundering: After a Critical Success attack causes HP loss, the target's player chooses one: a fictionally exposed held shield goes offline until repaired during a Short or Long Rest with suitable tools and Knowledge (Tech), DC 15; or maximum Armor Slots fall by 2, minimum 0, until Repair All Armor. It applies once per hit and never destroys a signature item.

PROFICIENCY REQUIREMENTS

Use each class's Corebook Technology Access. A character may use an unfamiliar weapon family with Disadvantage on the attack roll. This supplement does not create separate proficiency penalties.

DRAWING, STOWING, AND DUAL WIELDING

Drawing or stowing a readily accessible weapon is part of the character's action when the fiction permits it. Holding one one-handed weapon in each hand does not grant an additional attack. Choose either weapon when attacking. A feature that grants a second attack or second target states its timing and cost explicitly.

IMPROVISED MELEE WEAPONS

Not every melee weapon is designed for combat. Characters may find themselves fighting with broken bottles, chair legs, metal pipes, or whatever comes to hand. Improvised melee weapons follow these guidelines:

- **Damage:** 1d4 phys.; Traits never add to weapon damage
- **Proficiency:** Common (anyone can swing a chair leg)
- **Properties:** None. An improvised object gains a Property only when a named crafting feature or item rule assigns it before the attack Roll.
- **Durability:** An improvised weapon breaks on a Failure with Fear when it is materially involved in the failed action.

CORE CATALOG NOTE. Core weapons not repeated in this chapter remain valid, including the Shock Baton, Electro-Whip, Energy Dagger, and Quantum Rapier. Omission from Rust and Steel does not retire a Core item.

3.2: COMMON MELEE WEAPONS

The weapons in this section are widely available throughout the galaxy. They can be purchased at most general stores, frontier outposts, and market stations. They require no special licenses, generate no Heat when

purchased, and are legal to carry in most jurisdictions (though some may restrict visible weapons in certain areas).

These are the tools of everyday life repurposed for violence, or simple weapons designed for personal defense. They lack the elegance of House weapons or the exotic capabilities of higher-tier armaments, but they are reliable, affordable, and sufficient for most situations.

COMMON MELEE WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Utility Knife	Common	1	1d4	0	Lightweight, Concealable	1 Cr
Service Combat Knife	Common	1	1d6	0	Lightweight, Concealable	1 Cr
Hatchet	Common	1	1d6	1	Lightweight, Thrown (Close)	1 Cr
Machete	Common	1	1d6	1	-	1 Cr
Club/Baton	Common	1	1d6	1	Non-Lethal	1 Cr
Quarterstaff	Common	1	1d6	1	Two-Handed, Reach, Defensive	1 Cr
Spear	Common	1	1d8	2	Two-Handed, Reach, Thrown (Far)	1 Cr
Hand Axe	Common	1	1d6	1	Thrown (Close)	1 Cr
Mace	Common	1	1d8	2	-	1 Cr
Survival Tomahawk	Common	1	1d6	1	Lightweight, Thrown (Close)	1 Cr
Mining Pick	Common	1	1d8	2	Armor Piercing (1), Unwieldy	1 Cr
Pry Bar	Common	1	1d6	1	-	1 Cr
Pipe Wrench	Common	1	1d6	2	-	1 Cr
Chain (Improvised)	Common	1	1d4	1	Reach	0 Cr

WEAPON DESCRIPTIONS UTILITY KNIFE

Every spacer carries a knife. It's the first tool acquired and the last one given up. The utility knife is designed for a thousand tasks, cutting rope, opening packages, preparing food, making repairs, but in desperate circumstances, it serves as a weapon. The blade is typically 8-12 centimeters, folding or fixed depending on design, made from high-carbon steel or ceramic composite.

As a weapon, the utility knife is limited by its small size. It lacks the reach or heft to deliver serious wounds against an armored opponent. But in close quarters, pressed against a throat or slipped between armor plates, even a small blade can end a life.

The utility knife is the default "I have a knife" option for characters who haven't invested in combat equipment. It's concealable, weightless (Burden 0), and always useful outside combat.

SERVICE COMBAT KNIFE

The combat knife is designed specifically for violence. The blade is longer (15-20 centimeters), balanced for both cutting and thrusting, with a guard to protect the hand and often a serrated section for utility cutting. Military models include features like wire-cutters built into

the guard, pry-points at the pommel, or scabbards that double as sharpening tools.

Combat knives are standard issue in every military organization, from House elite forces to frontier militia. They serve as backup weapons, tools for silent elimination, and symbols of martial readiness. A soldier without a knife is not properly equipped, regardless of what other weapons they carry.

The combat knife is the standard "military sidearm" equivalent for melee weapons. It's still Tier 1 (requiring no special training) because knives are intuitive, but the +1d6 damage reflects its optimized design.

HATCHET

The hatchet is a tool that becomes a weapon. Designed for chopping wood, clearing brush, or processing game, it features a heavy head on a short handle, optimized for powerful one-handed strikes. In combat, the hatchet trades the precision of a knife for raw chopping power.

Frontier settlers favor hatchets for their dual utility, the same tool that clears a campsite can defend it. The throwing capability adds tactical flexibility, though retrieving a thrown hatchet mid-combat is rarely practical.

The hatchet is ideal for frontier/survival campaigns where equipment must serve multiple purposes. The thrown option gives ranged capability to characters who might not otherwise have it.

MACHETE

Long, heavy, and designed for clearing vegetation, the machete is the quintessential frontier tool. The broad blade (40-60 centimeters) delivers devastating cutting power through a combination of weight and edge geometry. It's not elegant, but it doesn't need to be.

In combat, the machete excels at aggressive, committed attacks. It lacks the defensive properties of a sword but makes up for it with sheer intimidation, few opponents relish the prospect of being on the receiving end of a machete swing.

The machete is a straightforward damage-dealer with no special properties but reliable performance. It's popular with frontier characters and those who favor direct approaches.

CLUB/BATON

The club is humanity's oldest weapon, a heavy object wielded to deliver blunt force. Modern versions include reinforced polymer batons, weighted sticks, or simple metal pipes. What they lack in sophistication, they make up for in reliability.

The Non-Lethal property reflects the difficulty of killing with blunt trauma compared to edged or piercing weapons. A club can certainly kill, but it's more likely to incapacitate, making it the preferred tool for law enforcement, bounty hunters who need live captures, and anyone who wants to end a fight without ending a life.

The club is the default non-lethal option for characters who need to subdue rather than kill. It's also useful for intimidation, brandishing a club sends a different message than brandishing a blade.

QUARTERSTAFF

Six feet of hardwood or reinforced composite, the quarterstaff is one of the most effective weapons for the untrained defender. Its length provides reach and leverage, its weight is distributed for defensive parrying, and its low lethality makes it socially acceptable in situations where bladed weapons would provoke alarm.

The quarterstaff's defensive properties make it particularly valuable for characters who expect to be attacked more than they attack. A skilled staff-wielder can keep multiple opponents at bay, using the weapon's reach to strike before enemies close to their own melee range.

The quarterstaff combines Reach (attack at Very Close), Defensive (+1 Evasion against melee), and Two-Handed in a Tier 1 package. It is a defensive option without heavy investment.

SPEAR

The spear is the most influential weapon in human history, and its basic design remains effective in any era. A pointed head on a long shaft provides reach, leverage, and the ability to deliver powerful thrusting attacks. Modern combat spears use molecular-edged points, collapsible shafts for transport, and balanced construction for throwing.

The spear's thrown capability gives it unusual tactical flexibility for a melee weapon. A character can engage at melee range with reach, then throw the spear as a parting shot if forced to withdraw, or open an engagement with a thrown spear before switching to a sidearm.

The spear is the classic "reach + thrown" combination, offering both melee control and ranged opening. The 1d8 damage makes it one of the highest-damage Common weapons.

HAND AXE

Smaller than a hatchet but heavier than a knife, the hand axe occupies a middle ground between tool and weapon. The weighted head delivers powerful chopping strikes, while the compact size allows for one-handed use and throwing.

Hand axes are popular among characters who want more stopping power than a knife but don't want to commit to a larger weapon. They're often carried in pairs, one on each hip, allowing for dual-wielding or sequential throws.

The hand axe is essentially a heavier, more combat-focused version of the hatchet. The damage is identical, but the flavor is more martial than utilitarian.

MACE

The mace is designed for one purpose: defeating armor. A heavy head concentrates force into a small area, transmitting kinetic energy through protective materials that would stop a blade. Modern maces use advanced metallurgy and weighted composites to maximize impact trauma.

The mace lacks the versatility of edged weapons, it's not useful as a tool, and it's obviously a weapon rather than something that might be carried innocently. But against armored opponents, it delivers results that other Common weapons cannot match.

The mace is the highest-damage Common weapon at 1d8 (tied with spear) and is designed for anti-armor roles. The heavier Burden reflects its specialized nature.

SURVIVAL TOMAHAWK

A modernized version of an ancient design, the survival tomahawk combines axe-head, hammer-poll, and often integrated tools like pry-bars or bottle openers. It's designed for frontier living, capable of building a shelter, processing firewood, and defending against threats.

The tomahawk's balanced design makes it effective as a thrown weapon, and its cultural heritage gives it significance beyond mere utility. Some frontier communities treat tomahawk craftsmanship as an art form, with personalized weapons passed down through generations.

The survival tomahawk is functionally similar to the hatchet but with different cultural connotations. Use it for characters with frontier or colonial heritage.

MINING PICK

Industrial equipment repurposed for violence, the mining pick is designed to break rock, and it breaks other things just as effectively. The pointed head concentrates force for maximum penetration, allowing it to punch through materials that would stop conventional weapons.

The Armor Piercing property reflects this penetration capability. However, the Unwieldy property (see below) represents the tool's poor balance for combat use. It's effective but awkward, requiring setup and commitment.

The mining pick gives Armor Piercing at Tier 1, but the Unwieldy property balances this advantage. Good for characters who expect to face armored opponents and don't have access to military gear.

[NEW] Unwieldy Property: Attacks with this weapon take -2 unless the wielder spent an Action to brace it after their previous Spotlight and has not moved since. The brace ends after the weapon attacks or the wielder moves.

PRY BAR / PIPE WRENCH

Industrial tools that serve as weapons of opportunity. The pry bar is a length of hardened steel designed for leverage; the pipe wrench is a heavy adjustable tool for working with plumbing. Both deliver effective blunt trauma despite not being designed for combat.

These weapons represent the reality that violence often occurs in working environments, engine rooms,

cargo holds, maintenance corridors, where purpose-built weapons may not be available but tools certainly are.

These are essentially improvised weapons that are common enough to have standardized statistics. They're for characters who find themselves in combat without their gear, or who want weapons they can carry openly as "tools."

CHAIN (IMPROVISED)

A length of heavy chain, swung as a weapon. This is improvised equipment, not a designed weapon, but it's common enough in industrial environments that standardized rules are useful.

The chain's reach comes from its length, but its damage is limited by its lack of concentration, the force is distributed along the chain rather than focused at a point. It's primarily useful for keeping opponents at distance rather than dealing serious harm.

The chain is a reach option with minimal damage, useful for situations where anything is better than nothing.

3.3: MILITARY MELEE WEAPONS

The weapons in this section represent professional military equipment. They require Military proficiency to use without penalty and are generally restricted to licensed buyers, military personnel, registered security contractors, or civilians who have obtained special permits.

Purchasing military weapons through legitimate channels requires documentation and may generate records that authorities can access. Purchasing through the Black Market avoids documentation but generates Heat.

MILITARY MELEE WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Combat Sword	Military	2	1d8	1	Defensive	4 Cr
Tactical Blade	Military	2	1d6	0	Lightweight, Concealable, Armor Piercing (1)	4 Cr
Stun Baton	Military	2	1d6+2	1	Non-Lethal, Stun	4 Cr
War Hammer	Military	2	1d10	2	Two-Handed, Knockdown	4 Cr
Boarding Axe	Military	2	1d8	2	Armor Piercing (1), Brutal	4 Cr
Combat Glaive	Military	2	1d10	2	Two-Handed, Reach	4 Cr
Shock Knuckles	Military	2	1d4+2	0	Lightweight, Concealable, Stun	4 Cr
Retractable Blade	Military	2	1d6	0	Lightweight, Concealable, Collapsible	4 Cr
Trench Maul	Military	2	1d10	3	Two-Handed, Brutal, Knockdown	4 Cr
Monofilament Whip	Military	2	1d8	1	Reach, Finesse, Bleeding	4 Cr
Breaching Shield	Military	2	1d6	2	Defensive (+2), Shield	4 Cr
Combat Pike	Military	2	1d10	2	Two-Handed, Reach, Set	4 Cr
Vibroknife	Military	2	1d6+2	0	Lightweight, Armor Piercing (1)	4 Cr
Power Fist	Military	2	1d8+2	2	Knockdown, Heavy	4 Cr

WEAPON DESCRIPTIONS COMBAT SWORD

The combat sword is the standard military sidearm for House forces across the galaxy. While designs vary, Solari officers favor elegant rapiers, Volkov warriors prefer heavy sabers, Kurogane troops use angular chopping blades, the fundamental concept remains constant: a one-handed sword optimized for military use.

Modern combat swords are manufactured from advanced alloys that maintain edge sharpness indefinitely, with guards designed to protect the hand and balance points optimized for quick, responsive handling. They're not the heavy broadswords of ancient warfare; they're precision instruments designed for professional soldiers.

The Defensive property reflects the sword's guard and the defensive techniques inherent to military sword training. A character who takes time to learn proper sword work gains not just offensive capability but improved survivability in melee.

The combat sword is the "default" military melee weapon, reliable, effective, and professional. It's the melee equivalent of a standard military rifle.

TACTICAL BLADE

Where the combat sword is a primary weapon, the tactical blade is a backup, a last-resort weapon carried where a sword cannot go. The blade is short enough to be concealable (12-15 centimeters) but engineered for maximum lethality within that constraint.

The Armor Piercing property comes from advanced materials and edge geometry designed to defeat body

armor. A tactical blade can slip through gaps in armor, pierce soft armor panels, or penetrate the eye-slots of helmets. It's the weapon of choice for silent elimination.

The tactical blade is the "assassin's knife", the weapon for characters who need to kill quietly, quickly, and despite enemy armor. It's concealable and light enough for off-hand use.

STUN BATON

Law enforcement's weapon of choice, the stun baton combines traditional blunt-force capability with electrical discharge. The base of the baton delivers impact trauma; the tip releases a high-voltage charge designed to overwhelm the nervous system without causing permanent damage.

The Stun property allows the wielder to deal Stress instead of HP damage, representing the electrical shock's effect on the target's coherence and coordination. Combined with Non-Lethal, this makes the stun baton ideal for situations where killing is undesirable, capturing bounties, subduing civilians, ending bar fights without murder charges.

The stun baton is the go-to weapon for capturing rather than killing. It's essential equipment for bounty hunters and security personnel who need live targets.

WAR HAMMER

The war hammer is a weapon of overwhelming force. A heavy head on a reinforced shaft delivers crushing blows that transfer kinetic energy directly through armor. What the war hammer lacks in speed, it compensates for in raw stopping power.

The Knockdown property represents the hammer's ability to stagger and topple opponents. A solid hit doesn't just deal damage, it disrupts stance, breaks guard, and creates openings. Against armored opponents, the war hammer batters them down through sheer mass transfer.

The war hammer is for characters who favor overwhelming force over finesse. The Two-Handed requirement and high Burden make it a committed choice, but 1d10 + Knockdown rewards that commitment.

BOARDING AXE

Designed for shipboard combat, the boarding axe is a brutal tool that combines the penetrating power of an axe with features optimized for fighting in starship corridors. The head typically includes a spike opposite the blade for punching through sealed doors, and the shaft is reinforced for use as a pry-bar.

The Brutal property marks an extra HP when a hit crosses the target's Severe threshold, reflecting the weapon's design philosophy of committed, devastating strikes. The Armor Piercing property lets it defeat shipboard body armor.

The boarding axe is the signature weapon of shipboard assault teams. It's thematic for pirates, marines, and anyone who expects to fight in space.

COMBAT GLAIVE

The glaive, a heavy blade mounted on a long shaft, is one of the most effective pole weapons ever developed. It combines the reach of a spear with the cutting power of a sword, allowing the wielder to engage at distance with sweeping slashes and powerful thrusts.

Modern combat glaives use monomolecular edges, vibration mechanisms, or plasma channels to enhance cutting power. The long shaft provides leverage for powerful strikes while keeping opponents at arm's length.

The combat glaive is the premiere reach + damage combination at Tier 2. Two-Handed limits flexibility, but 1d10 damage at 4-meter reach is excellent battlefield control.

SHOCK KNUCKLES

Shock knuckles are a concealed weapon system, a glove with integrated electrical discharge plates over the striking surfaces. The wearer throws punches normally; the knuckles add electrical charge to each impact.

The weapon's primary advantage is invisibility. Shock knuckles look like ordinary gloves until activated, making them ideal for situations where visible weapons are prohibited. The damage is modest, but the Stun property allows for quick incapacitation.

Shock knuckles are for characters who need to fight where weapons aren't allowed, bodyguards at formal events, agents infiltrating secure facilities, or anyone who wants to maintain plausible deniability.

RETRACTABLE BLADE

The retractable blade is a concealed weapon, a knife that stores in a forearm sheath and deploys with a specific gesture or muscle flex. When retracted, it's invisible; when extended, it's a full combat knife appearing in the wielder's hand as if by magic.

This is the classic assassination tool: shake someone's hand, and in the same motion, drive a blade through their chest. The

psychological impact of a weapon that appears from nowhere is often as significant as the physical damage it causes.

The retractable blade is the assassin's signature weapon. The Collapsible property means it passes most casual inspections; the Lightweight property makes it excellent for quick-draw situations.

TRENCH MAUL

The trench maul is a weapon of brutal simplicity, a massive two-handed hammer designed for one purpose: putting enemies down and making sure they stay down. It evolved in the close-quarters fighting of fortification assaults, where soldiers needed weapons that could defeat heavy armor in confined spaces.

The combination of Brutal (extra HP on Severe hits) and Knockdown makes the trench maul devastating but slow. It's not a weapon for finesse fighters; it's for characters who want to hit hard enough that hitting once is sufficient.

The trench maul is the highest-damage Common/Military melee weapon at 1d10 with Brutal. The high Burden (3) represents its weight and unwieldiness, this is a specialist weapon.

MONOFILAMENT WHIP

A length of monomolecular wire housed in a handle, the monofilament whip is as dangerous to the wielder as to the target until proper training is achieved. The wire is essentially invisible, a strand one molecule thick that can slice through flesh and light armor without resistance.

The Reach property lets the wielder engage at distance, while Finesse allows Agility-based characters to use their best attribute. The Bleeding property represents the clean, deep cuts that monofilament inflicts, wounds that don't clot easily.

The monofilament whip is an exotic weapon with a steep learning curve (Military proficiency required). It rewards Finesse-based characters with reach and Bleeding, but the unconventional fighting style takes getting used to.

BREACHING SHIELD

Not purely a weapon, the breaching shield is defensive equipment that can be used offensively. It's a reinforced shield designed for forced entry, leading the assault through doors and corridors while providing mobile cover.

The Defensive (+2) property provides significant protection against melee attacks, better than any weapon in this tier. The Shield property allows it to be used with shield-related abilities and provides partial cover against ranged attacks. The 1d6 damage reflects shield-punches, shield-slams, and using the edge as a weapon.

The breaching shield is for characters who prioritize defense. It's excellent for tanks, bodyguards, and anyone who expects to be the first through the door.

[NEW] Shield Property: This item can be used with class features and abilities that reference shields. It provides partial cover (+2 to Evasion) against ranged attacks from one direction while wielded.

COMBAT PIKE

The pike is a weapon of formation warfare, an extremely long spear designed to outreach other weapons and stop charges before they connect. Modern combat pikes use collapsible construction for transport but extend to 3+ meters for deployment.

The Set property allows the wielder to brace against charges. When an enemy moves into the pike's reach, the wielder can make a free attack that deals additional damage. This makes pikes excellent

defensive weapons, enemies must brave a free attack to close to their own melee range.

The pike is a specialized defensive reach weapon. The Set property makes it devastating against charging enemies, perfect for holding corridors or defensive positions.

[NEW] Set Property: When an enemy enters this weapon's reach during their movement, you may make an immediate attack against them as a Reaction. If this attack hits, add +1d6 to damage.

VIBROKNIFE

The vibroknife uses ultrasonic vibration to enhance cutting power. A thousand micro-oscillations per second allow the blade to slice through materials that would stop a conventional edge. The vibration is nearly silent, a faint hum barely audible at close range.

The +2 damage bonus represents the vibration enhancement, while Armor Piercing (1) reflects the blade's ability to defeat protective materials. It's the professional's knife, more effective than a standard blade without the conspicuous appearance of larger weapons.

The vibroknife is an upgraded tactical blade, same general role but higher damage and better armor penetration. It's standard issue for special operations personnel.

POWER FIST

The power fist is a gauntlet that amplifies the wearer's strikes through hydraulics, magnetic fields, or directed-energy release. When the wearer punches, the gauntlet multiplies the force, delivering impacts that can crack armor and shatter bone.

The Knockdown property represents the overwhelming force, hits don't just hurt, they send opponents sprawling. The Heavy property means characters with low Strength struggle to control the device's enhanced output.

The power fist is for characters who want to punch their way through problems. The damage is excellent for a one-handed weapon, and Knockdown adds control utility.

3.4: HOUSE-SPECIFIC MELEE WEAPONS

Each Great House has developed distinctive weapon traditions reflecting their cultural values, military doctrines, and technological specializations. These weapons are produced primarily for House forces and are rarely available through legitimate civilian channels.

Acquiring House-specific weapons typically requires one of the following:

- Service in the relevant House's military or security forces (current or former)
- Purchasing through the Black Market (generates Heat)
- Receiving as a gift, reward, or inheritance from House members
- Taking from defeated House opponents

House weapons are Tier 2 (Military) unless otherwise noted. They cost 4 Credits through House channels (for authorized buyers) or 6-8 Credits through the Black Market.

HOUSE SOLARI: WEAPONS OF ELEGANCE

House Solari believes that warfare is an art form, that violence, when necessary, should be conducted with grace and precision. Their weapons reflect this philosophy: elegant designs that reward technical skill over brute force, beautiful enough to be displayed in galleries yet lethal enough to end duels in a single motion.

SOLARI SUN-BLADE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Sun-Blade	Military	2	1d8	1	Defensive, Finesse, Reliable	4 Cr

The Sun-Blade is the signature weapon of Solari officer corps, a slender sword with a golden blade and elaborate guard styled after solar iconography. The blade uses gold-titanium alloy that maintains a perfect edge while reflecting light in distinctive patterns. In Solari culture, the Sun-Blade is a symbol of authority; carrying one without proper rank is a serious offense within House territory.

The Reliable property (+1 to attack Rolls) reflects the weapon's perfect balance. Finesse confirms that the attack may use the Finesse Trait; it never substitutes Agility or adds a second bonus.

The Sun-Blade is the quintessential "elegant weapon" option. It rewards technical fighters with accuracy and defensive capability while maintaining respectable damage.

SOLARI DUEL-RAPIER

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Duel-Rapier	Military	2	1d6	0	Lightweight, Finesse, Defensive, Armor Piercing (1)	4 Cr

The Duel-Rapier is designed for formal combat, the ritualized duels that settle disputes of honor among Solari nobility. The blade is longer and thinner than the Sun-Blade, optimized for precise thrusts that exploit gaps in armor or strike vital points.

The Armor Piercing property represents the rapier's design purpose: defeating armor through technique rather than force. The Lightweight property allows it to be used as an off-hand weapon, often paired with a main-gauche or parrying dagger.

The Duel-Rapier is for characters who favor precision over damage. The combination of Lightweight, Defensive, and Armor Piercing makes it excellent for defensive-minded fighters who want to wear down armored opponents.

SOLARI MAIN-GAUCHE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Main-Gauche	Military	2	1d4	0	Lightweight, Finesse, Defensive (+2)	4 Cr

The main-gauche (literally "left hand") is a parrying dagger designed to be wielded alongside a rapier. The blade features an elaborate guard that can catch and trap enemy weapons, while the blade itself can deliver lethal thrusts when openings appear.

The Defensive (+2) property reflects the weapon's parrying design, it's primarily defensive, with offense as a secondary concern. Wielded alongside a Sun-Blade or Duel-Rapier, it provides exceptional melee defense.

The Main-Gauche is a dedicated off-hand weapon. Its low damage is offset by exceptional defensive value,

characters with both Sun-Blade and Main-Gauche gain +3 Evasion against melee attacks.

HOUSE VOLKOV: WEAPONS OF TERROR

House Volkov's military doctrine emphasizes intimidation as much as capability. Their weapons are designed to terrify, oversized, brutal, often decorated with trophies taken from defeated enemies. A Volkov warrior wants opponents to flee rather than fight, and their equipment reflects this philosophy.

VOLKOV CHAIN-GLAIVE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Chain-Glaive	Military	2	2d6	3	Two-Handed, Reach, Brutal, Loud	4 Cr

The Chain-Glaive is a motorized weapon: a heavy blade mounted on a shaft, with a high-speed chainsaw edge that roars when activated. It's designed to terrify and overwhelm, the sight and sound of an activated Chain-Glaive has broken enemy formations without a single blow being struck.

The 2d6 damage (highest in Tier 2) reflects the devastating wounds the chain-edge inflicts. The Loud property means stealth with this weapon is impossible, but Volkov doctrine doesn't value stealth anyway. The high Burden (3) represents the weapon's weight and the physical demands of controlling a motorized blade.

The Chain-Glaive is the highest-damage melee weapon at Tier 2. It's loud, heavy, and terrifying, perfect for characters who want to intimidate as much as they want to kill.

VOLKOV SCAR-AXE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Scar-Axe	Military	2	1d10	2	Brutal, Intimidating, Bleeding	4 Cr

The Scar-Axe is designed to mark its victims, even survivors bear scars that testify to Volkov violence. The blade is serrated with patterns that create distinctive wound signatures, making it impossible to mistake the source of an injury. Many Volkov warriors customize their Scar-Axes with personal marks, so their victims can be identified.

The Intimidating property (+1 to threaten/coerce) reflects the psychological impact of facing an opponent with a weapon known for creating horrific injuries. The Bleeding property ensures that even glancing hits leave lasting marks.

The Scar-Axe is a psychological weapon as much as a physical one. It's designed for characters who want to terrify and for campaigns where reputation and intimidation matter.

VOLKOV GUT-RIPPER

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Gut-Ripper	Military	2	1d6+2	1	Lightweight, Brutal, Bleeding	4 Cr

The Gut-Ripper is a close-quarters weapon, a heavy knife with a curved blade designed for disemboweling attacks. The name is deliberately visceral, meant to provoke disgust and fear. Volkov warriors carry Gut-Rippers as sidearms, drawing them when fighting becomes intimate.

The weapon's design is optimized for causing maximum suffering rather than quick kills. The Bleeding property represents wounds that don't close; the Brutal property ensures high damage when attacks connect.

The Gut-Ripper is a terror weapon in knife form, the signature sidearm of Volkov warriors who want enemies

to know what's coming. It's effective but deliberately horrifying.

HOUSE KUROGANE: WEAPONS OF CONTROL

House Kurogane's weapon philosophy emphasizes control and compliance. Their weapons are designed to capture, restrain, and subjugate rather than simply kill. This reflects their economic interests (slaves and prisoners are more valuable than corpses) and their technological sophistication (neural interfaces allow for weapons that would be impossible without advanced electronics).

KUROGANE NEURO-WHIP

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Neuro-Whip	Military	2	1d6	1	Reach, Finesse, Stun, Non-Lethal	4 Cr

The Neuro-Whip is an enforcement tool, a flexible weapon that delivers neural disruption on contact. The whip itself is a conductive polymer that channels precisely calibrated electrical pulses, overwhelming the target's nervous system without causing permanent damage.

The combination of Stun (can deal Stress instead of HP) and Non-Lethal (cannot reduce below 1 HP) makes

the Neuro-Whip perfect for capture operations. The Reach property allows engagement at distance, keeping enforcers safe while targets are subdued.

The Neuro-Whip is the signature Kurogane enforcement tool. It's designed for taking prisoners rather than killing, essential equipment for slavers, security forces, and anyone who needs live captives.

KUROGANE COMPLIANCE PROD

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Compliance Prod	Military	2	1d4+3	1	Reach, Stun, Non-Lethal, Anchoring	4 Cr

The Compliance Prod is designed for managing uncooperative prisoners. The neural pulse it delivers not only stuns but temporarily scrambles motor function,

preventing the target from moving. Guards use it to control prisoners during transport; slave handlers use it to break resistance.

The Anchoring property forces the target to pass its Strength Reaction Roll or lose Move actions on its next Spotlight, making this excellent for controlling enemies.

The Compliance Prod is a control weapon. Low damage but excellent for locking down targets, making it valuable for tactical teams who want to control enemy movement.

KUROGANE INTERFACE BLADE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Interface Blade	Military	2	1d8	1	Finesse, Disruptor, Biometric	4 Cr

The Interface Blade is designed specifically for fighting augmented opponents. The blade carries an electrical charge that disrupts cybernetic systems on contact, neural interfaces scramble, prosthetic limbs spasm, augmented reflexes fail.

Against a Synthetic, drone, or exposed electronic device, the Disruptor property adds one normal damage die. If it causes HP loss to a Synthetic or drone, one fictionally exposed device goes offline until the end of that target's next Spotlight. The Biometric lock ensures it can't be turned against its owner.

The Interface Blade is a specialist weapon for fighting augmented opponents. In campaigns where cybernetics are common, it's a significant tactical advantage.

HOUSE JORIC: WEAPONS OF ENDURANCE

House Joric values reliability above all else. Their weapons are built to last, simple designs manufactured to extreme tolerances, capable of functioning in any environment without maintenance. A Joric weapon might not be elegant, but it will work when you need it.

JORIC SIEGE-HAMMER

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Siege-Hammer	Military	2	1d12	3	Two-Handed, Knockdown, Sundering, Reliable	4 Cr

The Siege-Hammer is designed for breaching fortifications, but it works equally well against enemies. The massive head delivers crushing blows that can crack armor and shatter bone. The simple design, essentially a weighted metal head on a reinforced shaft, has no moving parts to fail.

The 1d12 damage is the highest single die in Tier 2. The Sundering property allows it to destroy enemy shields or degrade armor on critical hits. The Reliable property grants +1 to every attack roll made with the weapon.

The Siege-Hammer is the ultimate brute-force option. Highest damage, Knockdown, Sundering, and Reliable in a single package. The high Burden and Two-Handed requirements balance this power.

JORIC LINE-BREAKER SHIELD

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Line-Breaker	Military	2	1d8	2	Shield, Defensive (+2), Knockdown, Reliable	4 Cr

The Line-Breaker is a massive tower shield designed for aggressive use. Unlike defensive shields that provide cover, the Line-Breaker is meant to be driven into enemy formations, knocking opponents aside and creating openings for follow-up forces.

The combination of Shield (provides cover) and Knockdown makes this a dual-purpose weapon, defensive when holding position, offensive when advancing. The Reliable property grants +1 to every attack roll made with the weapon.

The Line-Breaker is for aggressive tank characters who want to push into enemy lines. It combines defense with control, creating opportunities for allies.

JORIC TRENCH-BLADE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Trench-Blade	Military	2	1d8+1	1	Brutal, Reliable, Armor Piercing (1)	4 Cr

The Trench-Blade is the standard sidearm of Joric infantry, a heavy, straight-backed sword designed for the brutal close-quarters fighting of fortification assaults. The blade is simple but manufactured to extreme specifications, with an edge geometry optimized for punching through body armor.

The Brutal property reflects the weapon's design for maximum damage on each hit. The Reliable property grants +1 to every attack roll made with the weapon, reflecting its stable handling and predictable balance.

The Trench-Blade is a working soldier's sword, no elegance, just effectiveness. Solid damage, armor penetration, and the reliability that Joric forces depend on.

HOUSE AMARANTH: WEAPONS OF CAPTURE

House Amaranth's interest in live specimens, whether for labor, research, or trade, has driven the development of weapons optimized for capture. Their equipment is designed to take targets alive, with graduated force options that allow escalation without lethality.

AMARANTH TANGLE-WEB LAUNCHER

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Tangle-Web	Military	2	1d4	1	Range (Far), Non-Lethal, Anchoring	4 Cr

The Tangle-Web Launcher fires a spray of quick-hardening polymer that wraps around targets, restraining their movement. It's technically a ranged weapon but is

included here as it fills the same tactical role as melee capture tools.

The Anchoring property can prevent movement after a failed Strength Reaction Roll; the Non-Lethal property ensures survival. The low damage reflects that immobilization, not injury, is the goal.

The Tangle-Web is a ranged capture tool. It sacrifices damage for control, making it excellent for non-lethal apprehension.

AMARANTH SEDATION BLADE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Sedation Blade	Military	2	1d6	0	Lightweight, Finesse, Poison, Non-Lethal	4 Cr

The Sedation Blade is a knife with a drug-delivery system integrated into the blade. On contact, it injects fast-acting sedatives that induce unconsciousness within seconds. The blade itself is sized for minimal tissue damage, the goal is capture, not death.

The Poison property (1 Stress per Spotlight until treated) represents the spreading sedation effect. Combined with Non-Lethal, targets can be rendered unconscious without risk of accidental death.

The Sedation Blade is the professional capture knife. It's designed for slavers, bounty hunters, and anyone who needs to take targets alive without prolonged struggle.

HOUSE VALERIUS: WEAPONS OF THE SHADOW

House Valerius excels at operations that never officially happened. Their weapons reflect this specialty: concealable, deniable, designed to leave no evidence of their House of origin.

VALERIUS SHADOW-FANG

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Shadow-Fang	Military	2	1d6+2	0	Lightweight, Finesse, Concealable, Silent, Poison	4 Cr

The Shadow-Fang is an assassination weapon, a blade that leaves no trace of its origin. The design incorporates no House markings; the alloy is deliberately generic; even the blade geometry is nondescript. Combined with built-in poison delivery and coatings that prevent sound, it's the perfect murder weapon.

The Silent property means kills don't alert nearby enemies. The Poison property adds ongoing damage for targets who survive the initial strike.

The Shadow-Fang is the assassin's blade. Everything about it is optimized for killing quietly and escaping without evidence.

VALERIUS GHOST-WIRE

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Ghost-Wire	Military	2	1d8	0	Concealable, Silent, Garrote, Finesse	4 Cr

The Ghost-Wire is a garrote, a length of monomolecular wire with handles designed for strangulation. It's the ultimate surprise weapon: essentially invisible until deployed, completely silent in use, and devastating when properly applied.

The Garrote property (see below) allows special attacks against unaware opponents. Against a target who doesn't know the attacker is there, the Ghost-Wire is almost invariably lethal.

The Ghost-Wire is for assassination scenarios. It requires stealth to use effectively but is devastating when surprise is achieved.

[NEW] Garrote Property: This weapon may attack only a target that is unaware of the wielder or Restrained by the wielder. Against an unaware target the attack has Advantage; on a hit add one normal weapon damage die. Matching dice alone create a Critical Success and use the normal player or Keeper critical procedure.

3.5: EXOTIC & PRECURSOR MELEE WEAPONS

The weapons in this section represent the cutting edge of modern technology or relics from before the Great Silence. They are rare, expensive, and often unpredictable. Acquiring them is a challenge; mastering them may be the work of a lifetime.

Exotic weapons (Tier 3) require Experimental proficiency. Precursor weapons (Tier 4) require Precursor proficiency and often additional requirements, attunement, biological compatibility, or knowledge that may be lost to the modern galaxy.

EXPERIMENTAL TIER WEAPONS

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Plasma Edge	Exp.	3	1d10+2	1	Finesse, Thermal, Melting, Energy	9 Cr
Gravitic Breach Hammer	Exp.	3	2d8	3	Two-Handed, Knockdown, Blast (Very Close), Heavy, Devastating	9 Cr
Phase Sabre	Exp.	3	1d8+2	1	Finesse, Phasing, Unstable	9 Cr
Disruptor Maul	Exp.	3	1d10	2	Two-Handed, Disruptor, EMP	9 Cr
Arc Whip	Exp.	3	1d8	1	Reach, Finesse, Arc, Stun	9 Cr
Null-Blade	Exp.	3	1d8	1	Finesse, Silent, Anti-Psionic	9 Cr
Molecular Sword	Exp.	3	1d10	1	Finesse, Armor Piercing (2), Fragile	9 Cr
Impact Gauntlets	Exp.	3	1d8+3	1	Lightweight, Knockdown, Brutal	9 Cr

WEAPON DESCRIPTIONS PLASMA EDGE

The Plasma Edge contains a shaped blade edge suspended in a magnetic containment field. The "edge" is actually a thin plane of plasma maintained at temperatures sufficient to cut through most materials instantly. The weapon hums with contained energy, and its strikes leave cauterized wounds that continue to burn.

Thermal uses the weapon's Feature DC to apply the Core On Fire condition. Melting creates its one delayed damage marker. Energy damage still uses normal Thresholds and Armor Slots unless a separate printed property says otherwise.

The Plasma Edge is the "lightsaber-equivalent" option, a blade of pure energy that burns through armor. The combination of Thermal and Melting makes it devastating against unshielded targets.

GRAVITIC BREACH HAMMER

The Gravitic Breach Hammer uses localized gravitational manipulation to enhance its strikes. When the hammer connects, a focused gravitational pulse multiplies the impact force, creating a shockwave that affects everything in the immediate area.

Blast (Very Close) uses the registered Area procedure: every creature in the target's Very Close zone makes an Agility Reaction Roll against the weapon's Feature DC, taking the printed damage in full on failure or half on success; Total Cover blocks it. Heavy requires Strength +1 or higher to avoid Disadvantage.

The Gravitic Breach Hammer is a crowd-control weapon that deals area damage in melee. The 2d8 damage against the primary target plus splash makes it devastating against groups. Under the Overkill rules (1 additional HP per full 10 points over the Severe Threshold), the Gravitic Breach Hammer's high average damage can reach Overkill against lightly armored targets. The [Devastating] keyword applies: when this weapon inflicts a Severe Hit, the target marks an additional +1 HP beyond what Overkill would normally dictate.

PHASE SABRE

The Phase Sabre exists partially outside normal space. The blade flickers between dimensions, passing through physical barriers to strike targets directly. Its edge can slip past part of a target's protection because it is not fully in the same dimension as the armor when it strikes.

The Phasing property (Void damage, Penetration -4, plus one ignored Armor Slot, and it ignores cover at range) makes this weapon devastating against heavily armored targets. However, the Unstable property (Stress and degradation on Failure with Fear) reflects the danger of technology that manipulates dimensional barriers.

The Phase Sabre is a specialized anti-armor melee option. Phasing lowers thresholds and ignores one Armor Slot, while Unstable makes the weapon risky to use.

DISRUPTOR MAUL

The Disruptor Maul releases an electromagnetic pulse on impact, frying electronics within the target and the surrounding area. It's designed for fighting augmented opponents and destroying technological assets.

Against a Synthetic, drone, or exposed electronic device, the Disruptor property adds one normal damage die. If it causes HP loss to a Synthetic or drone, one fictionally exposed device goes offline until the end of that target's next Spotlight. The EMP property (below) disables electronics in the blast radius, affecting allies and enemies alike.

The Disruptor Maul is specialized for anti-tech warfare. Against Synthetics or augmented enemies, it's devastating; against organic opponents with minimal technology, it's merely adequate.

[NEW] EMP Property: On hit, resolve the complete EMP pulse procedure in Chapter 5 against every exposed electronic device, augmentation user, drone, vehicle, and Synthetic within Very Close range. Friendly and hostile systems are affected equally.

ARC WHIP

The Arc Whip channels electrical discharge through a conductive whip, arcing between multiple targets. When it strikes one enemy, the charge jumps to nearby enemies, dealing secondary damage.

The Arc property (damage chains to a second target within Very Close range) makes this excellent against groups. The Stun property allows Stress damage instead of HP damage, making it useful for capture operations as well as lethal combat.

The Arc Whip is a Reach weapon with crowd-control capability. Arc ensures that fighting groups of enemies becomes more efficient rather than more dangerous.

NULL-BLADE

The Null-Blade is forged from materials that absorb psychic energy. It makes no sound when drawn, reflects no light along its edge, and exist in a bubble of silence. Against psionic opponents, it disrupts their abilities and deals additional damage.

The Anti-Psionic property (below) makes it effective against the rare psionic threats that exist in the post-Silence galaxy. The Silent property ensures it never gives away the wielder's position.

The Null-Blade is specialized for anti-psionic combat. In campaigns where psionics are rare, it's simply a very good silent weapon; where psionics are common, it's essential.

[NEW] Anti-Psionic Property: Add +1d6 Neural damage against a target with a printed Veil-Touched or Veil-Aligned trait, or a target that has activated a Domain Power since the end of its previous Spotlight. While the weapon is drawn, the wielder has Advantage on Instinct and Presence Reaction Rolls against Domain Powers; it grants no immunity and does not alter ordinary Neural attacks.

MOLECULAR SWORD

The Molecular Sword has an edge one molecule thick, sharp beyond any conventional weapon. It can cut through virtually any material,

ignoring most armor, but the blade itself is incredibly delicate. A single strike against a hard surface at the wrong angle can shatter it.

The Armor Piercing (2) property reflects the molecular edge's penetration capability. The Fragile property means the weapon degrades twice as fast, a serious concern for characters using equipment degradation rules.

The Molecular Sword is high-risk/high-reward. The armor penetration is excellent, but the Fragile property means it won't survive extended use without careful maintenance.

IMPACT GAUNTLETS

Impact Gauntlets use kinetic amplification to multiply punch force, delivering blows with the power of industrial machinery. They're less sophisticated than power fists, no heavy equipment, just compact amplifiers over the knuckles, but more practical for everyday carry.

The Lightweight property allows off-hand use, and the combination of Knockdown and Brutal makes each punch count. Characters who want to fight unarmed while still dealing serious damage favor Impact Gauntlets.

Impact Gauntlets are the "professional brawler" option, unarmed combat with real damage and knockdown potential.

PRECURSOR TIER WEAPONS

Precursor weapons are not mere equipment, they are artifacts from a lost age, objects of power that defy modern understanding. Each one is unique, with capabilities and costs that cannot be fully predicted. The statistics provided here are approximations; individual artifacts may vary significantly.

Precursor weapons cannot be purchased through normal channels. They must be found, earned, or taken. Their value on the black market, when anyone dares to sell them, is measured in fortunes.

WEAPON	PROF.	TIER	DAMAGE	BURDEN	PROPERTIES	COST
Void-Shard Blade	Prec.	4	2d8	1	Finesse, Phasing, Disintegrating, Curse	-
Stellar Fragment	Prec.	4	2d10	2	Two-Handed, Thermal, Blast (Close), Curse	-
The Silence	Prec.	4	1d10+4	0	Lightweight, Silent, Poison (Special), Curse	-
Paradox Edge	Prec.	4	Special	1	Finesse, Temporal, Curse	-

PRECURSOR WEAPON DESCRIPTIONS VOID-SHARD BLADE

A blade forged from material that exists simultaneously in multiple dimensions. Looking at it causes vertigo; touching it brings flashes of alien memories. Targets struck by the Void-Shard don't just die, they cease to exist, erased from reality with no body left behind.

The Disintegrating property preserves Dying, Final, the voluntary Death Move, and explicit revival rules; it removes recoverable remains only after ordinary death. The Curse paragraph is portrayal unless the table adopts the complete Corruption module in Chapter 18.

The Void-Shard Blade is a campaign-defining artifact. It makes problems disappear completely, but it slowly destroys the mind of anyone who wields it.

STELLAR FRAGMENT

A weapon forged in the heart of a dying star, the Stellar Fragment contains energy on a scale that modern technology cannot match. When it strikes, that energy

releases in a localized stellar event, a miniature solar flare that incinerates everything nearby.

Blast (Close) uses the registered Area procedure throughout the target's Close zone. Thermal is tested separately only for a target that loses HP. Curse is portrayal only unless the complete Corruption module is active.

The Stellar Fragment is a tactical weapon of mass destruction. It can clear rooms but contaminates the wielder with each use.

THE SILENCE

An assassin's blade from before the Great Silence, The Silence drink light and sound. Targets struck by it don't scream, they simply stop. The blade's poison doesn't kill through chemistry; it simply... removes the victim's connection to life.

The Silence's **Poison (Special)** triggers after its attack causes HP loss. The target makes a Presence Reaction Roll, DC 20. On failure it becomes **Silenced** and **Weakened** until a Knowledge (Medicine) Roll, DC 20, performed during a Short or Long Rest clears both; on success it becomes Silenced only until the end of its next Spotlight. Synthetics are affected because this is a Void severance, not a biological toxin. The Curse property has no additional effect unless the complete Corruption module is active.

The Silence is a horror artifact, a weapon that kills in ways that shouldn't be possible. It's for campaigns that include cosmic horror elements.

PARADOX EDGE

A blade that exists at multiple points in time simultaneously. Strikes with the Paradox Edge land before the swing begins; wounds appear that heal before they're inflicted; cause and effect become suggestions rather than laws.

The Temporal property (below) makes this weapon unpredictable but devastating. The "Special" damage reflects the fact that the Paradox Edge doesn't deal consistent damage, sometimes it deals wounds from the future, sometimes it heals wounds from the past.

The Paradox Edge is for campaigns with time-manipulation themes. Its complete mechanical uncertainty is the Temporal reroll below; no additional effect is improvised after the dice are seen.

[NEW] Temporal Property: Once per scene after making a nonmatching attack Roll with this weapon, reroll the Hope die and use the new face. The reroll may create a Critical Success. A matched result is already a Critical Success and cannot be rerolled by this property.

3.6: NARRATIVE TOOLS: MELEE WEAPONS IN YOUR CAMPAIGN

The statistics provided in this chapter tell you what weapons *do*. This section discusses what weapons *mean*, how to use them as narrative tools, how to create memorable weapons with history and significance, and how to make combat with melee weapons dramatic and engaging.

WEAPONS AS CHARACTER EXPRESSION

The weapon a character carries says something about who they are.

A character with a Solari Sun-Blade has some connection to that House, perhaps service in their military, perhaps heritage, perhaps a complicated history that ended with them taking a weapon and leaving everything else behind. The weapon prompts questions: How did they get it? What does it mean to them? Do they carry it proudly or keep it hidden?

A character with a Volkov Chain-Glaive has made a statement about their approach to violence. They don't want to kill quietly or efficiently, they want enemies to see what's coming and despair. What drove them to this philosophy? What experiences taught them that terror is a weapon?

A character who refuses to carry anything more dangerous than a utility knife is making a different statement entirely. Perhaps they're morally opposed to violence. Perhaps they're supremely confident in their ability to avoid combat. Perhaps they've seen what weapons do and want no part of it.

When players choose melee weapons, encourage them to think about these questions. When NPCs appear with distinctive weapons, let those weapons tell part of their story.

CREATING SIGNATURE WEAPONS

Some weapons are special, not just equipment but characters in their own right, with names, histories, and personalities.

A signature weapon might be:

- **Named:** Weapons with names have weight. "My sword" is equipment; "Widowmaker" is a legend.
- **Historical:** A weapon passed down through generations, carried by heroes and villains, present at famous battles.
- **Modified:** A standard weapon customized to its owner's specifications, reflecting their personality and fighting style.
- **Cursed or Blessed:** A weapon with supernatural properties, carrying blessings or curses that affect its use.
- **Intelligent:** In rare cases, a weapon with its own consciousness, a Precursor artifact that whispers to its wielder or a blade inhabited by a ghost.

If a player wants a signature weapon, work with them to develop its story. What is its name? Where did it come from? What has it seen? What does it want?

If you want to introduce a signature weapon as a reward, prepare its story before the reveal. The players should sense that this weapon is different, that it has weight beyond its statistics.

DESCRIBING MELEE COMBAT

Melee combat is visceral in a way that ranged combat rarely matches. Characters look their opponents in the eye. They feel resistance when weapons strike flesh. They hear the sounds of combat, the clash of metal, the crack of bone, the final exhale of a dying enemy.

When describing melee attacks, engage multiple senses:

Sight: "The blade catches the light as you swing, tracing an arc of silver that ends in red."

Sound: "Your hammer connects with a sound like a dropped watermelon, wet and final."

Touch: "You feel the vibration travel up the shaft as your axe bites through armor and into flesh beneath."

Smell: "The plasma edge cauterizes the wound instantly, filling the air with the smell of burning meat."

Vary your descriptions based on the weapon type. Blades slice and pierce; hammers crush and shatter; whips wrap and burn. Each weapon should feel different in use.

MELEE COMBAT PACING

Melee combat has a different rhythm than ranged combat. It's more personal, more intense, and often more decisive. A single exchange can end with one combatant dead.

Use this intensity intentionally:

- **Slow important fights down.** When the outcome matters, describe each swing, each parry, each near-miss. Build tension.
- **Speed past routine fights.** When combat is just an obstacle between the characters and their goal, resolve it quickly. "Three guards move to intercept you. Moments later, they're on the floor."
- **Emphasize consequences.** Melee wounds are brutal. Describe them in detail when appropriate, the way a sword opens someone from hip to shoulder, the way a hammer collapses a ribcage.

- **Allow signature moments.** When a player does something dramatic, a called shot, a heroic stance, a desperate gamble, give it the space it deserves. Let the dice fall with appropriate weight.

MELEE IN DIFFERENT CONTEXTS

Not all melee combat is the same. Consider how context changes the meaning of violence:

The Duel: Formal combat between equals, governed by rules and witnessed by observers. Duels are as much about honor as victory. Describe the ritual: the salutes, the formal stances, the measured opening exchanges.

The Brawl: Chaotic violence without rules, in a bar or alley or market square. Improvised weapons, dirty tricks, desperate scrambles. Describe the chaos: furniture breaking, bystanders fleeing, the difference between those who know how to fight and those who don't.

The Assassination: One-sided violence against an unaware target. Describe the approach: the careful positioning, the moment of commitment, the clinical efficiency of the kill.

The Last Stand: Combat against overwhelming odds, where survival is unlikely but death must be sold dearly. Describe the defiance: wounds ignored, impossible feats driven by desperation, the gradual toll of attrition.

Each context calls for different description, different pacing, different emotional tone. Match your narration to the moment.

CHAPTER 4

RANGED WEAPONS: KINETIC FIREARMS

"Energy weapons are impressive. I've seen them punch through bulkheads, vaporize targets, do things that would have seemed like magic a few centuries ago. But you know what? They need power cells. They need calibration. They need atmospheric conditions within certain parameters. A slug-thrower? A slug-thrower just needs bullets. And in my experience, the galaxy never runs out of things that need shooting."

Sergeant Arkady Volkov (no relation to House), Free Fleet Armory

INTRODUCTION: THE DEMOCRACY OF VIOLENCE

In the centuries before the Great Silence, energy weapons were becoming the dominant form of personal armament. Directed-energy systems offered advantages that kinetic weapons couldn't match: no ammunition to carry, variable power settings, reduced recoil, and compatibility with advanced targeting systems. Military planners predicted that within a generation, projectile weapons would be curiosities, museum pieces maintained for historical interest.

The Great Silence proved them wrong.

When the Q-Net collapsed and the infrastructure that supported galactic civilization crumbled, energy weapons became liabilities rather than assets. Power cells required manufacturing facilities that no longer existed. Calibration required technicians who were suddenly on the other side of an uncrossable void. The complex electronics that made directed-energy weapons possible were the same electronics that failed when maintenance networks went dark.

Kinetic weapons, slugthrowers, as they're often called, experienced a renaissance. A bullet is simple: a projectile, propellant, and a case to hold them together. The technology to manufacture ammunition can be recreated with relatively primitive industrial capabilities. A kinetic weapon that jams can often be cleared by a user with basic knowledge; an energy weapon that malfunctions requires specialized equipment that may not exist within a hundred light-years.

A century after the Silence, kinetic weapons and energy weapons coexist in an uneasy technological

equilibrium. The Core Worlds and Great House territories have rebuilt the infrastructure to support energy weapon manufacturing, and their elite forces carry cutting-edge directed-energy systems. But the frontier, the independent colonies, and the vast spaces between civilized systems still rely heavily on kinetic arms, weapons that work when everything else fails.

This chapter catalogs the kinetic weapons available in the Veilfarers galaxy, from simple pistols to advanced railgun systems, from frontier revolvers to House-specific designs that represent centuries of refinement.

4.1: KINETIC WEAPON PHILOSOPHY

Before examining specific weapons, it's worth understanding the principles that govern kinetic firearm design in the post-Silence era.

THE PHYSICS OF PROJECTILE WEAPONS

All kinetic weapons share a basic operating principle: a projectile is accelerated to high velocity and directed at a target. The differences lie in *how* that acceleration is achieved and what happens when the projectile arrives.

Chemical Propellants: The oldest and most common method. A chemical reaction (typically controlled combustion of propellant compounds) generates expanding gases that push the projectile through the barrel. This technology is well-understood, easily manufactured, and reliable under most conditions.

Magnetic Acceleration (Railguns/Coilguns): Electromagnetic fields accelerate a conductive projectile to velocities impossible with chemical propellants. These weapons offer superior penetration and range but require significant power systems and are more complex to manufacture and maintain.

Hybrid Systems: Some weapons combine chemical and electromagnetic acceleration, using propellant to achieve initial velocity and magnetic systems to add additional acceleration. These offer a middle ground between simplicity and performance.

TERMINAL BALLISTICS

What happens when the projectile hits matters as much as getting it there:

Full Metal Jacket (FMJ): Solid projectiles designed to maintain integrity through the target. Maximum penetration, minimum expansion. Good for armored targets; less immediately lethal against unarmored ones.

Hollow Point/Expanding: Projectiles designed to expand on impact, creating larger wound channels. Highly lethal against unarmored targets but stopped by armor.

Armor Piercing (AP): Hardened core projectiles designed to defeat protective materials. Effective against armored targets; reduced effectiveness against soft targets (through-and-through wounds).

Frangible: Projectiles designed to fragment on impact, distributing energy throughout the target. Devastating against soft targets; useless against armor.

Specialty Rounds: Incendiary, tracer, explosive, cryo, and other specialized ammunition types offer tactical options beyond simple ballistic damage (see Chapter 2 for Usage Die rules on specialty ammunition).

WEAPON CATEGORIES

Kinetic weapons are categorized by size, intended use, and performance characteristics:

Pistols (Sidearms): One-handed weapons designed for close-range personal defense. Limited range and stopping power but concealable and always available.

Submachine Guns (SMGs): Compact automatic weapons firing pistol-caliber ammunition. Bridge the gap between pistols and rifles, more firepower than a sidearm, more portable than a rifle.

Rifles: Two-handed weapons designed for medium to long range engagement. The backbone of military small arms, offering accuracy and stopping power at distance.

Shotguns: Weapons firing multiple projectiles (shot) or single heavy projectiles (slugs). Devastating at close range, limited at distance.

Heavy Weapons: Crew-served or mounted weapons designed for anti-vehicle or anti-fortification roles. Covered in Chapter 6.

4.2: COMMON KINETIC WEAPONS

The weapons in this section are widely available throughout the galaxy. They can be purchased at most outposts, frontier stores, and market stations. They require no special licenses in most jurisdictions and are the standard tools of personal defense.

COMMON KINETIC WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Hold-Out Pistol	Common	1	1d6	Very Close	0	Lightweight, Concealable	1 Cr
Lightweight Pistol	Common	1	1d6+1	Very Close	0	Lightweight	1 Cr
Medium Pistol	Common	1	1d8	Very Close	1	-	1 Cr
Heavy Pistol	Common	1	1d10	Very Close	1	High-Recoil	1 Cr
Frontier Revolver	Common	1	1d8+1	Very Close	1	Reliable	1 Cr
Hunting Rifle	Common	1	1d10	Far	2	Two-Handed, Accurate	1 Cr
Varmint Rifle	Common	1	1d8	Close	2	Two-Handed	1 Cr
Shotgun (Civilian)	Common	1	2d6	Very Close	2	Two-Handed, Scatter	1 Cr
Carbine	Common	1	1d8	Close	1	-	1 Cr
Sporting Rifle	Common	1	1d10+1	Far	2	Two-Handed, Accurate	1 Cr

WEAPON DESCRIPTIONS HOLD-OUT PISTOL

The smallest category of firearm, the hold-out pistol is designed to be hidden. Two-shot derringers, palm pistols, and weapons disguised as everyday objects all fall into this category. They sacrifice everything, accuracy, capacity, stopping power, for concealability.

A hold-out pistol is the weapon you carry when you can't carry anything else, or when you need a backup for your backup. It's not for winning firefights; it's for creating opportunities to escape firefights.

The hold-out pistol is the minimum viable firearm. It's for characters who want to always be armed, regardless of circumstances. The Concealable property means it can pass most casual inspections.

LIGHT PISTOL

The standard civilian sidearm, the light pistol balances concealability against capability. It's compact enough for everyday carry, powerful enough to stop most threats, and simple enough for untrained users to operate effectively.

Light pistols are ubiquitous. Shopkeepers keep them under counters. Travelers carry them in luggage. Civilians who've never fired a weapon own them "just in case." They're the background radiation of the small arms market.

The light pistol is the default "I have a gun" option. Lightweight property allows off-hand use; solid damage at close range. Every character should at least consider one.

MEDIUM PISTOL

Stepping up from the light pistol, the medium pistol offers more stopping power at the cost of increased size and weight. These are the sidearms carried by security personnel, experienced spacers,

and anyone who expects their firearm might need to actually stop someone.

The transition from light to medium reflects a shift in mindset, from "carrying a gun for emergencies" to "carrying a gun because you expect to use it."

The medium pistol is the workhorse sidearm. No special properties, just reliable damage output. It's the baseline against which other pistols are measured.

HEAVY PISTOL

The heavy pistol is designed for maximum stopping power in a one-handed package. Magnum calibers, long barrels, and advanced ammunition combine to create weapons that can threaten even armored targets at close range.

The High-Recoil property reflects the physical demands of firing these weapons. Characters with Strength 0 or below take Stress from each shot, the gun kicks hard enough to be actively unpleasant.

The heavy pistol is for characters who want maximum pistol damage and have the Strength to handle it. 1d10 in a one-handed package is significant.

FRONTIER REVOLVER

The revolver is an older design, a cylinder holds individual cartridges that rotate into firing position with each shot. Modern revolvers are manufactured to extreme tolerances, making them extraordinarily reliable. They never jam because there's no feeding mechanism to fail.

The revolver's durable construction is part of its fiction. Mechanically, Reliable grants +1 to every attack roll made with it.

The frontier revolver is for characters who prioritize reliability over capacity. It's thematic for frontier settings and mechanically solid with Reliable preventing degradation.

HUNTING RIFLE

The hunting rifle is designed for killing game at distance, taking down creatures from positions where they can't threaten the hunter. Modern hunting rifles use advanced optics, match-grade barrels, and precision manufacturing to achieve accuracy that would have seemed miraculous a few centuries ago.

The Accurate property grants +1 on attack Rolls at Far or Very Far range. The rifle's Far range therefore activates that benefit. Two-Handed limits versatility but provides the stability necessary for long-range shooting.

The hunting rifle is the entry-level precision weapon. Accurate and Far range make it effective at distance, while the Tier 1 requirement means any character can use it.

VARMINT RIFLE

A lighter version of the hunting rifle, the varmint rifle is designed for smaller game and pest control. It sacrifices power for portability and ease of use, making it popular with frontier settlers who need a practical tool rather than a specialized weapon.

The reduced damage compared to hunting rifles reflects lighter calibers. The Close range (rather than Far) reflects shorter barrel lengths and less powerful ammunition.

The varmint rifle is a practical choice for characters who want a rifle without committing to the bulk of military-grade weapons. It's adequate for most threats.

SHOTGUN (CIVILIAN)

The civilian shotgun is a versatile tool that serves as home defense weapon, hunting implement, and agricultural necessity across frontier worlds. It fires either multiple pellets (shot) or single heavy projectiles (slugs), offering flexibility that few weapons can match.

The Scatter property (+1 attack and +2 damage at Very Close range, -1 attack at Close range and beyond) makes shotguns devastating up close but limited at distance. This reflects the pattern spread of shot and the ballistic limitations of large, slow projectiles.

The shotgun is the premier close-range weapon in Tier 1. 2d6 damage with Scatter bonuses makes it brutal at close range, but the penalties at distance keep it balanced.

CARBINE

The carbine is a compact rifle, shorter barrel, lighter weight, and better suited to close-quarters than full-length rifles. It sacrifices some range and accuracy for maneuverability, making it popular with spacers, vehicle crews, and anyone who fights in confined spaces.

The lack of Two-Handed requirement (unlike most rifles) reflects the carbine's compact design. It can be fired one-handed in emergencies, though accuracy suffers.

The carbine is a versatile middle ground between pistols and rifles. Close range and solid damage without the two-handed limitation gives it flexibility.

SPORTING RIFLE

The sporting rifle is a premium civilian weapon, a hunting rifle built to match-grade specifications for competitive shooting or wealthy sportsmen. The difference between a sporting rifle and a standard hunting rifle is quality: every component is manufactured to tighter

tolerances, creating a weapon that performs at the edge of what's physically possible.

The +1 damage bonus compared to standard hunting rifles reflects this quality. The Accurate property provides the same precision bonus as the hunting rifle.

The sporting rifle is the best Tier 1 rifle, offering 1d10+1 damage with Accurate at Far range. It's expensive relative to other Tier 1 weapons (still 1 Credit, but that represents a premium civilian product).

4.3: MILITARY KINETIC WEAPONS

The weapons in this section represent professional military equipment. They require Military proficiency to use without penalty and are generally restricted to authorized buyers. Purchasing through legitimate channels requires licensing; purchasing through the Black Market generates Heat.

MILITARY KINETIC WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Service Pistol	Military	2	1d8+2	Very Close	1	Lightweight	4 Cr
Machine Pistol	Military	2	1d8	Very Close	1	Lightweight, Automatic	4 Cr
Combat Shotgun	Military	2	2d8	Very Close	2	Two-Handed, Scatter, Brutal	4 Cr
Tactical Assault Rifle	Military	2	1d10+2	Close	2	Two-Handed, Automatic	4 Cr
Long-Range Battle Rifle	Military	2	2d6+2	Far	2	Two-Handed, Accurate	4 Cr
Submachine Gun	Military	2	1d8+1	Very Close	1	Automatic	4 Cr
Designated Marksman	Military	2	2d8	Far	2	Two-Handed, Accurate, Scope	4 Cr
Personal Defense Weapon	Military	2	1d8+2	Very Close	1	Armor Piercing (1)	4 Cr
Tactical Shotgun	Military	2	2d6+2	Very Close	2	Two-Handed, Scatter	4 Cr
Heavy Sniper Rifle	Military	2	2d10	Very Far	3	Two-Handed, Accurate, Scope, Heavy	4 Cr

WEAPON DESCRIPTIONS SERVICE PISTOL

The standard military sidearm, the service pistol represents decades of refinement in what a military handgun should be. Large enough to deliver effective damage, reliable enough to function in adverse conditions, ergonomic enough for extended training, service pistols are designed by committee and work exactly as intended.

Every major military organization issues some variant of the service pistol to its personnel. The designs differ in details but converge on similar performance characteristics, reflecting the shared understanding of what soldiers actually need from a sidearm.

The service pistol is the professional upgrade from civilian light/medium pistols. Better damage, Lightweight property for off-hand use, and the cachet of military hardware.

MACHINE PISTOL

The machine pistol is a fully automatic handgun, capable of emptying its magazine in a single trigger pull. The volume of fire compensates for reduced accuracy, making it effective in close-quarters combat where precise aim is less important than putting rounds downrange.

The Automatic property allows multiple attacks at a penalty (see Core Rules). The Lightweight property allows one-handed use, though controlling automatic fire with one hand is challenging.

The machine pistol trades the service pistol's per-shot effectiveness for volume of fire. It's for characters who favor suppression and saturation over precision.

COMBAT SHOTGUN

The military version of the civilian shotgun, the combat shotgun is optimized for violence. Higher capacity magazines, reinforced construction, and compatibility with military accessories make it a formidable close-quarters weapon.

The Brutal property (extra HP on Severe hits) reflects the devastating terminal ballistics of military shotgun ammunition. Combined with 2d8 base damage and Scatter bonuses at close range, the combat shotgun is one of the highest-damage weapons in its range bracket.

The combat shotgun is the premier close-range damage dealer at Tier 2. In close quarters, nothing hits harder, but the range limitations keep it situational.

TACTICAL ASSAULT RIFLE

The assault rifle is the backbone of modern infantry forces, a selective-fire weapon capable of semi-automatic precision shooting and fully automatic suppression fire. It represents the optimal balance of range, accuracy, firepower, and portability for the general-purpose soldier.

Assault rifles are the standard-issue primary weapon for House military forces, Free Fleet fighters, and any organized military unit. The design specifics vary, Joric rifles favor durability, Volkov rifles favor raw power, Solari rifles favor accuracy, but the concept remains constant.

The assault rifle is the default military primary weapon. 1d10+2 damage, Close range, and Automatic give it flexibility across combat scenarios.

LONG-RANGE BATTLE RIFLE

The battle rifle fires a heavier cartridge than the assault rifle, sacrificing rate of fire for increased range and stopping power. It's designed for engagements at distances where assault rifle accuracy falls off, open terrain, defensive positions, and situations where precision matters more than volume.

The transition from assault rifle to battle rifle reflects a shift from close-quarters versatility to long-range effectiveness. Battle rifles are favored by designated marksmen, rear-area security, and units operating in environments where engagement ranges are longer.

The battle rifle is the long-range infantry option. Better damage dice (2d6+2) than the assault rifle, with Accurate and Far range for precision shooting.

SUBMACHINE GUN

The submachine gun fires pistol-caliber ammunition from a compact automatic weapon. It's designed for close-quarters combat, shipboard actions, building clearance, and situations where a rifle is too unwieldy but a pistol lacks sufficient firepower.

The reduced Burden (1 instead of 2 for rifles) reflects compact size. The Automatic property provides suppression capability. The Very Close range reflects the ballistic limitations of pistol ammunition.

The SMG is for characters who fight in close quarters and want automatic fire without rifle bulk. It's the classic shipboard weapon.

DESIGNATED MARKSMAN RIFLE (DMR)

The DMR fills the gap between assault rifles and dedicated sniper rifles. It offers precision accuracy at ranges beyond assault rifle effectiveness while remaining portable enough for a single operator in a mobile squad.

The Scope property provides additional aiming benefits. The Far range allows engagement at distances where most infantry weapons are ineffective.

The DMR is for characters who want precision without committing to the Sniper Rifle's extreme specialization. It's versatile enough for general use while excelling at range.

[NEW] Scope Property: When you spend an Action to Aim before firing this weapon, gain +2 to the attack roll instead of the standard +1. Additionally, reduce range penalties by one band (a penalty for firing at Very Far is treated as Far, Far as Close, and so on).

PERSONAL DEFENSE WEAPON (PDW)

The PDW is designed for personnel who need more firepower than a pistol but can't carry a full-size rifle, vehicle crews, support personnel, and special operations teams. It fires specialized ammunition designed to defeat body armor while remaining compact enough for constant carry.

The Armor Piercing (1) property reflects the PDW's armor-defeating ammunition. The compact size (Burden 1) makes it practical for personnel who aren't front-line infantry.

The PDW is the anti-armor option for characters who can't carry rifles. Armor Piercing makes it effective against threats that would stop standard pistol rounds.

TACTICAL SHOTGUN

The tactical shotgun is a combat shotgun optimized for military operations, breaching doors, clearing rooms, and providing devastating close-range fire support. It sacrifices some raw damage for improved handling and faster follow-up shots.

The reduced damage compared to the combat shotgun (2d6+2 vs 2d8) reflects this trade-off. The tactical shotgun is more practical for sustained operations; the combat shotgun is more devastating per shot.

The tactical shotgun is a more balanced option than the combat shotgun, still devastating at close range but easier to handle in extended operations.

HEAVY SNIPER RIFLE

The sniper rifle is a specialized precision weapon designed for engaging targets at extreme range. Large calibers, long barrels, advanced optics, and precision manufacturing combine to create weapons capable of lethal accuracy at distances measured in kilometers.

The Very Far range category is unique to dedicated long-range weapons. The Heavy property requires Strength +1 or higher to use without penalty, reflecting the weapon's weight and recoil. The Scope property enhances aiming benefits.

The sniper rifle is the ultimate precision weapon at Tier 2. 2d10 damage at Very Far range makes it devastating against unaware targets, but the specialization limits close-quarters utility.

HOUSE JORIC: WEAPONS OF DURABILITY

House Joric weapons are built to last. They sacrifice elegance for reliability, using over-engineered designs that function in any environment without maintenance.

4.4: HOUSE-SPECIFIC KINETIC WEAPONS

Each Great House has developed distinctive firearm traditions reflecting their military doctrines and cultural values.

JORIC BULWARK RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Bulwark Rifle	Military	2	1d12+2	Close	3	Two-Handed, Reliable, Brutal, Heavy	4 Cr

The Bulwark Rifle is the standard infantry weapon of House Joric, a heavy-caliber rifle designed to deliver maximum stopping power while surviving conditions that would destroy lesser weapons. It's overbuilt, oversized, and overkill for most situations, which is exactly what Joric doctrine demands.

Reliable grants +1 to every attack roll made with the weapon. Heavy requires sufficient Strength to wield it effectively, reflecting its mass.

The Bulwark Rifle is for characters who want maximum damage and reliability without caring about subtlety. 1d12+2 is exceptional damage for a rifle.

JORIC SIEGE CARBINE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Siege Carbine	Military	2	1d10	Close	2	Two-Handed, Reliable, Armor Piercing (1)	4 Cr

The Siege Carbine is designed for urban combat and fortification assault, situations where walls, armor, and cover are common. The heavy caliber and armor-piercing ammunition allow it to punch through obstacles that would stop standard weapons.

The Siege Carbine is for anti-armor roles without the Bulwark's weight penalty. Armor Piercing and Reliable in a more manageable package.

HOUSE VOLKOV: WEAPONS OF INTIMIDATION

House Volkov weapons are designed to terrify. Oversized, loud, and visually brutal, they're as much psychological weapons as practical ones.

VOLKOV SCRAP-CANNON

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Scrap-Cannon	Military	2	3d6	Very Close	2	Two-Handed, Scatter, Loud, Intimidating	4 Cr

The Scrap-Cannon is a massive shotgun designed to fire anything that fits in the barrel, standard shot, scrap metal, improvised projectiles, or specialized payloads. The weapon's gaping bore and distinctive report make it instantly recognizable and universally feared.

The Loud property ensures everyone knows when it fires. The Intimidating property provides social bonuses when threatening.

The Scrap-Cannon is the highest-damage shotgun, 3d6 with Scatter makes it devastating at close range. It's not subtle, but subtlety isn't the Volkov way.

VOLKOV SUPPRESSION RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Volkov Suppression Rifle	Military	2	1d10	Close	2	Two-Handed, Automatic, Loud, Intimidating	4 Cr

The Suppression Rifle is designed for volume of fire, keeping enemies' heads down while other forces maneuver. The massive magazine capacity and reinforced barrel allow sustained automatic fire that would destroy most weapons.

The Suppression Rifle is for characters who favor firepower over precision. Automatic + Loud + Intimidating creates battlefield chaos.

HOUSE VALERIUS: WEAPONS OF THE SHADOW

House Valerius weapons are designed to leave no evidence. Silent, concealable, and deniable, weapons for operations that never officially happened.

VALERIUS WHISPER PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Whisper Pistol	Military	2	1d8	Very Close	0	Lightweight, Concealable, Silent	4 Cr

The Whisper Pistol uses integrated suppression and subsonic ammunition to eliminate muzzle report. The sound of firing is quieter than a conversation, victims can be eliminated without alerting nearby guards.

The Silent property means kills don't alert others. The Concealable property allows it to pass inspections.

The Whisper Pistol is the assassination sidearm. Lower damage than service pistols, but silence is often worth more than stopping power.

VALERIUS PHANTOM RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Phantom Rifle	Military	2	2d6	Far	2	Two-Handed, Silent, Accurate, Collapsible	4 Cr

The Phantom Rifle is a silenced precision rifle that collapses into a case indistinguishable from standard luggage. Assassins carry it through security checkpoints, assemble it in moments, and disappear after the kill.

The Collapsible property allows transport without detection. Silent and Accurate make it lethal from distance without alerting guards.

The Phantom Rifle is the assassin's sniper rifle, less raw damage than dedicated sniper rifles, but the ability to pass security checks makes it invaluable for infiltration missions.

HOUSE SOLARI: WEAPONS OF PRECISION

House Solari weapons emphasize accuracy over raw power. Every shot should hit its target; wasted ammunition is wasted effort.

SOLARI DUELIST PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Duelist Pistol	Military	2	1d10	Close	1	Accurate, Finesse	4 Cr

The Duelist Pistol is designed for formal pistol duels, the ritualized combat that settles disputes among Solari nobility. Every component is manufactured to extreme precision, resulting in a weapon capable of accuracy that rivals rifles at pistol ranges.

The Accurate property reflects this precision. The Finesse property allows Agility-based characters to use their best attribute. The Close range (unusual for pistols) reflects the weapon's exceptional accuracy.

The Duelist Pistol is the precision pistol option, lower damage than heavy pistols but more accurate and usable with Finesse. It rewards skilled shooters.

SOLARI MARKSMAN RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Marksman Rifle	Military	2	2d8+2	Very Far	2	Two-Handed, Accurate, Scope, Finesse	4 Cr

The Marksman Rifle is the Solari answer to the sniper rifle, a precision weapon that rewards skill over brute force. The lighter caliber reduces recoil, allowing faster follow-up shots; the advanced optics provide target analysis that guides shot placement.

The Finesse property is unusual for a rifle, reflecting the weapon's design philosophy of precision over power. The lack of Heavy property makes it accessible to characters with lower Strength.

The Marksman Rifle is the precision sniper option, competitive damage with better handling than the standard sniper rifle. Ideal for Finesse-based characters.

HOUSE KUROGANE: WEAPONS OF TECHNOLOGY

House Kurogane integrates advanced technology into their firearms, creating weapons that blur the line between kinetic and energy systems.

KUROGANE SMART PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Smart Pistol	Military	2	1d8	Close	1	Lightweight, Guided, Biometric	4 Cr

The Smart Pistol uses advanced tracking systems to guide projectiles after firing. The weapon identifies targets, calculates trajectory, and adjusts rounds in flight, user skill becomes secondary to technological capability.

The Guided property allows targeting without line of sight. The Biometric lock prevents unauthorized use.

The Smart Pistol is the tech-assisted option, lower skill requirements compensated by targeting systems. Excellent for characters who want to hit without investing in accuracy.

KUROGANE ACCELERATOR RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Accelerator Rifle	Military	2	2d8	Far	2	Two-Handed, Armor Piercing (2), Charge-Up	4 Cr

The Accelerator Rifle combines chemical propellant with magnetic acceleration, achieving velocities impossible for either system alone. The hyper-velocity rounds punch through armor that would stop standard projectiles.

The Charge-Up property requires setup time before firing. The Armor Piercing (2) property reflects the exceptional penetration.

The Accelerator Rifle is the anti-armor option, exceptional penetration at the cost of rate of fire. It's designed for defeating heavily armored targets.

HOUSE AMARANTH: WEAPONS OF CONTROL

House Amaranth weapons emphasize capture over kill, targets are more valuable alive.

AMARANTH PACIFIER PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Pacifier Pistol	Military	2	1d8	Very Close	1	Lightweight, Non-Lethal, Stun	4 Cr

The Pacifier Pistol fires chemical-filled rounds that incapacitate on impact. Targets are knocked unconscious without permanent injury, valuable for capture operations.

The Non-Lethal and Stun properties ensure targets survive. The damage represents the impact of the delivery system.

The Pacifier Pistol is the professional capture weapon, effective for bounty hunters and anyone who needs live prisoners.

AMARANTH COMPLIANCE RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Compliance Rifle	Military	2	1d10	Close	2	Two-Handed, Non-Lethal, Stun, Anchoring	4 Cr

The Compliance Rifle fires adhesive rounds that immobilize targets while delivering electrical shocks. Hit targets are stuck in place and incapacitated, perfect for crowd control and mass capture.

Anchoring can deny the target's movement after a failed Strength Reaction Roll. Combined with Stun and Non-Lethal, targets can be neutralized without lethal force.

The Compliance Rifle is the area-denial capture weapon, controlling enemy movement while incapacitating them non-lethally.

4.5: EXPERIMENTAL KINETIC WEAPONS

The weapons in this section represent the cutting edge of kinetic weapon technology, advanced railguns, guided munitions, and systems that push the boundaries of what projectile weapons can achieve.

EXPERIMENTAL KINETIC WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Handheld Railgun	Exp.	3	2d12	Far	3	Two-Handed, Armor Piercing (3), Charge-Up, Heavy, Devastating	9 Cr
Smart Rifle	Exp.	3	2d8+2	Far	2	Two-Handed, Guided, Accurate, Biometric	9 Cr
Micro-Missile Pistol	Exp.	3	2d6	Close	1	Lightweight, Guided, Blast (Very Close)	9 Cr
Gauss Carbine	Exp.	3	2d8	Close	2	Two-Handed, Armor Piercing (2), Silent	9 Cr
Storm Rifle	Exp.	3	1d10+2	Close	2	Two-Handed, Automatic, Arc	9 Cr
Mass Driver Pistol	Exp.	3	2d8	Very Close	1	Armor Piercing (2), Knockdown, High-Recoil	9 Cr
Seeker Sniper	Exp.	3	3d8	Very Far	3	Two-Handed, Guided, Scope, Heavy	9 Cr
Flechette Storm	Exp.	3	2d6	Very Close	2	Two-Handed, Spray, Bleeding, Armor Piercing (1)	9 Cr

WEAPON DESCRIPTIONS HANDHELD RAILGUN

The railgun uses electromagnetic fields to accelerate a tungsten penetrator to hypersonic velocity. The projectile achieves speeds that make conventional armor irrelevant, kinetic energy alone is sufficient to punch through most protection.

The Charge-Up property reflects the time required to build the electromagnetic field. The Armor Piercing (3) property represents penetration that defeats almost any personal protection. The Heavy property reflects the mass of the magnetic coils and power systems.

The Handheld Railgun is the ultimate anti-armor kinetic weapon. Nothing at this tier penetrates better, but the charge time and weight make it situational. The [Devastating] keyword applies to this weapon: with 2d12 damage (average 13), Severe Hits against anything short of Tier 3 armor are a real possibility. A Devastating Severe Hit (at or above the Severe Threshold) deals an additional +1 HP on top of the hit's normal HP and any Overkill, making the railgun truly catastrophic when it connects.

SMART RIFLE

The Smart Rifle integrates advanced targeting AI with guided ammunition. The weapon analyzes targets, predicts movement, and adjusts rounds in flight. The user's job is simply to designate targets, the rifle handles the rest.

The Guided property allows engagement without line of sight. The Biometric lock prevents the sophisticated targeting systems from being turned against authorized users.

The Smart Rifle is the "fire and forget" option: designate a known target and let technology handle the path around cover. It still makes a normal attack Roll against Evasion.

MICRO-MISSILE PISTOL

The Micro-Missile Pistol fires tiny guided missiles rather than conventional bullets. Each projectile tracks its target and detonates on impact, creating a small but lethal blast radius.

Blast (Very Close) uses the registered Area procedure in the target's Very Close zone. Guided permits indirect targeting as defined; it never ensures a hit.

The Micro-Missile Pistol is an area-effect weapon in pistol form. Lower damage than precision pistols but affects multiple targets.

GAUSS CARBINE

The Gauss Carbine uses magnetic coils rather than chemical propellant, accelerating ferromagnetic projectiles in near-silence. The lack of propellant explosion makes it whisper-quiet; the magnetic acceleration achieves armor-piercing velocities.

The Silent property makes it excellent for covert operations. The Armor Piercing (2) reflects magnetic acceleration's penetration advantage.

The Gauss Carbine combines suppressed operation with armor penetration, the stealth weapon for defeating armored targets.

STORM RIFLE

The Storm Rifle fires electrically-charged projectiles that arc between targets. The first round hits the designated target; the electrical charge then jumps to nearby enemies, causing secondary damage.

The Arc property (damage chains to adjacent targets) makes this excellent against groups. The Automatic property provides volume of fire.

The Storm Rifle is the crowd-control automatic weapon, every shot hits multiple targets through electrical arcing.

MASS DRIVER PISTOL

The Mass Driver Pistol uses miniaturized magnetic acceleration to fire heavy slugs at velocities that would be impossible with chemical propellant. The impact is devastating, targets are not just wounded but physically thrown by the kinetic transfer.

The Knockdown property reflects the massive kinetic impact. The High-Recoil property represents the forces involved.

The Mass Driver Pistol is the heavy pistol taken to extremes, exceptional damage and knockdown in a one-handed package for characters who can handle the recoil.

SEEKER SNIPER

The Seeker Sniper fires smart rounds that track targets after launch. The shooter designates a target, fires, and the round adjusts its trajectory to compensate for wind, movement, and evasion. At extreme ranges where conventional accuracy fails, the Seeker Sniper maintains lethal precision.

The Guided property permits an attack against a known target at extreme range even without direct line of sight; the attack still rolls

against Evasion. The 3d8 damage reflects the sophisticated warhead design.

The Seeker Sniper is the ultimate precision weapon, guided rounds at extreme range with exceptional damage. It's the assassin's choice for impossible shots.

FLECHETTE STORM

The Flechette Storm fires clouds of monomolecular needles that shred everything in their path. The spray pattern covers a wide area, and the flechettes penetrate light armor while causing bleeding wounds that don't close easily.

The Spray property affects all targets in a cone. The Bleeding property ensures ongoing damage from wounds.

The Flechette Storm is the close-range crowd-clearer, spray and bleed against multiple targets. Devastating in confined spaces.

4.6: AMMUNITION TYPES AND AVAILABILITY

While standard ammunition is abstracted in Veilfarers (you don't track individual bullets), the type of ammunition available affects what weapons can be used. Different regions and situations may limit ammunition availability.

AMMUNITION AVAILABILITY BY REGION

Core Worlds: All standard ammunition types readily available. Military and exotic ammunition available through licensed dealers or Black Market.

House Territories: Standard ammunition available. House-specific ammunition favored; non-House types may be difficult to find or expensive.

Frontier Worlds: Common ammunition available in limited quantities. Military ammunition scarce. Exotic ammunition essentially unavailable except through trade or salvage.

Deep Frontier: Ammunition of any type is precious. Characters may need to ration shots, scavenge from enemies, or manufacture their own using field equipment.

Specific Environments:

- **Space Stations:** Generally well-supplied unless isolated or under siege
- **Colony Ships:** Ammunition manufacturing capability varies; some ships can produce indefinitely, others rely on resupply
- **Pirate Havens:** Black Market ammunition available but expensive
- **War Zones:** Abundant ammunition of military types; may be entirely of one faction's standard, creating compatibility issues

AMMUNITION COMPATIBILITY

Not all ammunition works in all weapons. Consider the following when running games:

Caliber Matching: Weapons require specific ammunition calibers. A heavy pistol round won't fit a light pistol; rifle ammunition won't work in a carbine (unless specifically designed for compatibility).

Manufacturer Specifics: Some House weapons use proprietary ammunition. A Kurogane Smart Pistol requires Kurogane smart-rounds; standard ammunition won't benefit from the targeting systems.

Field Conversion: Some weapons can be field-converted to use different ammunition types. This requires tools, time, and a successful Knowledge Roll. Converted weapons may have reduced performance.

IMPROVISED AMMUNITION

In desperate situations, characters may need to improvise ammunition. This is possible with basic equipment but results in reduced performance:

Hand-Loaded Ammunition: Characters with appropriate tools can manufacture basic ammunition from raw materials. Requires: brass or casings, propellant, projectiles, loading equipment. Result: Standard damage but -1 to attack rolls (inconsistent quality).

Salvaged Ammunition: Record it as **Unreliable**. On Failure with Fear while firing it, the weapon becomes Glitchy under the optional Condition Track; if that module is inactive, it jams until an Action clears it. Matching dice remain Critical Success.

Improvised Projectiles: In extreme cases, a projectile weapon can fire metal scrap, stones, or another dense object. Halve the final damage, rounding down, and reduce its range by one Core band: Very Far to Far, Far to Close, Close to Very Close, or Very Close to Melee. A Melee-range weapon cannot use this option.

4.7: NARRATIVE CONSIDERATIONS: FIREARMS IN YOUR CAMPAIGN

Kinetic weapons are the most common arms in the Veilfarers galaxy. Nearly every character will encounter them, and many will carry them. This ubiquity creates both opportunities and challenges for storytelling.

THE SOUND OF COMBAT

Unlike melee weapons or many energy weapons, kinetic firearms are *loud*. A gunshot in a crowded station alerts everyone within earshot. A firefight draws attention, investigators, and often unwanted responders.

Use this acoustically:

- **Silenced weapons matter.** When stealth is important, the difference between a Whisper Pistol and a standard firearm is the difference between successful infiltration and a running battle.
- **Witnesses hear what they hear.** NPCs blocks away might hear gunfire and react, calling authorities, fleeing the area, or investigating.
- **Echoes and confusion.** In complex environments, gunfire echoes and distorts. Enemies might not know exactly where shots came from, creating opportunities for misdirection.

AMMUNITION NARRATIVES

While standard ammunition is abstracted, the *concept* of limited ammunition creates narrative possibilities:

- **Running dry at dramatic moments.** A Failure with Fear might mean the magazine runs empty at the worst possible time.
- **Scavenging and resupply.** Finding compatible ammunition on defeated enemies creates small moments of relief or frustration.
- **Rationing in extended operations.** Deep frontier expeditions might require characters to consider how many shots they can afford to fire.

THE DEMOCRACY OF VIOLENCE

Firearms are equalizers. A skilled assassin and a frightened shopkeeper can both pull a trigger. This creates specific narrative implications:

- **Anyone can be dangerous.** Even untrained NPCs with firearms are threats. A mob of desperate colonists with hunting rifles can overwhelm a skilled warrior through volume of fire.

- **Fear of guns is rational.** Characters know what guns do. NPCs facing armed opponents may surrender, flee, or cooperate rather than risk being shot.
- **Gun culture varies.** Some regions normalize open carry; others treat visible weapons as threatening. Characters must read local customs to avoid social complications.

WEAPON CONDITION AS NARRATIVE

If using the degradation rules from Chapter 2, weapon condition tells stories:

- **Pristine weapons** suggest recent acquisition, professional maintenance, or wealth.
- **Worn weapons** suggest experience, limited resources, or attachment to familiar equipment.
- **Glitchy weapons** suggest desperation, poverty, or characters pushed to their limits.

When characters encounter NPCs, describe their weapons' conditions. The raider with a pristine assault rifle is different from the raider with a duct-taped scrap-cannon.

DISTINCTIVE WEAPONS

Not every weapon needs to be mechanically unique to be narratively distinctive. Consider:

- **Visual customization:** Carved stocks, painted designs, trophy modifications, personalized grips
- **History:** "This rifle belonged to my grandmother. She carried it through the Joric War."
- **Quirks:** "It pulls slightly left. I've learned to compensate."
- **Names:** Characters who name their weapons have different relationships with violence than those who don't.

Encourage players to describe their weapons beyond statistics. These details make equipment feel personal rather than interchangeable.

CHAPTER 5

RANGED WEAPONS: ENERGY & EXOTIC

"The first time you see a plasma bolt vaporize someone, you never forget it. One moment they're standing there, flesh and bone and a lifetime of memories, and then they're just... gone. A flash of light, a scream that ends mid-note, and vapor rising where a person used to be. Kinetic weapons kill you. Energy weapons erase you. There's a difference, and it matters more than you'd think."

Private First Class Yuki Tanaka, House Kurogane Marines, debriefing after the Prism Station Incident

INTRODUCTION: LIGHT MADE LETHAL

Before the Great Silence, energy weapons represented the future of warfare. Directed-energy systems offered advantages that kinetic weapons could never match: infinite ammunition capacity (given sufficient power), variable lethality settings, reduced recoil, and compatibility with advanced targeting systems. Military planners anticipated that within decades, projectile weapons would be relegated to museums and frontier backwaters.

The Silence proved them partially correct, but not in the way they expected.

When the quantum networks collapsed, the infrastructure supporting energy weapon manufacturing fragmented. Power cell production required rare materials that had been imported across interstellar distances. Calibration tools relied on software distributed through networks that no longer existed. The factories that produced focusing crystals and plasma containment fields found themselves cut off from supply chains and expertise.

The frontier reverted to kinetic weapons. But the Core Worlds, the Great Houses and the remaining Imperial territories, maintained enough industrial capacity to continue producing directed-energy systems. Energy weapons became prestige items: symbols of technological sophistication, markers of connection to the centers of power.

A century later, this division persists. Frontier settlers carry slugthrowers; House elite forces carry plasma rifles.

A smuggler with an energy weapon is either wealthy, connected, or has a story worth hearing.

This chapter catalogs the energy weapons available in the Veilfarers galaxy, from simple laser sidearms to devastating plasma artillery, from elegant Solari photon lances to terrifying Volkov thermal weapons that cook targets from the inside out.

5.1: ENERGY WEAPON FUNDAMENTALS

Energy weapons operate on principles fundamentally different from kinetic firearms. Understanding these principles helps players and Keepers make informed decisions about equipment and tactics.

HOW ENERGY WEAPONS WORK

All energy weapons convert stored power into destructive output. The differences lie in what form that output takes:

Laser Weapons: Coherent light amplified to destructive intensity. The beam travels at light speed (effectively instantaneous at combat ranges), making lasers the easiest energy weapons to aim. However, lasers are attenuated by atmosphere, dust, smoke, and precipitation, in poor visibility, their effectiveness drops dramatically.

Plasma Weapons: Superheated ionized gas magnetically contained into destructive bolts. Plasma weapons are slower than lasers (the bolt visibly travels across the battlefield) but carry more kinetic force and are less affected by atmospheric conditions. Plasma containment failures can be catastrophic.

Particle Weapons: Accelerated streams of subatomic particles. Particle weapons are rare and expensive but offer penetration that neither lasers nor plasma can match, the beam passes through conventional armor as if it weren't there.

Ion Weapons: Electrically charged attacks that disrupt electronic systems. Ion weapons deal minimal physical damage but devastate machinery, computers, and cybernetic systems.

Exotic Systems: Weapons that defy conventional classification, graviton projectors, dimensional disruptors, Veil-based effects. These are typically Experimental or Precursor tier and operate on principles that modern science doesn't fully understand.

POWER REQUIREMENTS

Energy weapons require power cells rather than ammunition. This creates different logistical considerations:

Power Cells: Most energy weapons use standardized power cells that can be recharged or replaced. A fresh cell provides effectively unlimited shots for most combat encounters. Cells degrade over time and use, eventually requiring replacement.

Recharging: Power cells can be recharged from any compatible power source, ship reactors, station power grids, portable generators, or solar collectors. Recharge time varies from minutes to hours depending on equipment.

Field Concerns: Unlike kinetic ammunition, which works indefinitely if stored properly, power cells lose charge over time even when unused. Long expeditions

may find their energy weapons becoming paperweights as cells drain.

Heat Management: Energy weapons generate heat. Most designs include cooling systems that vent excess thermal energy, but sustained fire can overwhelm cooling capacity. Weapons that overheat must wait for cool-down or risk damage.

DAMAGE TYPES

Energy weapon damage is typically categorized as **Energy** damage, which interacts differently with defenses than **Physical** damage from kinetic weapons:

- Energy damage is reduced by **Energy Shields** and abilities that specifically counter energy attacks
- Energy damage carries Penetration -2 (it lowers the target's thresholds by 2 for the hit); the Reflective armor tag cancels this
- Some targets are **Resistant** or **Vulnerable** to specific energy types

The specific damage type affects tactical decisions: against a target with heavy physical armor but no energy shielding, an energy weapon is often superior. Against a target with energy shields but no physical armor, kinetic weapons may be more effective.

5.2: COMMON ENERGY WEAPONS

Common energy weapons are widely available in Core Worlds and House territories but may be rare or unavailable on the frontier. They require no special proficiency beyond standard weapon training.

COMMON ENERGY WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Laser Pistol	Common	1	1d6	Close	0	Lightweight, Energy	1 Cr
Laser Rifle	Common	1	1d8	Far	2	Two-Handed, Energy, Accurate	1 Cr
Holdout Laser	Common	1	1d4	Very Close	0	Lightweight, Concealable, Energy	1 Cr
Industrial Cutter	Common	1	1d8	Very Close	1	Energy, Melting	1 Cr
Stun Blaster	Common	1	1d6	Very Close	1	Energy, Non-Lethal, Stun	1 Cr
Civilian Pulse Gun	Common	1	1d6	Very Close	1	Energy	1 Cr

WEAPON DESCRIPTIONS LASER PISTOL

The laser pistol is the standard energy sidearm, compact, reliable, and effective at ranges where kinetic pistols begin losing accuracy. The beam travels instantaneously, making it easier to hit targets than projectile weapons at similar distances.

The Close range (unusual for a pistol) reflects laser accuracy. The Energy property means damage is reduced by energy shields rather than physical armor.

The laser pistol is the energy equivalent of the service pistol, a solid all-around sidearm that benefits from energy damage's armor-bypassing properties.

LASER RIFLE

The laser rifle is the baseline infantry weapon for House forces, accurate, reliable, and effective at long range. The coherent light beam delivers precise damage to targets that would be difficult to hit with kinetic weapons at similar distances.

The Accurate property reflects the beam's instant travel time and consistent trajectory. The Far range makes it effective at distances where most kinetic rifles struggle.

The laser rifle is the standard energy infantry weapon. It trades the kinetic rifle's raw damage for accuracy and range, rewarding patient shooters.

HOLDOUT LASER

The smallest category of energy weapon, the holdout laser is designed for concealment. The beam is too weak for serious combat, but in emergencies, a burn to the face is a burn to the face.

The holdout laser is the energy equivalent of the derringer, carried when no other weapon is possible, used when no other option exists.

INDUSTRIAL CUTTER

Not designed as a weapon, the industrial cutter is a tool for precision cutting of metal, polymer, and other materials. In desperate situations, it serves as a short-range weapon that causes horrific burns.

Melting creates its one delayed damage marker as heat spreads through the target. Very Close range reflects the tool's design for precision work rather than combat.

The industrial cutter is an improvised energy weapon, something spacers carry for work that can be turned to violence in emergencies.

STUN BLASTER

The stun blaster fires ionized bursts that overwhelm nervous systems without causing permanent damage. It's the standard non-lethal option for security forces who need to incapacitate rather than kill.

Non-Lethal prevents reduction below 1 HP and Stunning uses its printed Reaction. Energy damage still resolves against normal Thresholds and Armor Slots.

The stun blaster is the professional non-lethal option for energy weapon users, the equivalent of the stun baton but at range.

CIVILIAN PULSE GUN

A simple civilian energy weapon, the pulse gun fires bolts of ionized particles. It's less accurate than a laser but doesn't require the precision optics, making it cheaper and more robust.

The pulse gun is the budget energy weapon, functional but unremarkable. It's what civilians can afford when they want energy over kinetic.

5.3: MILITARY ENERGY WEAPONS

Military energy weapons represent professional combat equipment. They require Military proficiency and are restricted to authorized buyers in most jurisdictions.

MILITARY ENERGY WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Combat Laser Pistol	Military	2	1d8+2	Close	1	Lightweight, Energy, Accurate	4 Cr
Thermal Plasma Pistol	Military	2	1d10	Very Close	1	Energy, Thermal	4 Cr
Assault Laser	Military	2	1d10+2	Far	2	Two-Handed, Energy, Automatic	4 Cr
Thermal Plasma Rifle	Military	2	2d6+2	Close	2	Two-Handed, Energy, Thermal	4 Cr
Ion Disruptor Rifle	Military	2	1d8	Close	2	Two-Handed, Energy, Disruptor	4 Cr
Laser Carbine	Military	2	1d8+1	Close	1	Energy	4 Cr
Heavy Laser	Military	2	2d8	Far	2	Two-Handed, Energy, Accurate	4 Cr
Pulse Carbine	Military	2	1d10	Close	2	Two-Handed, Energy, Automatic	4 Cr
Thermal Pistol	Military	2	1d8	Very Close	1	Lightweight, Energy, Thermal, Melting	4 Cr
Beam Sniper	Military	2	2d10	Very Far	3	Two-Handed, Energy, Accurate, Scope, Heavy	4 Cr

WEAPON DESCRIPTIONS COMBAT LASER PISTOL

The combat laser pistol is the military upgrade to the civilian model, more power, better optics, and reliability under combat conditions. It's the standard sidearm for House military officers and security personnel.

The Accurate property reflects enhanced targeting systems. The increased damage compared to civilian lasers reflects military-grade power cells and focusing crystals.

The combat laser pistol is the professional's energy sidearm, better than civilian options in every measurable way.

THERMAL PLASMA PISTOL

The plasma pistol fires bolts of magnetically-contained superheated gas. The impact combines kinetic force with thermal energy, making it devastating against unshielded targets. The bolt visibly travels (unlike a laser), but the plasma's thermal properties make up for reduced accuracy.

The Thermal property forces targets to make a Reaction Roll or catch fire. The Very Close range reflects the challenges of containing plasma over distance.

The plasma pistol trades laser accuracy for thermal effects. It's preferred by characters who want Energy damage with the Fire tag or face targets resistant to pure energy.

ASSAULT LASER

The assault laser is the energy equivalent of the assault rifle, a versatile weapon capable of semi-automatic precision fire and fully automatic suppression. The instantaneous beam travel makes automatic fire more effective than with kinetic weapons.

The Automatic property allows multiple attacks at a penalty. The Far range and Accurate property reflect laser advantages in accuracy.

The assault laser is the standard energy infantry weapon, versatile, accurate, and effective across combat scenarios.

THERMAL PLASMA RIFLE

The plasma rifle fires heavier plasma bolts than the pistol, achieving rifle-equivalent damage at the cost of reduced range. The Energy damage carries the Thermal tag; targets hit by plasma bolts burn.

The Thermal property applies to all damage. The Close range (rather than Far) reflects plasma containment limits.

The plasma rifle is the heavy-hitter energy rifle. The damage is excellent, but range limitations require different tactics than laser rifles.

ION DISRUPTOR RIFLE

The ion rifle fires charged particles that disrupt electronic systems. It deals minimal damage to organic targets but devastates machinery, including cybernetic systems and synthetic enemies.

Against a Synthetic, drone, or exposed electronic device, the Disruptor property adds one normal damage die. If it causes HP loss to a Synthetic or drone, one fictionally exposed device goes offline until the end of that target's next Spotlight. This makes the rifle the specialist weapon for technological threats.

The ion rifle is the anti-tech option, essential against synthetic enemies or shielded targets.

LASER CARBINE

The laser carbine is a compact version of the assault laser, easier to carry, better suited for close quarters, but sacrificing some range and power. It's preferred by vehicle crews, support personnel, and anyone who needs energy capability without rifle bulk.

The laser carbine fills the same role as kinetic carbines, compact versatility for environments where full rifles are impractical.

HEAVY LASER

The heavy laser increases power output significantly over standard lasers, achieving damage comparable to battle rifles while maintaining laser accuracy advantages. The trade-off is increased size and power consumption.

The heavy laser is the precision damage dealer, laser accuracy with battle rifle damage. It rewards patient shooters who want to drop targets in single shots.

PULSE CARBINE

The pulse carbine fires rapid bursts of ionized particles, trading the laser's accuracy for volume of fire. It's preferred in situations where suppression matters more than precision.

The Automatic property allows multiple attacks. The lack of Accurate property reflects the diffuse nature of pulse fire.

The pulse carbine is the energy suppression option, less precise than lasers but capable of putting more energy downrange.

THERMAL PISTOL

The thermal pistol fires concentrated heat rather than coherent light or plasma bolts. The beam delivers thermal energy directly to the target, heating flesh and metal from the inside out. It's slow, short-ranged, and horrifically effective.

Thermal can apply On Fire and Melting creates one delayed Energy-damage marker with the Fire tag. Both use their registered procedures.

The thermal pistol is the cruelty option, designed to kill slowly and painfully. It's favored by interrogators and sadists.

BEAM SNIPER

The beam sniper rifle uses a sustained laser beam to deliver enormous energy to a precise point. The beam vaporizes everything in its path, making it devastating against targets at extreme range.

The Very Far range matches kinetic sniper rifles. The Energy property and laser accuracy make it effective against targets that would be difficult for kinetic snipers.

The beam sniper is the energy precision weapon, laser accuracy at extreme range with devastating damage.

5.4: HOUSE-SPECIFIC ENERGY WEAPONS

Each Great House has developed distinctive energy weapon traditions reflecting their military doctrines and technological specializations.

HOUSE SOLARI: WEAPONS OF LIGHT

House Solari has refined laser technology to an art form. Their weapons are beautiful, precise, and deadly, reflections of their culture's values.

SOLARI PHOTON LANCE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Photon Lance	Military	2	2d6+2	Very Far	2	Two-Handed, Energy, Accurate, Finesse	4 Cr

The Photon Lance is the signature weapon of Solari marksmen, a precision laser rifle capable of accuracy that borders on supernatural. The weapon's focusing crystals are grown in zero-gravity conditions, creating perfect optical paths that maintain beam coherence at ranges measured in kilometers.

The Finesse property allows Agility-based characters to use their best attribute. The Very Far range matches the best kinetic sniper rifles.

The Photon Lance is the premiere precision energy weapon, perfect for Finesse-based characters who want extreme-range accuracy.

SOLARI SUN-RAY PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Sun-Ray Pistol	Military	2	1d8+2	Far	1	Lightweight, Energy, Accurate, Finesse	4 Cr

The Sun-Ray Pistol is the dueling weapon of Solari nobility, a laser pistol refined to achieve accuracy that most rifles can't match. In formal energy weapon duels, the Sun-Ray's precision is the difference between life and death.

The Far range (unusual for a pistol) reflects exceptional accuracy. The Finesse property rewards skill over strength.

The Sun-Ray Pistol is the precision energy sidearm, the duelist's choice for characters who favor accuracy over raw damage.

HOUSE VOLKOV: WEAPONS OF TERROR

House Volkov energy weapons are designed to intimidate as much as to kill. Thermal systems that cook targets, plasma weapons that leave nothing but ash, Volkov doctrine favors fear.

VOLKOV INFERNO CANNON

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Inferno Cannon	Military	2	2d8	Very Close	2	Two-Handed, Energy, Spray, Thermal	4 Cr

The Inferno Cannon fires a cone of superheated plasma that engulfs everything in its path. It's not a weapon, it's a portable massacre, designed to clear rooms and terrify survivors.

The Spray property affects all targets in a cone. The Thermal property ignites everything it touches.

The Inferno Cannon is the crowd-clearing terror weapon, devastating in close quarters but limited by range and indiscriminate destruction.

VOLKOV HELLFIRE PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Hellfire Pistol	Military	2	1d10+2	Very Close	1	Lightweight, Energy, Thermal, Melting, Loud	4 Cr

The Hellfire Pistol fires plasma bolts designed to penetrate and then expand, cooking targets from the inside. The visual and auditory signature is designed to terrify, the weapon screams when fired.

Melting creates one delayed damage marker. Loud alerts the current scene and one adjacent accessible zone under its registered procedure.

The Hellfire Pistol is the Volkov sidearm, maximum terror in a one-handed package.

HOUSE KUROGANE: WEAPONS OF TECHNOLOGY

House Kurogane integrates advanced technology into every weapon, creating systems that blur the line between firearm and computer.

KUROGANE SMART-BEAM RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Smart-Beam Rifle	Military	2	2d6	Far	2	Two-Handed, Energy, Guided, Biometric	4 Cr

The Smart-Beam Rifle uses targeting AI to bend its laser around obstacles. The beam reflects off atmospheric particles, around corners, through windows, the shooter designates, the rifle solves the physics.

The Guided property allows targeting without direct line of sight. The Biometric lock ensures sophisticated systems aren't captured.

The Smart-Beam Rifle removes cover as a factor, targets can be engaged regardless of obstacles.

KUROGANE ION STORM PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Ion Storm Pistol	Military	2	1d6+2	Close	1	Lightweight, Energy, Disruptor, Arc	4 Cr

The Ion Storm Pistol fires charged particles that arc between targets, disrupting electronics across a group. It's the perfect weapon for fighting augmented enemies or disabling technological assets.

The Arc property chains damage to nearby targets. Against a Synthetic, drone, or exposed electronic device, the Disruptor property adds one normal damage die; an HP loss to a Synthetic or drone can take one fictionally exposed device offline until the end of that target's next Spotlight.

The Ion Storm Pistol is the anti-tech sidearm, devastating against augmented or synthetic enemies.

HOUSE JORIC: WEAPONS OF ENDURANCE

House Joric energy weapons sacrifice sophistication for reliability. They're over-engineered to function in any conditions, though they lack the elegance of other House designs.

JORIC SIEGE LASER

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Siege Laser	Military	2	2d8+2	Far	3	Two-Handed, Energy, Reliable, Heavy	4 Cr

The Siege Laser is built to last, heavy, over-powered, and virtually indestructible. Where other energy weapons require careful maintenance, the Siege Laser functions after abuse that would destroy sophisticated equipment.

Reliable grants +1 to every attack roll made with the weapon. Heavy requires sufficient Strength to wield it effectively.

The Siege Laser is the durable option, trading sophistication for reliability.

JORIC BULWARK PISTOL

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Bulwark Pistol	Military	2	1d10+1	Close	1	Energy, Reliable	4 Cr

The Bulwark Pistol applies Joric engineering philosophy to energy sidearms, maximum damage and reliability in a weapon that never fails.

The Bulwark Pistol is the no-nonsense energy sidearm, solid performance that works every time.

HOUSE VALERIUS: WEAPONS OF SILENCE

House Valerius energy weapons emphasize stealth, silent operation, minimal visual signature, and deniability.

VALERIUS PHANTOM BEAM

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Phantom Beam	Military	2	1d10	Close	1	Lightweight, Energy, Silent, Concealable	4 Cr

The Phantom Beam uses frequencies outside the visible spectrum, creating a laser that's effectively invisible. Targets die without ever seeing what killed them; bystanders see nothing but a body falling.

The Silent property prevents alerting nearby enemies. The Concealable property allows covert carry.

The Phantom Beam is the assassination laser, invisible, silent, and deniable.

VALERIUS SHADOW RIFLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Shadow Rifle	Military	2	2d6+2	Far	2	Two-Handed, Energy, Silent, Collapsible	4 Cr

The Shadow Rifle is the sniper's choice for covert operations, a silent, invisible beam weapon that breaks down into components indistinguishable from civilian electronics.

The Collapsible property allows transport through security. The Silent property maintains stealth after firing.

The Shadow Rifle is the infiltrator's sniper weapon, break it down, smuggle it through, assemble, and eliminate.

HOUSE AMARANTH: WEAPONS OF CONTROL

House Amaranth energy weapons emphasize non-lethal options, capturing targets rather than killing them.

AMARANTH PACIFICATION BEAM

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Pacification Beam	Military	2	2d6	Close	2	Two-Handed, Energy, Non-Lethal, Stun, Spray	4 Cr

The Pacification Beam fires a wide-angle neural disruption field that incapacitates everyone in its path. It's the weapon of choice for mass capture operations.

The Spray property affects multiple targets. Non-Lethal and Stun ensure survival.

The Pacification Beam is the crowd-control capture weapon, neutralizing groups without casualties.

5.5: EXPERIMENTAL ENERGY WEAPONS

The weapons in this section represent cutting-edge technology, systems that push the boundaries of what energy weapons can achieve.

EXPERIMENTAL ENERGY WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Particle Beam Rifle	Exp.	3	2d10	Far	2	Two-Handed, Energy, Phasing	9 Cr
Graviton Pistol	Exp.	3	2d6	Very Close	1	Energy, Knockdown, Anchoring	9 Cr
Disintegrator Rifle	Exp.	3	2d12	Close	3	Two-Handed, Energy, Disintegrating, Unstable	9 Cr
Quantum Laser	Exp.	3	2d8	Far	2	Two-Handed, Energy, Phasing, Accurate	9 Cr
Void Projector	Exp.	3	2d8	Close	2	Two-Handed, Energy, Blast (Close), Unstable	9 Cr
Neural Disruptor	Exp.	3	1d8+4	Close	1	Energy, Stun, Anti-Psionic	9 Cr
Singularity Pistol	Exp.	3	2d8	Very Close	1	Energy, Blast (Very Close), Heavy	9 Cr
Annihilation Beam	Exp.	3	3d8	Far	3	Two-Handed, Energy, Sustained Fire, Heavy	9 Cr

WEAPON DESCRIPTIONS PARTICLE BEAM RIFLE

The particle beam rifle fires accelerated subatomic particles that pass through conventional matter. Armor, cover, and obstacles are irrelevant, the beam phases through them to strike the target directly.

The Phasing property gives the shot Void damage (Penetration -4) and ignores one Armor Slot (and cover), making this weapon devastating against heavily protected targets.

The Particle Beam Rifle is the anti-armor energy option, no physical protection stops it.

GRAVITON PISTOL

The graviton pistol manipulates localized gravity, creating crushing forces at the point of impact. Targets are not just damaged but physically restrained by their own sudden weight.

The Knockdown and Anchoring properties combine for devastating control effects. The Very Close range reflects limitations in graviton projection.

The Graviton Pistol is the control sidearm, damage plus knockdown plus immobilization in a single package.

DISINTEGRATOR RIFLE

The disintegrator rifle breaks down molecular bonds at the point of impact, reducing targets to their component atoms. Nothing survives; nothing remains.

The Disintegrating property means no body, no evidence, no recovery. The Unstable property reflects the danger of weaponizing molecular dissolution.

The Disintegrator Rifle is the erasure weapon, targets aren't killed, they're removed from existence.

QUANTUM LASER

The quantum laser exists in multiple states simultaneously, allowing its beam to pass through obstacles that would block conventional lasers. The beam goes where it needs to go, regardless of intervening matter.

The Phasing and Accurate properties combine for devastating precision against protected targets.

The Quantum Laser is the precision Phasing option, accurate like a laser but passes through everything.

VOID PROJECTOR

The void projector creates a localized dimensional anomaly at the target point, a bubble of nothing that

damages everything nearby. The mechanism is poorly understood; the effects are dramatic.

The Blast (Close) property creates an area effect. The Unstable property reflects the unpredictable nature of dimensional manipulation.

The Void Projector is the area-effect experimental weapon, dangerous to targets and to the user.

NEURAL DISRUPTOR

The neural disruptor fires targeted energy that disrupts nervous systems and psionic abilities. It's particularly effective against Veil-sensitive targets.

The Anti-Psionic property grants bonus damage against psionic entities. The Stun property allows incapacitation rather than killing.

The Neural Disruptor is the anti-psionic option, essential for campaigns featuring Veil threats.

SINGULARITY PISTOL

The singularity pistol creates a brief gravitational anomaly at the target point, a micro-black hole that exists for a fraction of a second but causes devastating damage in its brief existence.

The Blast (Very Close) property affects nearby targets as they're pulled toward the singularity. The Heavy property reflects the power systems required.

The Singularity Pistol is the area-effect sidearm, a black hole generator in pistol form.

ANNIHILATION BEAM

The annihilation beam fires a sustained stream of antimatter particles, causing continuous damage as long as the beam remains on target. It's the closest thing to a portable death ray.

The Continuous property allows automatic follow-up hits if the user doesn't move. The Heavy property requires Strength to manage the weapon.

The Annihilation Beam is the sustained damage weapon, hold the beam on target and watch them vaporize.

5.6: EXOTIC WEAPONS

Some weapons defy conventional classification, they're neither purely kinetic nor energy, operating on principles that blur or transcend these categories.

EXOTIC WEAPONS TABLE

WEAPON	PROF.	TIER	DAMAGE	RANGE	BURDEN	PROPERTIES	COST
Acid Sprayer	Military	2	1d8	Very Close	2	Spray, Melting, Armor Piercing (1)	4 Cr
Cryo-Gun	Military	2	1d8	Close	2	Anchoring, Non-Lethal	4 Cr
Sonic Disruptor	Military	2	1d10	Very Close	2	Cone, Stun, Loud	4 Cr
Microwave Projector	Military	2	1d8	Very Close	2	Thermal, Melting, Concealable	4 Cr
Nerve Agent Sprayer	Military	2	1d6	Very Close	1	Spray, Poison, Non-Lethal	4 Cr
EMP Pistol	Military	2	1d4	Very Close	0	Lightweight, EMP, Disruptor	4 Cr
Graviton Snare	Military	2	1d6	Close	2	Anchoring, Non-Lethal	4 Cr
Tesla Coil Gun	Military	2	1d10	Close	2	Arc, Stun	4 Cr

WEAPON DESCRIPTIONS ACID SPRAYER

The acid sprayer projects corrosive chemicals that eat through armor and flesh alike. It's a horrific weapon, victims dissolve screaming as the acid works.

Melting creates one delayed Energy-damage marker with the Acid tag. Armor Piercing lowers Thresholds by its printed amount.

The Acid Sprayer is the terror weapon, slow, painful death by dissolution.

CRYO-GUN

The cryo-gun fires a stream of super-cooled chemicals that flash-freeze targets. It's primarily used for non-lethal capture, though prolonged exposure is eventually fatal.

Anchoring represents ice immobilization and can deny movement after a failed Strength Reaction Roll. Non-Lethal ensures targets survive if treatment is available.

The Cryo-Gun is the immobilization weapon, freezing targets in place for capture.

SONIC DISRUPTOR

The sonic disruptor generates focused sound waves that cause pain, disorientation, and tissue damage. It's effective against most organic targets but useless against deaf or protected enemies.

The Cone property affects all targets in a forward arc. The Stun property allows incapacitation.

The Sonic Disruptor is the crowd-control option, affecting everyone in its cone.

MICROWAVE PROJECTOR

The microwave projector fires focused microwave radiation that heats water molecules inside targets, literally cooking them from within. It passes through most clothing and light armor to affect flesh directly.

The Thermal and Melting properties cause Energy damage with the Fire tag. The Concealable property reflects the weapon's innocuous appearance.

The Microwave Projector is the covert terror weapon, looking harmless while cooking targets alive.

NERVE AGENT SPRAYER

The nerve agent sprayer disperses chemical weapons that attack the nervous system. It's highly effective against organic targets but useless against synthetics or targets in sealed armor.

The Poison and Non-Lethal properties combine for incapacitation without death. The Spray property affects multiple targets.

The Nerve Agent Sprayer is the mass-incapacitation weapon, chemical warfare in personal weapon form.

EMP PISTOL

The EMP pistol generates localized electromagnetic pulses that disable electronics. It deals minimal physical damage but devastates technological targets.

The EMP property disables electronics. Against a Synthetic, drone, or exposed electronic device, the Disruptor property adds one normal damage die; an HP loss to a Synthetic or drone can take one fictionally exposed device offline until the end of that target's next Spotlight.

The EMP Pistol is the pure anti-tech option, useless against unaugmented organics but devastating against machines.

GRAVITON SNARE

The graviton snare projects a gravitational field that pins targets in place. Minimal damage but exceptional control.

Anchoring can prevent movement after a failed Strength Reaction Roll. Non-Lethal ensures survival.

The Graviton Snare is the pure control option, no damage but complete immobilization.

TESLA COIL GUN

The Tesla coil gun fires electrical arcs that chain between targets, stunning and damaging multiple enemies with each shot.

The Arc property chains to additional targets. The Stun property allows non-lethal options.

The Tesla Coil Gun is the electrical crowd-control option, shocking multiple targets per shot.

5.7: POWER CELLS AND ENERGY LOGISTICS

While standard ammunition is abstracted in Veilfarers, energy weapon logistics create different considerations.

POWER CELL TYPES

Standard Cells: Compatible with Common and Military energy weapons. Widely available in Core Worlds and House territories; scarce on the frontier.

High-Capacity Cells: Provide approximately double the shots of standard cells. Cost 2x standard. Available in well-supplied military markets.

Hot Cells: Modified cells that provide bonus damage (+1) but reduce weapon lifespan. Each combat with hot cells causes one level of weapon degradation.

Cold Cells: Stable cells designed for long-term storage. No combat advantages but maintain charge indefinitely. Essential for long expeditions.

RECHARGING OPTIONS

Ship Reactor: Recharges standard cells in 1 hour. Most ships can recharge multiple cells simultaneously.

Station Power: Recharges standard cells in 30 minutes. Most stations offer charging as a free service to docked ships.

Portable Generator: Recharges one cell in 4 hours. Generators are available as Common equipment.

Solar Collector: Recharges one cell per day of direct sunlight. Emergency option for stranded personnel.

ENERGY WEAPONS ON THE FRONTIER

Outside Core Worlds and House territories, energy weapons become increasingly impractical:

Cell Scarcity: Replacement cells may be unavailable. Characters relying on energy weapons should stock spares or be prepared to convert to kinetics.

Maintenance Issues: Energy weapons require calibration equipment that may not exist on the frontier. Without maintenance, weapons gradually lose effectiveness.

Cultural Factors: Frontier populations often distrust energy weapons as "Core World technology." Social penalties may apply when displaying them.

5.8: NARRATIVE CONSIDERATIONS: ENERGY WEAPONS IN YOUR CAMPAIGN

Energy weapons bring distinctive narrative elements to your game, different aesthetics, different implications, different stories.

THE AESTHETICS OF ENERGY COMBAT

Energy weapons create distinctive visual signatures:

Lasers: Coherent light beams, sometimes visible in atmosphere, always visible at point of impact. Burns and char rather than blood and holes.

Plasma: Glowing bolts that light up the battlefield. Explosive impacts. Fire and molten material.

Particle Beams: Nearly invisible beams with devastating results. Targets collapse without apparent cause.

Exotic Effects: Gravity distortions, dimensional tears, electromagnetic discharges, each creates unique visual drama.

Use these differences to make combat scenes distinctive. A laser firefight looks and feels different from a plasma battle.

TECHNOLOGY AS SOCIAL MARKER

Energy weapons mark their carriers as connected to technological civilization. This creates social dynamics:

Core Worlds: Energy weapons are standard. Kinetic weapons are seen as primitive or quaint.

Frontier: Kinetic weapons are practical. Energy weapons mark the carrier as wealthy, connected, or foreign.

Mixed Environments: Both types coexist, creating implicit social stratification.

Characters carrying energy weapons on the frontier are making statements, whether intentionally or not.

THE HORROR OF ENERGY WEAPONS

Energy weapons kill in ways that kinetic weapons don't:

Vaporization: Plasma and disintegrators don't leave bodies. Loved ones have nothing to bury. Evidence disappears.

Burns: Laser and thermal wounds are horrific, cauterized flesh, visible char, the smell of cooking meat.

Silence: Some energy weapons kill without sound. The victim simply falls. This is deeply unsettling.

When describing energy weapon violence, lean into these elements. They're part of what makes energy weapons feel different from guns.

CHAPTER 6

GRENADES, ORDNANCE & HEAVY WEAPONS

"There's a saying among demolitions experts: 'There is no problem that cannot be solved with sufficient application of high explosives.' This is, of course, a joke. The truth is more nuanced. High explosives solve some problems very effectively, fortifications, vehicles, entrenched positions, enemies who refuse to die. They create other problems just as effectively, collateral damage, structural collapse, fire, shrapnel wounds to friendly personnel, and the attention of everyone within a three-kilometer radius who heard the boom and now wants to know what happened. The art of the explosives expert is knowing which problems you're creating while solving others, and making sure the trade is worth it."

Master Sergeant Yelena Voronova, House Joric Combat Engineers (Retired)

INTRODUCTION: THE DOCTRINE OF OVERWHELMING FORCE

Where the previous chapters dealt in precision, this one deals in area: grenades, ordnance, and heavy weapons that affect zones, structures, and concentrations of force rather than single targets. Their indiscriminate nature is both their strength and their weakness, decisive for breaching, suppression, and massed enemies, and a liability anywhere collateral damage carries moral or political weight. The Veilfarers galaxy offers plenty of both kinds of situation, and wise crews equip accordingly.

This chapter provides comprehensive rules and catalogs for:

Grenades, Hand-thrown explosive and effect devices ranging from simple fragmentation weapons to sophisticated electronic warfare packages. Grenades are the most accessible form of area-effect weaponry, requiring no special training beyond basic competence and offering solutions to a wide variety of tactical problems.

Launchers and Delivery Systems, Weapons designed to project grenades and other munitions to ranges beyond human throwing capacity. These include dedicated grenade launchers, underbarrel attachments, and missile systems that blur the line between infantry and vehicle weaponry.

Heavy Weapons, Crew-served and vehicle-mounted weapons designed to engage hardened targets, vehicles, and fortifications. These weapons typically require mounting points, power supplies, or multiple operators,

and represent the upper end of infantry-portable firepower.

Demolition Charges and Mines, Emplaced explosives designed for specific purposes: breaching structures, creating defensive perimeters, or denying terrain to enemy forces. These weapons require preparation but offer effects that hand-thrown or fired weapons cannot match.

Throughout this chapter, special attention is paid to the logistical and narrative implications of heavy ordnance. These are not weapons that appear from nowhere; they must be acquired, transported, maintained, and deployed with full awareness of their weight, both physical and political.

6.1: GRENADE MECHANICS & THROWING RULES

Grenades are self-contained explosive or effect devices designed to be thrown by hand and to detonate on impact, after a delay, or when triggered by proximity or remote command. They represent the most fundamental form of area-effect weaponry available to infantry, requiring no launcher or special equipment beyond the grenade itself and a functioning arm.

THROWING GRENADES: CANONICAL PROCEDURE

Throwing a grenade spends an **Action** and uses **Strength** or **Finesse**. Name the impact point and fix one DC from range: **Very Close 5, Close 10, Far 15**. A hand throw cannot reach **Very Far** without an explicit feature. Cover, darkness, pressure, training, and guidance use **Advantage** or **Disadvantage**; they never create intermediate DCs or stack flat situational modifiers.

Critical Success: place the grenade exactly; apply the normal critical payout. The blast damage dice are not doubled because affected creatures resolve the blast through **Reaction Rolls** rather than an attack against **Evasion**.

Success with Hope: place it exactly.

Success with Fear: place it exactly; the Keeper gains 1 **Fear**, subject to the hard maximum of 12.

Failure with Hope: it lands one personal range band from the intended point in a direction chosen by the thrower, then detonates.

Failure with Fear: Before the throw, number the eight adjacent map directions 1 through 8 clockwise from the table's declared north. Roll d8; the grenade lands one band from the intended point in that numbered direction and detonates. If that direction has no playable zone, it leaves the scene and detonates harmlessly. Creatures already in the resulting blast resolve it normally; no target or direction is chosen after the Roll. It never detonates in the thrower's hand or changes matching dice.

BLAST SIZE AND RESOLUTION

Each grenade prints one blast size: **Small** affects a **Very Close** zone, **Standard** affects a **Close** zone, **Large** affects a **Far** zone, and **Massive** states a set-piece area and warning procedure. Every creature in the area makes an **Agility Reaction Roll against the grenade's Feature DC**: Common 10, Military 15, Experimental 20, Precursor 25. Failure takes the listed effect in full; success takes half damage and avoids any secondary Condition. Total Cover blocks the blast.

REACTING TO A TIMED GRENADE

An aware creature may spend its **Reaction** on one option before detonation:

- **Dive for Cover**: **Agility Reaction Roll**, DC 10. On success move one band to available cover and gain it against the blast; on failure remain in place. Failure with **Fear** also makes the character **Prone** after the blast. The Roll has **Disadvantage** if no cover is reachable within one band.

- **Kick Away:** while at Melee range, Agility Reaction Roll, DC 15. On success move the grenade one band in a chosen direction; on failure it remains. Failure with Fear makes the character Prone after the blast.
- **Throw Back:** requires explosives training and Melee range. Agility Reaction Roll, DC 15. On success immediately place the grenade at Very Close or Close range; on failure it remains. Failure with Fear marks 1 Stress after the blast.
- **Smother:** the player knowingly chooses this without a Roll. The character cannot spend Armor Slots against the blast and treats a successful blast Reaction as failure; every other creature in the area treats failure as success. At 0 HP use the normal Dying, Final, and voluntary Death Move procedures.

GRENADE TYPES BY ACTIVATION

Grenades activate in different ways, each suited to different tactical applications.

IMPACT GRENADES

Impact grenades detonate when they strike a solid surface with sufficient force. They are the simplest and most immediate form of grenade, throw, hit, explode.

Advantages:

- No delay between landing and detonation
- Cannot be thrown back
- Timing is predictable

Disadvantages:

- Can detonate prematurely if they strike unexpected obstacles
- Cannot be "cooked" to optimize timing
- More expensive than timed variants

Special Rule: Impact grenades that strike a creature directly deal an additional 1d6 damage to that specific creature before the blast affects the area.

TIMED GRENADES

Timed grenades detonate after a set delay from activation, typically 3-4 seconds (1 combat round). The thrower activates the grenade before or during the throw.

Advantages:

- Less expensive than impact variants
- Can be "cooked" (held after activation to reduce time to detonation)
- Timing can be predicted for coordinated actions

Disadvantages:

- Delay allows targets to react (dive for cover, throw back)
- A delayed grenade remains dangerous because every creature receives the printed Reaction Roll when it detonates
- Cooking is risky, miscalculation results in self-detonation

Cooking Grenades: Before throwing a timed grenade, declare a short or long cook. A short cook gives aware targets Disadvantage on Dive, Kick, or Throw Back Reactions. A long cook prevents those Reactions but imposes Disadvantage on the throw. On Failure with Fear during a long cook, resolve the blast centered on the thrower's zone after every affected creature makes the normal blast Reaction Roll. Matching dice remain Critical Success.

PROXIMITY GRENADES

Proximity grenades arm after landing and detonate when a creature moves within their sensor range. They function as temporary mines.

Advantages:

- Create area denial
- Detonate when targets are optimally positioned
- Can be left as traps or defensive perimeters

Disadvantages:

- More expensive than other variants
- May be triggered by unintended targets (allies, animals, civilians)
- Can be detected and disarmed by skilled enemies
- Some have limited battery life (1 hour to 24 hours)

Sensor Range: Typically Very Close range. Creatures moving within this range trigger the grenade at the end of their movement.

Detection and Disarming:

- Detecting a proximity grenade: **Instinct**, DC 10 for Tier 1, DC 15 for Tier 2-3, or DC 20 for Tier 4
- Disarming a proximity grenade: **Knowledge**, DC 15 for Tier 1, DC 20 for Tier 2-3, or DC 25 for Tier 4
- Failure with Fear on disarming: The grenade detonates

REMOTE-DETONATED GRENADES

Remote grenades do not detonate automatically. Instead, they arm when thrown and detonate only when the operator triggers them via a linked detonator.

Advantages:

- Perfect timing control
- Can be placed and detonated much later
- Multiple grenades can be linked to a single detonator

Disadvantages:

- Require the detonator to function (lose the detonator, lose control)
- Detonation signal can be jammed in some environments
- More expensive and complex than other variants

Detonation: Triggering a remote grenade is a **free effect** during the operator's Spotlight. It requires a functioning detonator and an unjammed signal.

Signal Range: Far range in open air and Close range through ordinary structures or established interference. A specifically named advanced detonator may print a greater range.

Jamming: Remote detonation fails only inside a printed Jamming zone, behind an established signal-blocking barrier, or when an active countermeasure was declared before the grenade was thrown. A failed signal does not consume the grenade; impact or timed activation still works if the item has that mode.

6.2: GRENADE TYPES (CATALOG)

The following section catalogs the most common grenade types available in the post-Silence galaxy. Each entry includes complete statistics, tactical applications, and notes on availability.

FRAGMENTATION GRENADES

The fundamental infantry grenade, unchanged in basic principle since humanity first learned to throw exploding objects at each other.

Fragmentation grenades create casualties through the dispersal of high-velocity metal fragments. A central explosive charge shatters a

casing (originally metal, now often ceramic or composite) into hundreds of lethal shards that radiate outward from the blast center.

STANDARD FRAGMENTATION GRENADE

STAT	VALUE
Tier	1
Proficiency	Common
Blast Radius	Small (Very Close)
Damage	3d6 Kinetic
Properties	[CR] Blast, [NEW] Loud
Activation	Timed (3 seconds) or Impact (specify when purchased)
Cost	1 Credit
Burden	1 (6 grenades = 1 Burden slot)

Tactical Application: The workhorse of infantry combat. Effective against unarmored or lightly armored personnel in the open. Less effective against targets in hard cover or heavy armor. Ideal for clearing rooms, breaking up formations, and creating chaos in enemy lines.

Availability: Universal. Available from any arms dealer, military surplus outlet, or reasonably stocked ship's armory. Legal for licensed military personnel in most jurisdictions; restricted for civilians in House-controlled space.

HEAVY FRAGMENTATION GRENADE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Standard (Close)
Damage	4d6 Kinetic
Properties	[CR] Blast, [CR] Devastating, [NEW] Loud
Activation	Timed (4 seconds) or Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

Tactical Application: The military-grade upgrade. Larger blast radius and heavier shrapnel make this significantly more lethal than the standard variant. The Brutal property (extra HP on Severe hits) reflects the optimized fragmentation pattern that maximizes wound potential.

Availability: Military supply chains, House arsenals, licensed arms dealers with appropriate permits. Black Market availability is common but attracts Heat.

MICRO-FRAGMENTATION GRENADE

STAT	VALUE
Tier	2
Proficiency	Common
Blast Radius	Very Close zone
Damage	2d6 Kinetic
Properties	[CR] Blast, [NEW] Concealable
Activation	Impact only
Cost	4 Credits
Burden	0.5 (12 grenades = 1 Burden slot)

Tactical Application: A miniaturized grenade designed for concealed carry and close-quarters work.

The small blast radius limits collateral damage but also requires precise placement. Popular among assassins, bodyguards, and covert operators who need explosive options without the bulk.

Availability: Specialty arms dealers, House Valerius suppliers, Black Market. The small size makes them easy to smuggle.

PLASMA GRENADES

Contained fusion in a throwable package, engineering elegance meets overwhelming destructive force.

Plasma grenades use magnetic containment to compress superheated plasma until detonation, at which point the containment fails catastrophically and releases the plasma in a devastating thermal burst. They are more expensive than fragmentation grenades but significantly more destructive.

STANDARD PLASMA GRENADE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Small (Very Close)
Damage	4d6 Energy (Thermal)
Properties	[CR] Blast, [NEW] Thermal, [NEW] Loud
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

Tactical Application: Devastatingly effective against both personnel and light vehicles. The Thermal property means targets that survive the initial blast may still suffer ongoing Energy damage with the Fire tag. Plasma grenades are particularly effective against enemies in flammable cover, the cover becomes a liability rather than a protection.

Warning: Plasma grenades should not be used in environments with significant atmospheric oxygen content above normal, near fuel storage, or in areas where fire could cause catastrophic secondary effects. The magnetic containment occasionally fails prematurely in high-radiation environments.

Availability: Military suppliers, specialized arms dealers. Restricted in most civilian contexts. House Kurogane is the primary manufacturer; their grenades bear distinctive hexagonal casings.

HEAVY PLASMA GRENADE

STAT	VALUE
Tier	3
Proficiency	Military
Blast Radius	Standard (Close)
Damage	5d6 Energy (Thermal)
Properties	[CR] Blast, [NEW] Thermal, [NEW] Loud, [NEW] Melting
Activation	Impact
Cost	9 Credits
Burden	1 (3 grenades = 1 Burden slot)

Tactical Application: Anti-vehicle and fortification-destruction ordnance. The Melting property means damage continues on subsequent Spotlights as plasma burns through armor and material. Exceptionally effective against static targets, bunkers, vehicles, emplacements, that cannot escape the lingering effect.

Availability: Military elite units, House armories. Black Market acquisition attracts significant Heat due to the anti-vehicle capability.

CONCUSSIVE GRENADES

When you need them alive, or at least identifiable.

Concussive grenades (also called stun grenades or flashbangs) produce overwhelming sensory stimulus without lethal fragmentation or thermal effects. They are designed to incapacitate rather than kill, making them ideal for capture operations, law enforcement, and situations where collateral damage must be minimized.

STANDARD FLASHBANG

STAT	VALUE
Tier	1
Proficiency	Common
Blast Radius	Standard (Close)
Damage	1d6 Stress (non-lethal)
Properties	[CR] Blast, [NEW] Non-Lethal, [NEW] Disorienting
Activation	Timed (2 seconds)
Cost	1 Credit
Burden	1 (6 grenades = 1 Burden slot)

[NEW] Disorienting Property: Creatures that fail a Strength Reaction Roll (DC 10) against this effect are Disoriented until the end of their next Spotlight. Disoriented creatures have Disadvantage on all rolls and cannot take Reactions.

Tactical Application: Room-clearing, arrest operations, and any situation where you want enemies incapacitated rather than dead.

Flashbangs are standard issue for security forces across the galaxy. They're less effective against enemies with sealed helmets, audio/visual dampening systems, or non-human sensory configurations.

Availability: Universal. Legal for most licensed personnel. Cheap enough to be disposable.

CONCUSSION GRENADE (HEAVY STUN)

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Small (Very Close)
Damage	2d6 Stress (non-lethal) + 1d6 HP
Properties	[CR] Blast, [NEW] Non-Lethal, [NEW] Disorienting, [NEW] Knockdown
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

Tactical Application: When you need them down *now*. The combination of stress damage, HP damage, and the Knockdown effect (targets must make an Agility Reaction Roll or fall prone) creates a devastating incapacitation package. The HP damage isn't enough to kill healthy targets but can push wounded enemies into unconsciousness.

Note: Despite the Non-Lethal property, the HP damage component means this grenade *can* kill wounded targets. Use with awareness of target condition.

Availability: Military and law enforcement suppliers. Some civilian restrictions.

SMOKE AND OBSCURATION GRENADES

Vision is the most common sense; removing it transforms the battlefield.

Smoke grenades do not deal damage; they block visual targeting and personal-scale tracking. They never create, deny, or break a starship Sensor Lock.

STANDARD SMOKE GRENADE

STAT	VALUE
Tier	1
Proficiency	Common
Blast Radius	Large (Far zone cloud)
Damage	None
Properties	[NEW] Obscuring
Duration	3 rounds (or 1 minute out of combat)
Activation	Impact or Timed
Cost	1 Credit
Burden	1 (6 grenades = 1 Burden slot)

[NEW] Obscuring Property: The grenade creates a cloud of dense smoke (or similar obscurant) that fills its blast radius. Creatures inside the cloud have total concealment from creatures outside, and vice versa. Attacks through or within the cloud suffer Disadvantage. Creatures without alternative senses (thermal, sonar, etc.) are effectively blind while inside.

Tactical Application: The most versatile utility grenade available. Use it to cover advances, retreats, flanking maneuvers, or medical attention. Use it to break line of sight and force enemies to reposition. Use it to deny snipers their targets or to create confusion in urban environments.

Variants: Smoke grenades are available in multiple colors for signaling purposes. White is standard; red typically indicates emergency or danger; green indicates go/advance; other colors may have unit-specific meanings.

Availability: Universal. No restrictions in most jurisdictions, they're not considered weapons.

SENSOR-BLOCKING SMOKE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Large (Far zone cloud)
Damage	None
Properties	[NEW] Obscuring, [NEW] Sensor-Block
Duration	3 rounds (or 1 minute out of combat)
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

[NEW] Sensor-Block Property: In addition to visual obscurity, this smoke blocks thermal imaging, radar, and most electronic sensors. Creatures with technological augmented senses (cybernetic eyes, sensor suites) gain no benefit against this obscurity.

Tactical Application: The upgraded version for fighting technologically sophisticated enemies. Standard smoke can be penetrated by thermal optics or sensor systems; this variant denies those advantages.

Availability: Military suppliers, specialty dealers. Restricted for civilian purchase in some jurisdictions due to potential use in evading law enforcement.

INCENDIARY GRENADES

Fire has been humanity's tool since before recorded history. We've merely found new ways to apply it.

Incendiary grenades create persistent fire effects that deny terrain, damage structures, and force enemies to relocate. They trade immediate killing power for environmental control.

STANDARD INCENDIARY GRENADE (THERMITE)

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Small (Very Close)
Damage	2d6 Energy (Fire)
Properties	[CR] Blast (Very Close), [NEW] Thermal, [NEW] Linger (3 rounds)
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

[NEW] Linger (N) Property: The impacted zone remains hazardous for N rounds; an unnumbered Linger lasts until the end of the next round. A creature entering or beginning a Spotlight there repeats the grenade's normal Area Reaction against half the printed damage dice, rounded down to at least one die, and takes that damage on failure or half on success. A creature resolves it at most once per Spotlight. Mark remaining rounds visibly.

Tactical Application: Area denial and structure damage. Incendiary grenades are excellent for forcing enemies out of cover, destroying equipment caches, and creating barriers that enemies cannot cross without taking damage. They're also used for destroying sensitive materials, documents, data storage, bodies that shouldn't be identified.

Warning: Incendiary grenades in enclosed spaces can consume oxygen and create toxic fumes. Use with caution indoors.

Availability: Military suppliers. Restricted for civilian purchase. Black Market availability common.

WHITE PHOSPHORUS GRENADE

STAT	VALUE
Tier	3
Proficiency	Military
Blast Radius	Standard (Close)
Damage	3d6 Energy (Fire)
Properties	[CR] Blast (Close), [NEW] Thermal, [NEW] Linger (3 rounds), [NEW] Obscuring
Activation	Impact
Cost	9 Credits
Burden	1 (3 grenades = 1 Burden slot)

Special Rules: The Linger fire zone lasts 3 rounds. A target set On Fire by this grenade must spend the normal clearing Action while using non-flammable covering or a fire-rated suppressant; immersion in water alone does not clear the Condition. Obscuring fills the same Close zone for those 3 rounds and gives Disadvantage to sight-dependent Rolls through it.

Tactical Application: A particularly cruel weapon that combines incendiary effects with smoke screening. The psychological impact is significant, enemies know what white phosphorus does to flesh.

Legal Status: White phosphorus is prohibited for use against personnel under the Arcturus Conventions. It is legal for illumination and smoke generation, but "incidental" casualties from such uses are... common. House Joric officially forbids its use; House Volkov officially doesn't care.

Availability: Military arsenals, Black Market. Possession attracts Heat in most jurisdictions.

ELECTRONIC WARFARE GRENADES

In the modern battlefield, information is ammunition. Denying the enemy their information can be as decisive as denying them their lives.

Electronic warfare grenades attack enemy systems rather than enemy bodies. They disrupt communications, blind sensors, and create confusion in technologically dependent forces.

EMP GRENADE

STAT	VALUE
Tier	3
Proficiency	Military
Blast Radius	Standard (Close)
Damage	None (see effect)
Properties	[NEW] EMP
Activation	Impact
Cost	9 Credits
Burden	1 (3 grenades = 1 Burden slot)

[NEW] EMP Property: Resolve one pulse against every exposed electronic device, augmentation user, drone, vehicle, and Synthetic in the printed blast radius. Friendly and hostile systems are affected equally; EMP shielding applies only when its property says so.

- **Carried or operated device:** Its operator makes a Knowledge Reaction Roll, DC 15. Critical Success or either success leaves it online. Failure with Hope makes the operator choose one exposed powered device currently in use; it goes offline until the end of the operator's next Spotlight. Failure with Fear makes that chosen device go offline until an Action with suitable tools and Knowledge (Tech), DC 15, restores it. If no device is exposed, there is no device effect.
- **Augmentations:** The augmented character makes a Strength Reaction Roll, DC 15. Critical Success or either success leaves them online. Failure with Hope takes one player-chosen exposed augmentation offline until the end of the character's next Spotlight and marks 1 Stress. Failure with Fear takes that augmentation offline until an Action with suitable tools and Knowledge (Tech), DC 15, restores it, and marks 1 Stress. A character with no exposed augmentation suffers no augmentation effect.
- **Unattended automated system, drone, or vehicle:** Its controller makes the Knowledge Reaction Roll. If it has no controller, use a flat modifier equal to its Technology Tier against DC 15 and resolve the same outcomes; its owner chooses the exposed system.
- **Synthetic:** In addition to any exposed device result, the Synthetic makes a Strength Reaction Roll, DC 15, against 4d6 Energy damage with the EMP tag; on failure take full damage, on success take half. Use normal Thresholds, Armor Slots, and Dying.

Matching dice always remain a Critical Success. EMP never creates a margin-of-failure band, permanent destruction, or an additional malfunction from a low die face.

Tactical Application: Devastating against technologically dependent enemies. EMP grenades can disable security systems, blind sensor-equipped enemies, knock out communications, and neutralize synthetic

opponents. They're also useful for destroying evidence (data storage) and disabling vehicles.

Friendly Fire Warning: EMP affects all electronics in the blast radius, including friendly equipment. Careful deployment is essential.

Availability: Military electronic warfare units, high-security facilities. Expensive on the Black Market but available. Highly restricted due to potential for infrastructure disruption.

COMMUNICATIONS JAMMER GRENADE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Large (Far zone)
Damage	None
Properties	[NEW] Jamming
Duration	5 rounds (30 seconds)
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

[NEW] Jamming Property: Creates a field that blocks wireless communications, radio, data transmission, remote detonation signals. Creatures within the zone cannot communicate with creatures outside except by voice. Remote-controlled devices within the zone cannot receive commands.

Tactical Application: Isolates enemy units from their command structure. Particularly effective against coordinated enemies who rely on real-time communication or enemies using remotely operated weapons/drones.

Availability: Military communications units, electronic warfare specialists. Common on Black Market.

SPECIAL PURPOSE GRENADES

The following grenades serve specific tactical needs that don't fit neatly into the above categories.

CRYO GRENADE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Small (Very Close)
Damage	2d6 Energy (Cold)
Properties	[CR] Blast (Very Close), [NEW] Anchoring, [NEW] Linging (2 rounds)
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

Special Rules: A creature that fails the initial Blast Reaction also resolves Anchoring: it cannot move on its next Spotlight unless it succeeds on a Strength Reaction Roll against the grenade's Feature DC. The Very Close cold zone then lingers for 2 rounds under the Lingering procedure above; it deals half the grenade's printed damage dice and creates no additional slow or Condition.

Tactical Application: Area denial and movement control. Excellent for creating barriers, locking down chokepoints, or immobilizing high-value targets for capture.

Availability: Military suppliers, exploration outfitters (cryo grenades have legitimate use in firefighting and environmental emergencies).

ACID GRENADE

STAT	VALUE
Tier	2
Proficiency	Military
Blast Radius	Small (Very Close)
Damage	2d6 Energy (Acid)
Properties	[CR] Blast (Very Close), [NEW] Lingering (2 rounds), [NEW] Armor-Eating
Activation	Impact
Cost	4 Credits
Burden	1 (4 grenades = 1 Burden slot)

[NEW] Armor-Eating Property: The first time each round this item causes HP loss with Acid- or Corrosive-tagged Energy damage, reduce the target's maximum Armor Slots by 1, minimum 0, until Repair All Armor. Additional damage from this item that round does not reduce it again. The Very Close acid zone lingers for 2 rounds under the Lingering procedure above.

Tactical Application: Anti-armor and denial. Acid grenades are particularly effective against heavily armored targets, as the ongoing damage degrades their protection over time.

Availability: Military, industrial (some acids have legitimate manufacturing uses). Restricted for civilian purchase.

GRAVITY GRENADE

STAT	VALUE
Tier	4
Proficiency	Experimental
Blast Radius	Small (Very Close)
Damage	3d6 Physical
Properties	[CR] Blast (Very Close), [NEW] Pull, [NEW] Crushing
Activation	Impact
Cost	16 Credits
Burden	1 (2 grenades = 1 Burden slot)

[NEW] Pull Property: After blast damage resolves, every creature that failed the Blast Reaction moves to the center of the zone and becomes Prone. A creature that succeeded does not move and makes no second Roll.

[NEW] Crushing Property: After Pull resolves, each creature at the center that failed the Blast Reaction takes 2d6 additional Physical damage through normal Thresholds and Armor Slots. This applies once per detonation.

Tactical Application: The ultimate crowd-control grenade. Gravity grenades cluster enemies together, making them vulnerable to follow-up area attacks. They

also work as anti-vehicle weapons, the gravitational stress can damage internal systems of lighter vehicles.

Availability: Experimental. House Kurogane prototypes, Precursor salvage, or Black Market at extreme prices. Possession without authorization attracts immediate attention from House security.

6.3: LAUNCHERS & DELIVERY SYSTEMS

While hand-thrown grenades have their place, their range is limited by human physiology, even the strongest arm can only throw so far, and accuracy degrades with distance. Launchers and delivery systems extend the reach of explosive ordnance, allowing operators to engage targets at rifle distances or beyond.

GRENADE LAUNCHERS UNDERBARREL GRENADE LAUNCHER

The infantry standard, add area-effect capability to any rifle without sacrificing the primary weapon's function.

STAT	VALUE
Tier	2
Proficiency	Military
Type	Weapon Modification
Damage	Per grenade loaded
Range	Far; attacks at Very Far have Disadvantage
Capacity	1 grenade
Properties	[NEW] Attachment, [NEW] Indirect
Cost	4 Credits
Burden	+1 to attached weapon

[NEW] Attachment Property: This is not a standalone weapon; it attaches to a rifle or carbine with appropriate rail space. The combined weight increases the base weapon's Burden by the amount listed.

Mechanics:

- Firing the underbarrel launcher uses an Action (separate from firing the primary weapon)
- Reloading the launcher requires an Action
- The launcher can fire any standard-sized grenade (Burden 1/4-6 or smaller)

Tactical Application: The most common way to add grenade capability to a squad. One or two soldiers carry underbarrel launchers, providing area-effect options without requiring a dedicated grenadier.

Availability: Standard military equipment. Available from any military supplier or well-stocked armory.

STANDALONE GRENADE LAUNCHER

Dedicated platform for maximum grenade effectiveness.

STAT	VALUE
Tier	2
Proficiency	Military
Type	Primary Weapon
Damage	Per grenade loaded
Range	Far; maximum Very Far
Capacity	6 grenades (cylinder)
Properties	[NEW] Indirect, [CR] Two-Handed, [NEW] Reload (1 Action per grenade)
Cost	4 Credits
Burden	2

Mechanics:

- Cylinder-fed launcher allows 6 shots before reloading
- Each grenade must be loaded individually (1 Action per grenade)
- Can fire different grenade types in sequence (load a mix)

Tactical Application: The grenadier's primary weapon. Trades small-arms capability for volume of fire and grenade capacity. Often carried as a secondary weapon by heavy weapons specialists.

Availability: Military armories, specialist suppliers.

AUTOMATIC GRENADE LAUNCHER (AGL)

Crew-served platform for sustained explosive bombardment.

STAT	VALUE
Tier	3
Proficiency	Military (Heavy Weapons)
Type	Heavy Weapon (Crew-Served or Mounted)
Damage	Per grenade + [CR] Automatic property
Range	Far; attacks at Very Far have Disadvantage
Capacity	30 grenades (belt-fed)
Properties	[NEW] Indirect, [CR] Automatic, [CR] Two-Handed, [NEW] Mounted or Crew-Served
Cost	9 Credits (weapon only, grenades separate)
Burden	4 (unmounted), 0 (vehicle-mounted)

[NEW] Mounted or Crew-Served Property: This weapon operates in one of two modes:

- **Crew-Served:** Requires two operators, one to fire, one to feed ammunition and maintain targeting. Single operator can fire but suffers -2 to attacks and cannot move while firing.
- **Mounted:** Installed on a vehicle or fixed emplacement. Draws power and stability from the mount; single operator can fire effectively.

Mechanics:

- Automatic property allows multiple grenades per Action (see Core Rules for Automatic fire)
- Belt-fed system allows sustained fire
- Rate of fire is approximately 6 grenades per round (one Action)

Tactical Application: Area saturation and suppression. An AGL can deny entire zones to enemy movement, destroy light fortifications, and break up infantry formations. The volume of fire overwhelms individual cover positions.

Availability: Military heavy weapons units, vehicle armories. Black Market availability rare due to size and conspicuousness.

MISSILE AND ROCKET SYSTEMS

For engaging targets beyond grenade range or requiring heavier warheads, missile and rocket systems bridge the gap between infantry weapons and vehicle-mounted ordnance.

SINGLE-SHOT ROCKET LAUNCHER*Disposable anti-vehicle capability for infantry.*

STAT	VALUE
Tier	2
Proficiency	Military
Type	Heavy Weapon (Disposable)
Damage	6d6 Kinetic/Thermal (AP 4)
Range	Very Far
Capacity	1 (disposable after use)
Properties	[CR] AP (4), [CR] Blast (Close), [NEW] Anti-Vehicle, [NEW] Loud
Cost	4 Credits
Burden	2

[NEW] Anti-Vehicle Property: Deals double damage to vehicles and structures. Deals normal damage to personnel.

Mechanics:

- Fire and discard, the launcher is not reloadable
- Simple operation (point and fire) requires no special training beyond basic familiarity
- Back-blast danger: creatures directly behind the operator (Very Close range, 180-degree arc) take 2d6 Energy damage with the Thermal tag

Tactical Application: Infantry anti-vehicle capability. Every crew should carry at least one for emergencies,

unexpected vehicle encounters, fortification breaching, or desperate situations requiring heavy firepower.

Variants: Different warhead types are available:

- **HEAT (High Explosive Anti-Tank):** Standard. The stats above.
- **Thermobaric:** 4d6 Energy damage with the Thermal tag, Standard blast (Close zone), plus 2d6 damage in a fully enclosed zone
- **Fragmentation:** 5d6 Physical damage with the Kinetic tag, Standard blast (Close zone), Armor Piercing (1)

Availability: Military arsenals, Black Market. The disposable nature makes them difficult to track and popular for illegal operations.

RELOADABLE MISSILE LAUNCHER*Professional anti-vehicle platform for sustained operations.*

STAT	VALUE
Tier	3
Proficiency	Military (Heavy Weapons)
Type	Heavy Weapon
Damage	8d6 Kinetic/Thermal (AP 6)
Range	Very Far
Capacity	1 (reloadable)
Properties	[CR] AP (6), [CR] Blast (Close), [NEW] Anti-Vehicle, [NEW] Guided, [NEW] Loud, [CR] Two-Handed
Cost	9 Credits (launcher) + 4 Credits per missile
Burden	3 (launcher) + 1 (per missile carried)

Mechanics:

- Reload time: 1 Action (2 with one hand occupied)
- Guided missiles can be fire-and-forget or wire-guided
- Guided fire uses the Chapter 2 personal [Guided] property and requires no separate Lock action. An operator may still use the Core Aim action. **Tactical Application:** The serious anti-vehicle option. Guidance permits engagement without direct line of sight when the operator is aware of the target, while high damage and armor penetration threaten heavy vehicles.

Availability: Military heavy weapons units, vehicle defense contractors. Black Market acquisition is expensive and attracts significant Heat.

SMART MISSILE SYSTEM*Fire-and-forget capability with autonomous target selection.*

STAT	VALUE
Tier	4
Proficiency	Experimental
Type	Heavy Weapon (Vehicle-Mounted or Emplaced)
Damage	10d6 Kinetic/Thermal (AP 8)
Range	Very Far (or the established sensor horizon for a mounted vehicle)
Capacity	4 (pod)
Properties	[CR] AP (8), [CR] Blast (Close), [NEW] Anti-Vehicle, [NEW] Smart, [NEW] Loud
Cost	25 Credits (launcher) + 9 Credits per missile
Burden	Vehicle-mounted only

[NEW] Smart Property: The missile has onboard targeting AI and its attack has Advantage against a moving vehicle. When targeted, that vehicle's operator may use their Reaction and make a Finesse (Pilot/Navigate) Roll, DC 20; success cancels that Advantage. The attack still rolls against Evasion and never hits automatically. This personal/vehicle guidance is not a starship Sensor Lock.

The AI can also be set to autonomous target selection, the missile will attack the nearest valid target matching a profile (vehicle type, IFF signal, thermal signature). This removes the need for operator targeting but carries obvious risks if friend-foe identification fails.

Tactical Application: Capital-grade anti-vehicle capability. Smart missiles can threaten light spacecraft, destroy heavy vehicles, and demolish fortifications. They're the kind of weapon that changes the strategic situation when deployed.

Availability: Military capital assets, House defense installations. Not available on the Black Market, these are tracked too carefully.

6.4: HEAVY WEAPONS (MOUNTED & PORTABLE)

Heavy weapons represent the upper limit of infantry-portable firepower, weapons designed to engage targets that lighter weapons cannot effectively threaten. They typically require mounting points, crew operation, or power sources that individual soldiers cannot easily provide.

CLASSIFICATION SYSTEM

Heavy weapons are classified by their mounting requirements:

Portable: Can be carried and operated by a single soldier, though with significant encumbrance. These weapons are heavy, awkward, and limit the operator's mobility.

Crew-Served: Designed for operation by two or more soldiers, typically a gunner and an ammunition handler/spotter. Can be operated by a single individual at reduced effectiveness.

Mounted: Requires a vehicle mount, tripod, or fixed emplacement to operate. Cannot be fired effectively while carried.

Vehicle-Only: Integrated into vehicle systems; cannot be dismounted for infantry use.

PORTABLE HEAVY WEAPONS HEAVY MACHINE GUN (HMG)

The infantry's answer to everything that won't die.

STAT	VALUE
Tier	2
Proficiency	Military (Heavy Weapons)
Type	Portable Heavy Weapon
Damage	3d6+4 Kinetic
Range	Far
Capacity	100 (belt)
Properties	[CR] Automatic, [CR] AP (2), [NEW] Suppressive, [NEW] High-Recoil, [CR] Two-Handed, [NEW] Loud
Rate of Fire	10 rounds per Action
Cost	4 Credits (weapon) + 2 Credits per 100-round belt
Burden	3 (weapon) + 1 (per belt carried)

[NEW] Suppressive Property: As an Action, the operator lays down fire across one area no wider than Close range. Every creature there that is aware of the fire makes an Instinct Reaction Roll, DC 10; on failure it cannot move toward the source and has Disadvantage on attacks against the operator until the start of the operator's next Spotlight.

Sustaining suppressive fire requires expending 20 rounds per Action and prevents the operator from moving.

Mechanics:

- The HMG is portable but heavy. A character with Strength +0 or lower moves at most one band while carrying it. Moving and firing during the same Spotlight requires Strength +2 or higher; otherwise the attack has Disadvantage.
- The weapon can be fired from the hip (Disadvantage on attacks) or deployed on its integral bipod (full effectiveness but cannot move while deployed).
- Automatic fire allows multiple targets per Action (see Core Rules).

Tactical Application: Squad support weapon. The HMG provides sustained firepower, suppression capability, and armor penetration that individual rifles cannot match. It's the difference between a squad and a fire team.

Availability: Standard military issue, especially for House Jorik forces. Available on the open market with appropriate licenses.

PLASMA CANNON (PORTABLE)

When you need to melt it from across the room.

STAT	VALUE
Tier	3
Proficiency	Military (Heavy Weapons)
Type	Portable Heavy Weapon
Damage	5d6 Energy (Thermal)
Range	Close
Capacity	10 (power cell)
Properties	[CR] AP (4), [NEW] Thermal, [NEW] Melting, [NEW] High-Recoil, [CR] Two-Handed, [NEW] Loud, [NEW] Charge-Up
Cost	9 Credits (weapon) + 4 Credits per power cell
Burden	3 (weapon) + 1 (per cell)

Mechanics:

- Charge-Up property: The weapon must charge for 1 Action before firing. Firing without charging deals only 3d6 damage.
- Melting property: after the hit causes HP loss, use the registered one-marker procedure and this weapon's Feature DC; it creates no separate two-Spotlight damage track.
- Power cells are depleted after 10 shots and must be replaced (1 Action).

Tactical Application: Anti-material and fortification destruction. The plasma cannon can burn through walls, destroy equipment, and turn cover into a liability. Less effective against dispersed infantry but devastating against fortified positions.

Availability: Military energy weapons units, House Kurogane arsenals. High value on Black Market.

RAIL RIFLE (ANTI-MATERIEL)

For when the target is behind something and you don't care what.

STAT	VALUE
Tier	3
Proficiency	Military (Heavy Weapons)
Type	Portable Heavy Weapon
Damage	4d6+6 Kinetic
Range	Very Far
Capacity	5 (magazine)
Properties	[CR] AP (6), [NEW] Penetrating, [NEW] High-Recoil, [CR] Two-Handed, [NEW] Loud
Cost	9 Credits (weapon) + 2 Credits per magazine
Burden	3

[NEW] Penetrating Property: The projectile passes through targets and cover. If the attack hits, the projectile continues in a straight line and may strike additional targets behind the first. Roll separate attack rolls for each target in the line of fire (up to 3 targets). Each subsequent target takes -1d6 damage as the projectile loses energy.

Cover provides reduced protection: Light cover provides no benefit. Medium cover provides only half its normal Armor bonus. Heavy cover provides normal protection but may be damaged or destroyed.

Mechanics:

- Electromagnetic acceleration requires a brief charging period: if the wielder moved during the current Spotlight, the attack has Disadvantage.
- The weapon's length (approximately Very Close range) makes it unwieldy in close quarters (Disadvantage on attacks at Very Close range).
- Exceptional accuracy at long range when properly braced (+2 to attacks when deployed on bipod and stationary).

Tactical Application: Anti-materiel and long-range precision. The Rail Rifle defeats most personal armor,

punches through walls, and can disable light vehicles with well-placed shots. Snipers value it for the ability to engage targets through intermediate cover.

Availability: Military marksman units, private military contractors. Restricted but available on the open market with licensing.

CREW-SERVED HEAVY WEAPONS HEAVY PLASMA REPEATER

Sustained energy weapon support, because some problems require volume of fire.

STAT	VALUE
Tier	3
Proficiency	Military (Heavy Weapons)
Type	Crew-Served Heavy Weapon
Damage	4d6 Energy (Thermal)
Range	Far
Capacity	50 (power cell)
Properties	[CR] Automatic, [CR] AP (3), [NEW] Thermal, [NEW] Suppressive, [CR] Two-Handed, [NEW] Loud, [NEW] Crew-Served
Cost	9 Credits (weapon) + 4 Credits per power cell
Burden	4

Mechanics:

- Optimal operation requires two crew: gunner and power cell handler
- Single operator can fire but reloading takes 2 Actions and sustained fire risks overheating (after 20 continuous rounds, roll d6: on 1-2, weapon overheats and cannot fire for 1 round)
- Power cells are hot-swappable; a prepared handler can reload without interrupting fire

Tactical Application: Energy-based area denial. The Repeater provides the suppression capability of an HMG with the armor penetration and thermal effects of plasma weapons.

Availability: Military energy weapons units. High-value Black Market item.

GAUSS CANNON

When the target is armored and needs to not be.

STAT	VALUE
Tier	4
Proficiency	Experimental
Type	Crew-Served Heavy Weapon
Damage	8d6 Kinetic
Range	Very Far
Capacity	8 (magazine)
Properties	[CR] AP (8), [NEW] Anti-Vehicle, [NEW] Penetrating, [NEW] Loud, [NEW] Crew-Served, [NEW] Power-Hungry
Cost	16 Credits (weapon) + 4 Credits per magazine
Burden	5

[NEW] Power-Hungry Property: The weapon requires significant power to operate. Options include:

- External power cable to vehicle or generator (unlimited shots but limits mobility)

- Internal battery (8 shots, then 10 minutes to recharge or swap battery)
- Emergency capacitor discharge (2 shots from ambient charge; weapon damages itself on each shot, 1 level of Degradation per emergency shot)

Mechanics:

- Crew requirements: gunner, power technician, and ideally a spotter
- A single operator can fire with a -2 flat attack modifier and must manage power personally: Knowledge (Tech) DC 15 each reload, or the weapon remains uncharged until the next Action.
- Penetrating property allows engagement of multiple targets or targets behind cover

Tactical Application: The dedicated anti-vehicle option for infantry. A Gauss Cannon can threaten light spacecraft, destroy armored vehicles, and demolish fortifications. It's the kind of weapon you bring when you expect serious armored opposition.

Availability: Military heavy weapons companies, House armories. Not available on the open market. Black Market availability rare and extremely expensive.

MOUNTED WEAPONS

Mounted weapons require vehicle installation or fixed emplacement to operate. They cannot be effectively used by infantry in the field.

VEHICLE MACHINE GUN (VMG)

STAT	VALUE
Tier	2
Proficiency	Military
Type	Mounted Weapon
Damage	4d6 Kinetic
Range	Far
Capacity	500 (belt, vehicle-stored)
Properties	[CR] Automatic, [CR] AP (2), [NEW] Suppressive
Cost	4 Credits (weapon only)

Notes: Standard armament for light military vehicles. The VMG is essentially an HMG with vehicle power supply and ammunition storage, removing the infantry mobility limitations.

VEHICLE PLASMA CANNON

STAT	VALUE
Tier	3
Proficiency	Military
Type	Mounted Weapon
Damage	6d6 Energy (Thermal)
Range	Far
Capacity	Unlimited (vehicle power)
Properties	[CR] AP (5), [NEW] Thermal, [NEW] Melting
Cost	9 Credits (weapon only)

Notes: Primary armament for medium combat vehicles. Vehicle power supply eliminates the charge-up and capacity limitations of the portable version.

MASS DRIVER

STAT	VALUE
Tier	4
Proficiency	Experimental
Type	Mounted Weapon (Capital-Grade)
Damage	12d6 Kinetic
Range	Very Far (or the established sensor horizon for a mounted vehicle)
Capacity	20 (magazine)
Properties	[CR] AP (10), [NEW] Anti-Vehicle, [NEW] Penetrating
Cost	25 Credits (weapon only)

Notes: Main armament for heavy vehicles and light spacecraft. Mass drivers accelerate solid projectiles to extreme velocities, producing devastating kinetic impacts. Not usable against infantry (overkill) but essential for vehicle-versus-vehicle combat.

6.5: DEMOLITION CHARGES & MINES

Demolition charges and mines represent a different approach to explosive ordnance, emplaced weapons that wait for their moment rather than being deployed in direct combat. They require preparation but offer effects that thrown or fired weapons cannot achieve.

DEMOLITION CHARGES

Demolition charges are high-explosive packages designed for specific purposes: breaching fortifications, destroying infrastructure, collapsing tunnels, or creating obstacles. They are not combat weapons in the traditional sense, they are tools for engineering problems that happen to involve massive explosions.

STANDARD BREACHING CHARGE

For doors, walls, and anything else that refuses to open.

STAT	VALUE
Tier	2
Proficiency	Military (Demolitions)
Type	Emplaced Explosive
Damage	8d6 Kinetic (directed)
Blast Radius	Very Close zone behind the charge; none in front
Properties	[NEW] Shaped, [NEW] Breaching
Placement Time	2 Actions (minimum)
Cost	4 Credits
Burden	1

[NEW] Shaped Property: The explosive force is directed in a specific direction rather than expanding spherically. Creatures and objects behind the charge (the target side) take full damage. Creatures and objects in front of or beside the charge take no damage from the blast (though secondary effects like debris may still apply).

[NEW] Breaching Property: Designed to defeat structural barriers. Ignores Hardness of doors, walls, and similar obstacles up to Tier 3. Against Tier 4 structures, deals half damage. Tier 5 (bunker-grade) structures require specialized charges.

Mechanics:

- Placement requires appropriate surface attachment (magnetic, adhesive, or manual mounting)
- Detonation: Remote (included detonator, 50m range), Timed (up to 1 hour delay), or Command (voice-activated)
- Improper placement is declared before arming; if the placement Roll resolves Failure with Fear, halve the charge's rolled damage before Thresholds. No other result changes its effect.

Tactical Application: The infantry solution to locked doors and reinforced positions. Every special operations team carries breaching charges. Proper placement is an art, the goal is to create entry without killing whoever's breaching.

Availability: Military combat engineer units, demolitions contractors. Restricted but available with licensing.

HEAVY DEMOLITION CHARGE

For when the standard charge just won't cut it.

STAT	VALUE
Tier	3
Proficiency	Military (Demolitions)
Type	Emplaced Explosive
Damage	12d6 Kinetic
Blast Radius	Standard (Close)
Properties	[CR] Blast, [NEW] Structural
Placement Time	5 minutes (minimum)
Cost	9 Credits
Burden	2

[NEW] Structural Property: Designed to destroy buildings, bridges, and infrastructure. When placed on load-bearing elements (support columns, foundation points, key structural members), the charge causes catastrophic structural failure in addition to direct blast damage. A properly placed structural charge can collapse a small building, drop a bridge span, or seal a tunnel.

Mechanics:

- Placement requires Knowledge Roll (DC 15) for structural assessment, identifying where to place charges for maximum effect
- Multiple charges can be networked for simultaneous detonation
- Minimum safe distance: 20 meters from detonation point

Tactical Application: Infrastructure destruction and denial. Used in military operations to destroy bridges, collapse buildings on enemies, or deny facilities to advancing forces.

Availability: Military engineering units, demolition contractors. Heavily restricted, possession without authorization is a serious crime in most jurisdictions.

PLASMA CUTTING CHARGE

When you need to go through the wall, not around it.

STAT	VALUE
Tier	3
Proficiency	Military (Demolitions)
Type	Emplaced Cutting Tool
Damage	6d6 Energy (Thermal) in cutting line
Blast Radius	None (line effect)
Properties	[NEW] Linear, [NEW] Thermal, [NEW] Breaching
Placement Time	3 Actions
Cost	9 Credits
Burden	1

[NEW] Linear Property: The charge cuts a line no longer than Very Close range instead of creating a blast. The plasma jet creates one opening along that declared line.

Mechanics:

- Creates a cut up to 2 meters long and approximately 10 centimeters wide
- Multiple charges can be used to create larger openings (rectangular patterns are standard for door-sized holes)
- Nearly silent in operation (no blast concussion), only the hiss of cutting plasma

Tactical Application: Covert entry and precision breaching. Plasma cutting charges don't announce themselves like explosive breaching. They're preferred for situations requiring stealth or when collateral damage must be minimized.

Availability: Military special operations, security contractors. Black Market popularity is high due to the applications for burglary.

SHAPED ANTI-VEHICLE CHARGE

Infantry versus armor, the ambush solution.

STAT	VALUE
Tier	3
Proficiency	Military (Demolitions)
Type	Emplaced Explosive
Damage	10d6 Kinetic (AP 10)
Blast Radius	Very Close (1.5m) behind charge
Properties	[NEW] Shaped, [NEW] Anti-Vehicle
Placement Time	1 Action
Cost	9 Credits
Burden	2

Mechanics:

- Designed for magnetic attachment to vehicle hulls
- The shaped charge directs a penetrator jet through armor
- Optimal placement is underside or rear; side placement is acceptable; top or front (where armor is typically heaviest) may result in partial penetration

Tactical Application: The infantry answer to armored vehicles. These charges are placed on vehicles directly (requiring close approach) or positioned as improvised mines on expected routes. A well-placed charge can mission-kill or destroy most light and medium vehicles.

Availability: Military anti-armor teams. High Black Market value. Possession is heavily restricted due to obvious terrorism applications.

MINES

Mines are emplaced explosive devices designed to detonate when triggered by enemy action, typically proximity, pressure, or tripwire. They create persistent hazards that deny terrain to enemies and create defensive perimeters.

ANTI-PERSONNEL MINE

The weapon that waits.

STAT	VALUE
Tier	2
Proficiency	Military (Demolitions)
Type	Emplaced Explosive
Damage	4d6 Kinetic
Blast Radius	Small (Very Close)
Trigger	Pressure (40+ kg), Proximity (1m), or Tripwire
Properties	[CR] Blast
Placement Time	2 Actions (concealed) or 1 Action (visible)
Cost	4 Credits
Burden	1

Mechanics:

- Concealed placement: Requires successful Agility or Knowledge Roll (DC 10) to hide. Detecting concealed mines requires Instinct (DC 15) or appropriate sensors.
- Arming delay: 10 seconds (1 round) after placement
- Mines can be set to specific trigger types or multiple simultaneous triggers
- Disarming: Knowledge (DC 15), Failure with Fear detonates the mine

Tactical Application: Area denial and defensive perimeters. Mines turn open terrain into hazardous zones, forcing enemies to slow down, sweep for threats, or accept casualties.

Legal Status: Anti-personnel mines are prohibited under the Arcturus Conventions for use against civilian populations. Military use against uniformed combatants remains legal in most jurisdictions. Practical enforcement varies.

Availability: Military engineering units. Black Market availability common. Tracking is difficult due to the small size and simple construction.

ANTI-VEHICLE MINE*For traffic you don't want getting through.*

STAT	VALUE
Tier	3
Proficiency	Military (Demolitions)
Type	Emplaced Explosive
Damage	8d6 Kinetic (AP 6)
Blast Radius	Small (Very Close)
Trigger	Pressure (500+ kg) or Magnetic (vehicle proximity)
Properties	[CR] Blast, [NEW] Anti-Vehicle
Placement Time	5 Actions (buried) or 2 Actions (surface)
Cost	9 Credits
Burden	2

Mechanics:

- Weight threshold prevents triggering by personnel (though a group carrying heavy equipment might trigger a poorly calibrated mine)
- Magnetic variants trigger on the magnetic signature of vehicles regardless of weight
- Damage is applied to the underside of vehicles (typically the weakest armor point)

Tactical Application: Roadblock and checkpoint defense.

Anti-vehicle mines can stop convoys, channel vehicle movement into kill zones, or provide warning of approaching armor.

Availability: Military engineering and defensive units. Restricted, possession is tracked due to the obvious infrastructure threat.**SMART MINE***The mine that chooses its targets.*

STAT	VALUE
Tier	4
Proficiency	Experimental
Type	Emplaced Explosive
Damage	6d6 Kinetic
Blast Radius	Small (Very Close)
Trigger	IFF sensor (Identification Friend/Foe)
Properties	[CR] Blast, [NEW] Discriminating
Placement Time	3 Actions
Battery Life	72 hours
Cost	16 Credits
Burden	1

[NEW] Discriminating Property: The mine contains sensors that can distinguish between targets based on programmed parameters: IFF

transponder codes, thermal signatures, species identification, or other criteria. The mine only detonates when valid targets enter its trigger radius; it ignores invalid targets.

Mechanics:

- Programming: Requires Knowledge Roll (DC 10) to program valid/invalid target parameters
- IFF codes must be entered before deployment; changing codes requires physical access
- Sensor suite: Thermal, audio, and limited visual (can distinguish humanoid silhouettes, vehicle shapes, etc.)
- Can be set to report target detection rather than detonate (alarm mode)

Tactical Application: Defensive perimeters that don't threaten friendlies. Smart mines allow troops to move through mined areas safely while maintaining the threat to enemies. They're also used for hunting specific targets, program the target's biometrics and wait.**Availability:** Military intelligence and special operations. High Black Market value but difficult to program without technical expertise.

CHAPTER 7

ARMOR SYSTEMS

"Armor is a philosophy made manifest. Show me what a soldier wears into battle, and I will tell you what their commanders believe about war. House Joric wraps their troops in ceramite and faith, they believe in holding ground, in absorbing punishment, in outlasting the enemy through sheer stubborn endurance. House Valerius dresses their operatives in shadow and whispers, they believe the best armor is not being where the bullet lands. House Volkov bolts scrap metal to leather and calls it done, they believe that intimidation is worth more than protection, that an enemy who fears you has already half-surrendered. Every suit of armor tells a story. Make sure yours tells the story you want told."

Armorer-General Yusuf Okonkwo, House Joric Quartermaster Corps

INTRODUCTION: THE SECOND SKIN

In the void between stars, the margin between life and death is often measured in millimeters of composite material. A plasma bolt that would vaporize exposed flesh splashes harmlessly against reactive plating. A blade that would open arteries skitters across hardened weave. A bullet that would punch through a lung flattens against trauma plates and leaves only a bruise. Armor is the difference, not always, not against everything, but often enough to matter.

The post-Silence galaxy offers an extraordinary variety of protective equipment, from the simple padded jackets worn by frontier settlers to the walking fortresses that House Joric deploys against the most dangerous threats. This chapter catalogs that variety, providing complete statistics, tactical analysis, and cultural context for armor across all tiers of availability.

Understanding armor requires understanding several interconnected systems:

Damage Thresholds (Major / Severe) determine how hard a hit lands once it connects. Every armor lists two thresholds, Major and Severe (add your level to both). A hit that lands but falls below your Major Threshold marks 1 HP; at or above Major (below Severe) it marks 2 HP; at or above Severe it marks 3 HP; Overkill adds 1 HP more per full 10 points over Severe. Good armor raises both thresholds, so the same shot that staggers a civilian barely scuffs a hardened Voidwalker.

Your armor's **Armor Slots** are its active soak pool. Spend 1 Armor Slot to drop a hit one severity tier (Severe to Major, Major to Minor, Minor to no HP). This is the value weapon Features reduce when they "reduce

your Armor Slots," and follows the Corebook Armor Slot rules. Restore spent slots through Repair Armor during a Short Rest or Repair All Armor during a Long Rest; special gear may restore more.

Improvement Capacity is how many modifications a weapon or armor can accept (the Improvement system, Chapter 10): a permanent build resource for bolting on chrome, with each upgrade costing Improvement points. It is not a per-fight soak, and it is separate from your Armor Slots.

Evasion is set by your class and Agility, not by your armor. Armor never adds a flat bonus to Evasion: only specific armor Features adjust it (*Flexible* +1 Evasion; *Heavy* -1; *Very Heavy* and *Massive* -2). That is the only way a suit changes how hard you are to hit.

Burden represents the weight and encumbrance of the armor. Heavier armor provides more protection but limits mobility, reduces stealth, and may require rest to wear for extended periods.

Properties provide special capabilities beyond basic protection, environmental sealing, sensor integration, stealth features, and more.

This chapter is organized by armor weight class (Light, Medium, Heavy), followed by House-specific variants, powered armor systems, and a complete property glossary. Each entry includes full statistics, tactical recommendations, and notes on availability and cultural significance.

CATALOG NOTE: Core armor remains canonical and available. This chapter adds distinct patterns rather than replacing similarly purposed Core armor. Flexible Mesh Armor and Patrol Armor intentionally use different names from Core Mesh Armor and Security Armor because their features and manufacturing roles differ.

7.1: ARMOR MECHANICS RECAP

Before examining specific armor types, let us review the mechanical systems that govern their function. These rules are drawn from the Veilfarers Core Rules; this section provides a consolidated reference.

DAMAGE THRESHOLDS

Every armor lists two **Damage Thresholds**, **Major** and **Severe** (add your level to both). When an attack hits, compare the damage total to them and mark a fixed amount of HP by tier:

Minor (below your Major Threshold): mark 1 HP. Any hit that connects and is not soaked away costs at least this much.

Major (at or above Major, below Severe): mark 2 HP.

Severe (at or above your Severe Threshold): mark 3 HP. Apply a Condition or other complication only when the attack, weapon Property, or environment feature explicitly states it.

Overkill: for every full 10 points by which the damage total exceeds the Severe Threshold, mark 1 **additional HP**: Severe plus 10 marks 4 HP, plus 20 marks 5, and so on. Rust & Steel does not replace this Core interval.

The *amount* of damage rolled sets the *severity* of the wound, not an HP-by-HP total: a 6-point hit and an 11-point hit hurt the same if both fall below Major. A hit marks no HP only when an Armor Slot soaks it away (see below).

Example:

Kira wears Combat Armor (Major Threshold 8, Severe Threshold 16). She takes a hit dealing 10 damage. That is at or above her Major (8) but below her Severe (16): a Major hit, so she marks 2 HP. She could spend 1 Armor Slot to drop it to a Minor hit (1 HP) instead.

Later she takes a hit dealing 18 damage. That meets her Severe Threshold (16): a Severe hit, so she marks 3 HP. No knockback or Condition is added unless the attack prints one.

ARMOR SLOTS (SOAK)

Each suit of armor has an **Armor Slot pool**. Spend 1 Armor Slot to **drop a hit one severity tier** (Severe to Major, Major to Minor, Minor to no HP). This is the value weapon Features reduce when they "reduce your Armor Slots." Restore spent slots through **Repair Armor** during a Short Rest or **Repair All Armor** during a Long Rest. When the pool is spent, only your thresholds protect you.

IMPROVEMENT CAPACITY

Separately, each weapon and armor has an **Improvement Capacity**, the number of modifications it can accept (the Improvement system, Chapter 10). Each upgrade has an Improvement Cost; this is a permanent build resource for installing mods, not a per-fight soak. This terminology matches the Core Rules: **Armor Slots** are the expendable soak pool, while **Improvement Capacity** measures permanent room for modifications.

EVASION AND ARMOR WEIGHT

Armor no longer grants a flat Evasion bonus. Your Evasion is set by your class and Agility; armor changes it only through weight tags, applied by the suit's Burden: light, flexible suits may carry *Flexible* (+1 Evasion); heavy suits carry *Heavy* (-1 Evasion); powered or siege-grade suits carry *Very Heavy* or *Massive* (-2 Evasion). That is the only way armor changes how hard you are to hit.

Armor Slot Recovery:

Armor Slots never reset merely because combat ends. Restore them by choosing **Repair Armor** during a Short Rest or **Repair All Armor** during a Long Rest, using the exact Core procedure and suitable tools.

Armor Condition Track:

If the table adopted the optional Condition Track in Chapter 2, marking the final Armor Slot may degrade the armor one step only when the hit or established fiction also supplies a degradation trigger. Use the same four states as every item: Functional, Worn, Glitchy, Broken.

PROFICIENCY REQUIREMENTS

Class Technology Access controls armor training even at Common tier. Wearing armor above the class's listed access imposes Disadvantage on every Roll materially involving movement, including Agility, maneuvers, evasion, climbing, and piloting while worn. It does not remove Reactions, create a random malfunction, or add a second penalty. Integrated systems and properties outside the character's access cannot be operated until the relevant access is trained. Precursor armor may add a specifically printed story gate or exception.

BURDEN

Burden uses the Core procedure. **Burden Capacity** = 6 + **Strength modifier**. At capacity or below there is no penalty. At 1-2 Burden above capacity, movement is limited to one band per Spotlight and Agility or Strength Rolls made to run, climb, jump, swim, or resist forced movement have Disadvantage. At 3 or more above capacity, the character cannot move or take a physical Action while carrying the excess; at the start of their Spotlight they may drop any carried, non-secured items as a free effect until the excess is lower. Armor Burden always counts while worn.

Armor Burden values typically range from 1 (light armor) to 4+ (heavy powered armor). This Burden is always counted while the armor is worn, you cannot "drop" armor the way you might drop a heavy weapon.

DONNING AND DOFFING

Putting on or removing armor takes time:

ARMOR TYPE	DON TIME	DOFF TIME
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	2 minutes
Heavy Armor	10 minutes	5 minutes
Powered Armor	5 minutes (with assistance) or 15 minutes (solo)	3 minutes (with assistance) or 10 minutes (solo)

Emergency Doffing: Most armor includes quick-release mechanisms for emergency removal. Emergency doffing takes 1 Action but renders the armor temporarily unwearable (requires 10 minutes to reset the releases).

7.2: LIGHT ARMOR

Light armor prioritizes mobility over protection. It offers modest defensive benefits while imposing minimal penalties on movement, stealth, and agility. Light armor is the choice of scouts, infiltrators, and anyone who relies on not being hit rather than surviving hits.

DESIGN PHILOSOPHY

Light armor accepts a fundamental trade-off: you will be easier to hurt if you are hit, but you will be hit less often because you can move freely, react quickly, and take advantage of cover and concealment that heavier armor would prevent.

This philosophy suits certain tactical approaches:

- **Mobility-focused combat:** Characters who rely on repositioning, flanking, and hit-and-run tactics
- **Stealth operations:** Characters who need to move silently and avoid detection
- **Social situations:** Characters who need protection that doesn't advertise itself
- **Extended operations:** Characters who need to wear armor for days without fatigue

Light armor is not appropriate for:

- Front-line combat against serious opposition
- Holding positions under sustained fire
- Situations where being hit is inevitable

LIGHT ARMOR CATALOG REINFORCED CLOTHING

The minimum viable armor, protection that doesn't look like protection.

STAT	VALUE
Tier	1
Proficiency	Common
Damage Thresholds	Major 3 / Severe 8
Armor Slots	2
Burden	1
Properties	[NEW] Social
Cost	1 Credit

Description: Reinforced clothing incorporates protective elements into seemingly normal garments, ballistic weave woven into jacket linings, trauma plates concealed in formal wear, impact-absorbing gel layers hidden beneath casual shirts. The protection is modest, but the concealment is perfect. To casual observation, the wearer appears unarmed and unarmored.

Tactical Application: The diplomat's choice. Reinforced clothing allows characters to attend social functions, pass through security checkpoints, and navigate polite society while maintaining some protection against assassination attempts or sudden violence. It won't stop a determined attack, but it might provide enough protection to survive an ambush and reach cover.

Availability: Fashion houses, executive protection suppliers, specialty clothiers. Legal everywhere, it's just clothing, after all. Quality varies dramatically; the 1 Credit cost represents basic protection. High-end reinforced clothing (from House Solari tailors or Valerius-approved suppliers) may cost 4-9 Credits for superior materials and construction.

Variants:

- **Executive Line:** +1 maximum Armor Slots, adds [NEW] Concealable Holster property. 4 Credits.
- **Diplomatic Weave:** Adds [NEW] Blade-Resistant property (additional +2 to thresholds vs. slashing/piercing). 4 Credits.
- **Climate-Controlled:** Adds [NEW] Temperature-Regulated property. 2 Credits.

FRONTIER JACKET

The working armor of the outer settlements.

STAT	VALUE
Tier	1
Proficiency	Common
Damage Thresholds	Major 4 / Severe 10
Armor Slots	3
Burden	1
Properties	[NEW] Pocketed, [NEW] Weather-Proof
Cost	1 Credit

Description: The frontier jacket is a practical garment designed for the realities of life beyond the Core Worlds. Heavy leather or synthetic outer layer over ballistic weave, with numerous pockets, attachment points, and tool loops. It won't stop military weapons, but it handles the everyday dangers of frontier life, wildlife attacks, industrial accidents, bar fights, and the occasional pirate raid.

Tactical Application: General-purpose protection for non-combat personnel. The frontier jacket is what settlers, traders, and spacers wear when they want some protection without dressing for war. It's common enough to attract no attention in most contexts.

Availability: Universal. Available from any outfitter, general store, or ship's chandlery. The quintessential "default armor" of the frontier.

Variants:

- **Spacer's Coat:** Adds [NEW] Vacuum-Sealed (1 hour) property for emergency EVA survival. 2 Credits.
- **Hunter's Jacket:** Adds [NEW] Scent-Masked property. 2 Credits.
- **Mechanic's Coverall:** Full-body version with [NEW] Fire-Resistant property. 2 Credits.

SCOUT ARMOR

Purpose-built for those who need to see without being seen.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 5 / Severe 11
Armor Slots	3
Burden	1
Properties	[NEW] Silent, [NEW] Low-Profile
Cost	4 Credits

[NEW] Silent Property: The armor is designed to make no noise during movement. The wearer gains +2 to Agility Rolls to avoid detection related to sound.

[NEW] Low-Profile Property: The armor's visual signature is minimized through careful coloring, shape disruption, and anti-reflective coatings. The wearer gains +1 to Agility Rolls to avoid detection related to visual detection.

Description: Scout armor is designed for reconnaissance personnel who need protection without compromising their primary mission: gathering information while remaining undetected. Every element is optimized for stealth, soft-soled boots, noise-dampened joints, matte non-reflective surfaces, and a slim profile that doesn't catch on obstacles or cast distinctive shadows.

Tactical Application: The armor of choice for reconnaissance, infiltration, and advance scouting. Scout armor users are not expected to engage in sustained

combat, they're expected to observe, report, and withdraw. The protection is sufficient to survive initial contact while breaking off.

Availability: Military reconnaissance units, private security firms, specialty suppliers. Restricted in some jurisdictions due to obvious criminal applications.

Variants:

- **Ghillie Configuration:** Adds [NEW] Camouflage (Specific Environment) property. +2 Credits.
- **Urban Scout:** Optimized for city environments with [NEW] Crowd-Blend property. 4 Credits.
- **Sensor Suite Integration:** Adds [NEW] Sensor-Link property for squad-level awareness sharing. 6 Credits.

STEALTH SUIT

The assassin's choice, when not being seen is more important than not being hurt.

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 4 / Severe 9
Armor Slots	2
Burden	1
Properties	[NEW] Silent, [NEW] Thermoptic Camouflage, [NEW] Sensor-Baffling
Cost	9 Credits

[NEW] Thermoptic Camouflage Property: The suit bends light around the wearer. While stationary or after moving no more than one band during the current Spotlight, it is effectively invisible to visual detection. Moving two bands or taking an aggressive Action creates visible distortion; use an Agility Roll to avoid visual detection with Advantage. It operates for 1 hour before requiring 10 minutes to recharge.

[NEW] Sensor-Baffling Property: The suit incorporates countermeasures against electronic detection, radar absorption, thermal masking, and electromagnetic dampening. Sensor-based detection suffers Disadvantage against the wearer.

Description: The stealth suit represents the cutting edge of personal concealment technology. Every surface is covered in metamaterial panels that actively bend light, rendering the wearer nearly invisible. Thermal management systems mask body heat. Electronic countermeasures defeat sensors and scanners. The protection is minimal, the suit is made of lightweight materials to minimize interference with the concealment systems, but the concealment is extraordinary.

Tactical Application: Assassination, infiltration of high-security facilities, and operations where detection means mission failure. The stealth suit is not combat armor; it's a tool for people who should never be in combat because their targets should never know they were there.

Availability: House Valerius special operations, high-end Black Market suppliers. Extremely restricted, possession without authorization attracts immediate attention from multiple agencies.

Variants:

- **Assassin Configuration:** Adds [NEW] Blade-Sheaths property (concealed blade storage with quick-draw). 12 Credits.
- **Infiltrator Configuration:** Adds [NEW] Electronic Warfare Suite property for hacking while cloaked. 12 Credits.
- **Duration Extended:** Upgraded power cells extend thermoptic operation to 3 hours. 12 Credits.

FLEXIBLE MESH ARMOR

The balanced choice, meaningful protection without serious mobility cost.

STAT	VALUE
Tier	2
Proficiency	Common
Damage Thresholds	Major 5 / Severe 12
Armor Slots	4
Burden	2
Properties	[NEW] Flexible
Cost	4 Credits

[NEW] Flexible Property: The armor does not restrict movement. The wearer suffers no penalties to Agility Rolls, acrobatics, or similar physical activities despite the armor's protection level.

Description: Mesh armor uses interlocking rings or scales of advanced materials, typically cerametal or synthetic diamond composite, to provide significant protection while maintaining flexibility. It moves with the wearer rather than constraining them, making it popular among those who need to fight, climb, swim, or perform acrobatics while protected.

Tactical Application: The versatile choice for characters who expect combat but don't want to sacrifice mobility. Mesh armor is common among mercenaries, bounty hunters, and anyone who might need to chase (or flee from) their targets.

Availability: Standard military issue for non-heavy-infantry roles. Widely available from arms dealers and outfitters.

Variants:

- **Chainweave:** Traditional appearance with modern materials. Popular in cultures that value martial aesthetics. 4 Credits.
- **Scalemail:** Overlapping plates provide +1 to Major Threshold. 6 Credits.
- **Reinforced Mesh:** Military-grade materials increase Armor Slots to +4. 6 Credits.

VOIDSUIT (LIGHT)

Protection against the void, the spacer's essential equipment.

STAT	VALUE
Tier	2
Proficiency	Common
Damage Thresholds	Major 4 / Severe 10
Armor Slots	3
Burden	2
Properties	[CR] Environmental, [NEW] Magnetic, [NEW] Integrated Comms
Life Support	8 hours
Cost	4 Credits

[CR] Environmental Property: The armor is sealed against vacuum, hostile atmospheres, and environmental hazards. The wearer is

protected against exposure to space, toxic gases, extreme temperatures (within limits), and similar environmental dangers. Life support provides breathable air for the specified duration.

[NEW] Magnetic Property: Integrated mag-boots allow the wearer to walk on metallic surfaces in zero-gravity and resist being moved by knockback effects when engaged with a metal surface.

[NEW] Integrated Comms Property: Built-in communication systems allow coordination with allies within 10 kilometers (or longer range through relay systems).

Description: The light voidsuit is standard equipment for anyone who works in space. It provides the minimum viable protection against the void, sealed environment, breathable air, temperature regulation, and micrometeorite resistance, while remaining light enough for extended wear. Most spacers own at least one voidsuit and keep it ready for emergency use.

Tactical Application: Essential equipment for any scenario involving vacuum, hull breaches, or EVA operations. The light voidsuit provides enough combat protection to survive a firefight but is not primarily combat equipment.

Availability: Universal. Available from any ship chandlery, spaceport outfitter, or orbital station. Required equipment by most spacefaring regulations.

Variants:

- **Extended Duration:** 24-hour life support with enhanced recycling systems. 6 Credits.
- **Thruster Pack:** Adds maneuvering thrusters for EVA mobility. 6 Credits.
- **Work Configuration:** Reinforced for industrial use with [NEW] Tool Mounts property. 6 Credits.

LIGHT ARMOR SUMMARY TABLE

ARMOR	TIER	PROF.	THRESHOLDS	ARMOR SLOTS	BURDEN	KEY PROPERTIES	IMPROVEMENT CAPACITY	COST
Reinforced Clothing	1	Common	3/8	2	1	Social	2	1
Frontier Jacket	1	Common	4/10	3	1	Pocketed, Weather-Proof	2	1
Scout Armor	2	Military	5/11	3	1	Silent, Low-Profile	2	4
Stealth Suit	3	Military	4/9	2	1	Thermoptic Camouflage	3	9
Flexible Mesh Armor	2	Common	5/12	4	2	Flexible	2	4
Voidsuit (Light)	2	Common	4/10	3	2	Environmental	2	4

7.3: MEDIUM ARMOR

Medium armor represents the balance point between protection and mobility. It provides meaningful defense against military weapons while still allowing reasonable freedom of movement. Medium armor is the standard choice for professional soldiers, security personnel, and anyone who expects serious combat.

DESIGN PHILOSOPHY

Medium armor accepts that its wearer will be in the fight, not avoiding combat through stealth, not relying on overwhelming firepower to end engagements quickly, but engaging enemies in sustained exchanges where both sides will take hits. The armor must

be good enough to survive those hits while not being so heavy that it prevents tactical movement.

This philosophy suits:

- **Front-line infantry:** Soldiers who need protection for the duration of an engagement
- **Security personnel:** Guards and responders who face varied threats
- **Mercenaries:** Professional combatants who need reliable, maintainable protection
- **Hostile environment operators:** Personnel who need combat capability in dangerous conditions

Medium armor is not appropriate for:

- Deep infiltration or stealth operations
- High-society social situations
- Extended wear without support infrastructure

MEDIUM ARMOR CATALOG COMBAT JACKET

The step up from civilian protection, armor that admits what it is.

STAT	VALUE
Tier	1
Proficiency	Common
Damage Thresholds	Major 6 / Severe 13
Armor Slots	4
Burden	2
Properties	[NEW] Pocketed
Cost	1 Credit

Description: The combat jacket is a heavy torso covering with integrated trauma plates, designed to be worn over normal clothing. It provides real protection against real weapons without requiring the full commitment of a complete armor suit. Popular among those who move between dangerous and civilian contexts, the jacket can be thrown on when trouble starts and removed when it's over.

Tactical Application: Entry-level combat armor for characters who expect violence but don't live in it. The combat jacket is standard issue for ship's crews, caravan guards, and frontier militia.

Availability: Universal. The default affordable combat armor.

Variants:

- **High-Collar:** Extended neck protection adds +1 to Major Threshold. 2 Credits.
- **Plate Carrier:** Modular design allowing easy plate upgrades. 2 Credits.
- **Concealed:** Slim-line design that passes casual inspection as a heavy civilian jacket. 2 Credits.

PATROL ARMOR

The uniform of order, or its imposition.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 7 / Severe 14
Armor Slots	5
Burden	2
Properties	[NEW] Integrated Comms, [NEW] Identification Display
Cost	4 Credits

[NEW] Identification Display Property: The armor includes prominent identification panels, name, unit, authority badge, that can be illuminated, changed, or hidden as needed. This aids in establishing authority, coordinating with other security forces, and demonstrating legitimacy to civilians.

Description: Security armor is the standard equipment of professional security forces across the galaxy, station security,

corporate guards, House peacekeepers, and legitimate law enforcement. It's designed to be recognizable, projecting authority while providing serious protection against common threats. The integrated systems allow coordination and identification, distinguishing the wearer as authorized personnel.

Tactical Application: The armor of authority. Security armor is appropriate whenever the wearer's legitimacy matters, policing, guard duty, official response operations. It's also used by private security contractors who want to project professionalism.

Availability: Security suppliers, House quartermasters, military surplus. Legal for authorized personnel; civilian possession may be restricted in some jurisdictions.

Variants:

- **Riot Configuration:** Adds [NEW] Blunt-Resistant property and integrated visor. 6 Credits.
- **Detective Model:** Reduced profile for plainclothes work; Armor Slots +3 but retains other statistics. 4 Credits.
- **Heavy Responder:** Reinforced for high-threat response; Armor Slots +5. 6 Credits.

COMBAT SHELL

The soldier's standard, protection designed for war.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 7 / Severe 14
Armor Slots	5
Burden	3
Properties	[NEW] Modular, [NEW] Weather-Proof
Cost	4 Credits

[NEW] Modular Property: The armor includes standard attachment points for additional equipment, pouches, holsters, hydration systems, medical kits. Up to 3 Burden worth of equipment can be attached to the armor's external hardpoints, freeing the wearer's hands and distributing weight efficiently.

[NEW] Weather-Proof: Gain Advantage on Reaction Rolls against weather, temperature, corrosive rain, or airborne particulates, and increase Major and Severe Thresholds by 2 against their damage. It provides no vacuum protection.

Description: The combat shell is the standard-issue armor of professional military forces throughout the galaxy. It represents the baseline of what a soldier can expect: solid protection, environmental capability, and the modularity to adapt to specific mission requirements. Thousands of variations exist, House Joric's shells are heavier and more defensive, House Volkov's are designed for intimidation, House Kurogane's integrate more electronics, but they all share the fundamental design philosophy of protecting soldiers in sustained combat.

Tactical Application: The default choice for characters expecting military-grade combat. If you're going to war, you're probably wearing some variant of the combat shell.

Availability: Military arsenals, licensed arms dealers, mercenary outfitters. Standard issue for House military forces; civilian acquisition requires licensing or Black Market sources.

Variants:

- **Assault Configuration:** Sacrifices 1 Armor Slot for [NEW] Hardened (Physical) property. 6 Credits.
- **Defense Configuration:** +1 Armor Slot, but gains the Heavy tag (-1 Evasion). 4 Credits.
- **Hostile Environment:** Full [CR] Environmental property with 6-hour life support. 6 Credits.

VOIDSUIT (COMBAT)

When you need to fight in the void, not just survive it.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 7 / Severe 14
Armor Slots	5
Burden	3
Properties	[CR] Environmental, [NEW] Magnetic, [NEW] Integrated Comms, [NEW] Thruster Assist
Life Support	12 hours
Cost	4 Credits

[NEW] Thruster Assist Property: Move normally in zero-G and gain Advantage on Agility or Finesse Rolls made to maneuver there.

Description: The combat voidsuit is designed for military operations in vacuum, boarding actions, orbital platform defense, ship-to-ship assault. It combines the environmental protection of a voidsuit with the combat capability of proper military armor. The thruster system allows combat mobility in zero-gravity, and the reinforced construction can withstand the stresses of rapid pressure changes and micrometeorite impacts.

Tactical Application: Essential for any combat scenario involving vacuum. The combat voidsuit is standard issue for marine boarding parties, station security, and any force that might fight in decompressed or zero-gravity environments.

Availability: Military naval forces, orbital security contractors, ship defense suppliers.

Variants:

- **Boarding Specialist:** Adds [NEW] Breaching Tools property with integrated cutting torch. 6 Credits.
- **Extended Duration:** 24-hour life support with enhanced recycling. 6 Credits.
- **Stealth Coating:** Radar-absorbent materials reduce detection in space. 9 Credits.

ENFORCER ARMOR

When you need to make an impression, and survive the response.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 8 / Severe 15
Armor Slots	5
Burden	3
Properties	[NEW] Intimidating, [NEW] Impact-Resistant
Cost	4 Credits

[NEW] Impact-Resistant Property: Increase Major and Severe Thresholds by 2 against Physical damage carrying the Blunt or Impact tag. It does not halve damage.

Description: Enforcer armor is designed for situations where violence is expected and deterrence is valued. The design emphasizes visual mass and imposing presence, broad shoulders, heavy plate coverage, prominent helmet. It's the armor of riot control, cartel enforcers, and anyone who wants opponents to think twice before starting trouble.

Tactical Application: Crowd control, intimidation, and situations where preventing violence is as important as surviving it. Enforcer armor is common among House

Volkov forces and criminal organizations that project power through presence.

Availability: Security suppliers, House Volkov contractors, Black Market.

Variants:

- **Suppression Configuration:** Adds [NEW] Gas-Sealed property for operation in tear gas or chemical weapons environments. 6 Credits.
- **Heavy Enforcer:** +1 maximum Armor Slots, +1 Burden. 6 Credits.
- **Covert Enforcer:** Reduced visual profile, loses Intimidating property but gains [NEW] Low-Profile. 4 Credits.

HAZARDOUS ENVIRONMENT SUIT

For when the environment is more dangerous than the enemy.

STAT	VALUE
Tier	2
Proficiency	Common
Damage Thresholds	Major 6 / Severe 13
Armor Slots	4
Burden	3
Properties	[CR] Environmental, [NEW] Hazard-Sealed, [NEW] Diagnostic
Life Support	8 hours
Cost	4 Credits

[NEW] Hazard-Sealed Property: The armor is sealed against chemical, biological, and radiological hazards. The wearer is immune

to contact or inhalation-based poisons, diseases, and radiation exposure while the suit is sealed.

Description: The hazardous environment suit is designed for operation in contaminated zones, chemical spills, radiation leaks, plague outbreaks, and worse. The emphasis is on sealing rather than combat protection, though it provides reasonable defense against physical threats. Commonly used by cleanup crews, rescue teams, and anyone who needs to work in environments that would otherwise kill them.

Tactical Application: Essential for operation in hazardous environments. Also useful for immunity to biochemical weapons and for creating sealed "clean" areas in contaminated zones.

Availability: Industrial suppliers, emergency services, research facilities. Legal everywhere; this is safety equipment, not weapons.

Variants:

- **Decontamination Model:** Includes integrated decon systems that neutralize contaminants on the suit's surface. 6 Credits.
- **Extended Duration:** 24-hour life support. 6 Credits.
- **Heavy Protection:** +1 maximum Armor Slots for use in active disaster zones. 6 Credits.

EXO-MESH ARMOR

Mesh reinforced with servo assistance, the best of flexibility and power.

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 8 / Severe 15
Armor Slots	5
Burden	2 (effective; actual weight is higher but servos compensate)
Properties	[NEW] Flexible, [NEW] Servo-Assisted, [NEW] Power-Cell (24 hours)
Cost	9 Credits

[NEW] Servo-Assisted Property: Gain +1 on Strength Rolls made for lifting, carrying, climbing, or forced movement, and increase Burden capacity by 1. Reduce this armor's effective Burden by 1. The property never changes the Strength Trait, attack Rolls, damage, or Reaction Rolls.

[NEW] Power-Cell Property: The armor requires power to operate its systems. The power cell lasts for the specified duration (24 hours) under normal use. Combat

operations, servo-assist, and other active systems may reduce duration. Replacing a power cell takes 1 minute.

Description: Exo-mesh armor represents an evolution of the classic mesh concept, the flexibility of interlocking armor elements, enhanced by miniaturized servo motors that amplify the wearer's strength and compensate for the armor's weight. The result is armor that provides significant protection without the mobility penalties of heavier designs.

Tactical Application: The choice for characters who want medium armor protection without medium armor penalties. Popular among special operations forces, elite mercenaries, and anyone who needs to fight effectively while remaining agile.

Availability: House Kurogane suppliers, high-end military contractors, specialty arms dealers. Expensive but legal with appropriate licensing.

Variants:

- **Reaction Enhancement:** Servos optimized for speed; +1 to Agility Reaction Rolls. 12 Credits.
- **Strength Focus:** Servo output increased; +2 to Strength instead of +1. 12 Credits.
- **Silent Running:** Servo motors replaced with near-silent models; adds [NEW] Silent property. 12 Credits.

MEDIUM ARMOR SUMMARY TABLE

ARMOR	TIER	PROF.	THRESHOLDS	ARMOR SLOTS	BURDEN	KEY PROPERTIES	IMPROVEMENT CAPACITY	COST
Combat Jacket	1	Common	6/13	4	2	Pocketed	4	1
Patrol Armor	2	Military	7/14	5	2	ID Display, Comms	4	4
Combat Shell	2	Military	7/14	5	3	Modular, Environmental	4	4
Voidsuit (Combat)	2	Military	7/14	5	3	Environmental, Thruster	4	4
Enforcer Armor	2	Military	8/15	5	3	Intimidating	4	4
Hazard Suit	2	Common	6/13	4	3	Hazard-Sealed	4	4
Exo-Mesh	3	Military	8/15	5	2	Servo-Assisted, Flexible	5	9

Effective Burden after servo compensation

7.4: HEAVY ARMOR

Heavy armor prioritizes protection above all other considerations. It offers the highest damage resistance, the most Armor Slots, and often additional systems that lighter armors cannot support. In exchange, it imposes significant mobility penalties and requires substantial investment in Strength or servo-assistance.

DESIGN PHILOSOPHY

Heavy armor assumes that you will be hit, repeatedly, by powerful weapons, and you need to survive it. The wearer accepts limited mobility, increased fatigue, and reduced agility in exchange for the ability to walk through

fire that would kill anyone else. Heavy armor turns its wearer into a walking fortress.

This philosophy suits:

- **Assault specialists:** Troops whose job is to breach fortified positions
- **Heavy weapons operators:** Personnel who stand and deliver sustained firepower
- **Point defense:** Individuals who must hold a position against all attacks
- **Vehicle crew:** Personnel who can rely on vehicles for mobility

Heavy armor is not appropriate for:

- Mobile warfare requiring rapid repositioning
- Stealth or infiltration of any kind
- Operations requiring extended foot movement
- Situations without logistical support

HEAVY ARMOR CATALOG PLATE CARRIER

The entry point to heavy protection, when medium armor isn't enough.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 9 / Severe 17
Armor Slots	6
Burden	4
Properties	[NEW] Modular
Requirements	Strength +1 or higher
Cost	4 Credits

Description: The plate carrier is a step beyond medium armor, a torso covering that incorporates heavy ceramite or composite plates capable of stopping military-grade weapons. It sacrifices mobility for protection, and the weight is significant, but it keeps the wearer alive against threats that would punch through lighter armor.

Tactical Application: The minimum viable heavy armor for characters who expect to face serious weapons. Plate carriers are common among heavy infantry, vehicle crews, and anyone who values staying alive over staying mobile.

Availability: Military suppliers, licensed arms dealers. Standard issue for heavy infantry roles.

Variants:

- **Full Coverage:** Extends protection to limbs; +1 Burden, +1 Armor Slot. 6 Credits.
- **Trauma Insert:** Enhanced plate design; +1 to Major Threshold. 6 Credits.
- **Quick-Release:** Emergency doffing reduced to free effect. 6 Credits.

BREACHER ARMOR

Designed for the breach, armor that leads the way.

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 10 / Severe 18
Armor Slots	6
Burden	4
Properties	[NEW] Breaching Shield, [NEW] Intimidating
Requirements	Strength +1 or higher
Cost	4 Credits

[NEW] Breaching Shield Property: Once per round as a Reaction before an attack you can perceive is rolled against you, impose Disadvantage on that attack. You must have one hand free to brace the shield; there is no personal facing rule.

Description: Breacher armor is designed for the first soldier through the door. Heavy front-facing protection, an integrated arm shield, and a visual profile designed to dominate the immediate space. The armor is weighted forward, excellent for advancing into fire, less optimal for general maneuvering.

Tactical Application: Breach and clear operations. The assault specialist enters first, absorbs the initial fire, and creates space for the team behind them. Also useful for any situation requiring advance under fire.

Availability: Military assault units, private military contractors.

Variants:

- **Shield Enhancement:** Breaching shield expanded; can impose Disadvantage on two attacks per round. 6 Credits.
- **Blast-Resistant:** Enhanced protection against explosives; +2 to thresholds vs. Blast damage. 6 Credits.
- **Integrated Weapon:** Arm shield includes built-in weapon mount. 6 Credits.

BATTLE PLATE

The heavy infantry standard, armor for those who hold the line.

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 11 / Severe 19
Armor Slots	7
Burden	5
Properties	[NEW] Ablative (3), [CR] Environmental
Requirements	Strength +2 or higher
Cost	9 Credits

[NEW] Ablative (X) Property: The armor has X Ablative charges. After a hit's severity is determined but before HP is marked, spend at most 1 charge to lower that hit one severity step, even if ordinary Armor Slots are empty. Repair All Armor restores all charges. Ablative never

lowers maximum Armor Slots, reduces direct HP damage, or applies twice to one hit.

Description: Battle plate represents the full realization of the heavy armor concept, comprehensive coverage from helmet to boots, with the thickest practical plates protecting every vital area. Wearing battle plate is a commitment; the weight is substantial, and the wearer is not moving quickly. But within that weight, they are nearly invulnerable to infantry weapons.

Tactical Application: The armor of the immovable object. Battle plate users hold positions, provide covering fire, and anchor defensive lines. They don't chase enemies; they make enemies come to them, and regret it.

Availability: House Joric primary issue, elite military units, specialist suppliers.

Variants:

- **Centurion Pattern:** House Joric design with [NEW] Reactive Plating property. 12 Credits.
- **Siege Configuration:** Enhanced for static defense; +1 maximum Armor Slots when stationary. 12 Credits.
- **Mobile:** Servo assists reduce effective Burden by 1. 12 Credits.

FORTRESS ARMOR

When "heavy" isn't heavy enough.

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 12 / Severe 22
Armor Slots	8
Burden	6
Properties	[NEW] Ablative (4), [CR] Environmental, [NEW] Hardened (Energy)
Requirements	Strength +3 or higher
Life Support	24 hours
Cost	9 Credits

Description: Fortress armor is heavy infantry equipment pushed to its practical limit. The wearer is enclosed in layers of composite plating that can resist anything short of vehicle-mounted weapons. Movement is slow, the armor's weight is at the edge of what enhanced human strength can manage, but within it, the wearer is nearly immune to infantry-scale threats.

Tactical Application: Point defense, heavy weapons platforms, and any situation where mobility is irrelevant and survival is highest. Fortress armor users typically don't advance; they choose a position and hold it against all comers.

Availability: House Joric siege units, military heavy armor specialists. Not widely available; this is front-line equipment, not general issue.

Variants:

- **Shield Configuration:** Integrated tower shield provides additional cover. 12 Credits.
- **Weapons Platform:** Integrated hardpoints for heavy weapon mounting. 12 Credits.

- **Siege Engine:** Enhanced servos allow normal movement despite weight. 16 Credits.

VOID HARDSUIT

For when the fight is in space, and the fight is serious.

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 10 / Severe 18
Armor Slots	7
Burden	5 (4 effective in zero-G)
Properties	[CR] Environmental, [NEW] Magnetic, [NEW] Thruster Pack, [NEW] Hardened (Physical), [NEW] Integrated Comms
Life Support	48 hours
Requirements	Strength +2 or higher
Cost	9 Credits

[NEW] Thruster Pack Property: The armor includes a substantial maneuvering unit capable of powered flight in zero-gravity and limited hover capability in gravity (1 minute maximum). Fuel lasts 4 hours of maneuvering or 30 minutes of continuous thrust.

Description: The void hardsuit is designed for extended combat operations in space, boarding actions that last hours, siege operations against orbital platforms, or defensive operations on ships expected to take hull breaches. It combines heavy armor protection with extended life support and serious maneuvering capability. In zero-gravity, the weight is irrelevant; only the bulk matters, and the bulk is manageable.

Tactical Application: The standard armor for serious spaceborne combat. Naval marine assault units, orbital defense forces, and ship security personnel who expect to fight in decompressed conditions.

Availability: House naval forces, orbital security contractors, high-end mercenary suppliers.

Variants:

- **Boarding Specialist:** Includes breaching tools and a Magnetic Grapple. As an Action, anchor to one visible metal surface within Close range. Until released, forced movement cannot move the wearer farther from that surface. Release as a free effect at the start of the wearer's Spotlight. 12 Credits.
- **Engineering Model:** Includes integrated repair tools for hull work. 12 Credits.
- **Extended Duration:** 72-hour life support with recycling. 12 Credits.

SIEGE PLATE

The heaviest infantry armor made, for those who don't need to move.

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 14 / Severe 25
Armor Slots	10
Burden	7
Properties	[NEW] Ablative (5), [CR] Environmental, [NEW] Hardened (All), [NEW] Reactive Plating, [NEW] Power-Cell (12 hours)
Requirements	Strength +3 or higher, or servo-assistance
Life Support	48 hours
Cost	16 Credits

[NEW] Hardened (All) Property: Increase Major and Severe Thresholds by 2 against Physical, Energy, Void, and Neural damage. Hardened modifies Thresholds; it is not Resistance and never halves damage.

Description: Siege plate is not infantry armor in the traditional sense, it is a walking bunker. The wearer is completely encased in layered composites thick enough to resist weapons designed to destroy vehicles. Movement without servo-assistance is nearly impossible for anyone without exceptional Strength. But within the shell, the wearer can stand in the path of fire that would annihilate anyone else.

Tactical Application: Siege warfare, breach operations against fortified positions, and situations where someone needs to stand in the open and absorb everything the enemy can throw. Siege plate users often carry heavy weapons; they provide the stable platform those weapons require.

Availability: House Joric siege units, military heavy assault specialists. This is front-line siege equipment; it doesn't appear on open markets.

HEAVY ARMOR SUMMARY TABLE

ARMOR	TIER	PROF.	THRESHOLDS	ARMOR SLOTS	BURDEN	KEY PROPERTIES	IMPROVEMENT CAPACITY	COST
Plate Carrier	2	Military	9/17	6	4	Modular	6	4
Breacher Armor	2	Military	10/18	6	4	Breaching Shield	6	4
Battle Plate	3	Military	11/19	7	5	Ablative (3)	7	9
Fortress Armor	3	Military	12/22	8	6	Hardened (Energy)	7	9
Void Hardsuit	3	Military	10/18	7	5	Thruster Pack	7	9
Siege Plate	4	Experimental	14/25	10	7	Hardened (All)	8	16

7.5: HOUSE-SPECIFIC ARMOR

Each Great House has developed distinctive armor traditions reflecting their philosophy, aesthetics, and tactical doctrine. House-specific armor offers unique properties not available in generic designs, but it also carries the weight of that House's identity.

HOUSE SOLARI: THE GILDED CAGE SERIES

"Beauty is armor. Elegance is defense. Let them see you coming, let them see your glory, and let their hands tremble on their weapons."

House Solari approaches armor as they approach everything: as an art form that happens to serve a practical purpose. Their armor is beautiful, often

dramatically so, incorporating flowing lines, brilliant colors, and reflective surfaces that catch the light. But beneath the aesthetics, Solari armor is precisely engineered, the beauty is the first layer of defense, and more conventional protection lies beneath.

SUN-TOUCHED CUIRASS

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 9 / Severe 17
Armor Slots	6
Burden	3
Properties	[NEW] Inspiring, [NEW] Dazzling, [NEW] Climate-Controlled
Cost	9 Credits

[NEW] Dazzling Property: Once per scene as an Action, every other creature within Very Close range that can see the wearer makes an Agility Reaction Roll, DC 15. On failure it becomes Blinded until the end of its next Spotlight; on success nothing changes.

Description: The Sun-Touched Cuirass is the standard armor of House Solari's noble guards and ceremonial forces. Polished to mirror brightness, it incorporates panels of gold-titanium alloy that serve both decorative

and functional purposes, beautiful, and capable of producing a blinding flash when needed. The wearer looks like a figure from legend; enemies find it difficult to meet their gaze.

Availability: House Solari suppliers, exclusive clothiers serving the nobility. Wearing Solari armor without Solari affiliation may cause diplomatic complications.

DAWN REGALIA

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 11 / Severe 20
Armor Slots	7
Burden	4
Properties	[NEW] Inspiring, [NEW] Dazzling, [NEW] Solar Absorption, [NEW] Flight (Limited), [NEW] Social
Cost	16 Credits

[NEW] Solar Absorption Property: In established bright direct light, add +1 to Energy-weapon damage totals and the armor may use Dazzling twice per scene instead of once.

[NEW] Flight (Limited) Property: The armor permits normal range-band movement while airborne. After 10 minutes of continuous flight, it must recharge for 1 hour.

Description: The Dawn Regalia is worn only by the highest-ranking Solari nobles and their champion guards. It is a statement of power that happens to also be exceptional armor, anti-gravity systems allow the wearer to float serenely above the battlefield, solar collection panels provide energy for weapons and systems, and the whole ensemble projects such magnificent authority that enemies often hesitate to even raise weapons against it.

Availability: House Solari exclusive. Not available for purchase; granted to those who serve the House with distinction.

HOUSE KUROGANE: THE INTEGRATOR SERIES

"The flesh is the platform. The machine is the upgrade. The armor is the interface."

House Kurogane designs armor as part of an integrated system with cybernetic augmentation. Their philosophy holds that the distinction between worn equipment and integrated equipment is artificial, both should work together as a unified platform. Kurogane armor interfaces directly with the wearer's augmentations, enhancing both.

NEURAL-LINK COMBAT SUIT

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 8 / Severe 16
Armor Slots	5
Burden	3
Properties	[NEW] Augment-Sync, [NEW] Diagnostic, [NEW] Uplink
Requirements	At least one cybernetic augmentation
Cost	9 Credits

[NEW] Augment-Sync Property: After each Long Rest, choose one installed augmentation that grants a printed flat bonus to a Core Trait Roll; increase that one bonus by +1 while this armor is worn. If no augmentation grants such a bonus, this property has no effect. It never increases damage, Evasion, Thresholds, HP, Armor Slots, resources, dice, duration, or targets.

Description: The Neural-Link Combat Suit is the standard-issue armor for House Kurogane's augmented combat personnel. It looks simpler than it is, a sleek, form-fitting suit in Kurogane's characteristic dark blues and silvers, but beneath the surface, it's constantly communicating with the wearer's implants, optimizing their function and providing a unified tactical interface.

Availability: House Kurogane military suppliers. Requires compatible neural interface for full functionality.

INTEGRATION PLATFORM ARMOR

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 10 / Severe 18
Armor Slots	6
Burden	4
Properties	[NEW] Augment-Sync (Enhanced), [NEW] Modular Hardpoints (3), [NEW] System Override, [NEW] Distributed Processing
Requirements	3+ augments currently installed
Cost	16 Credits

[NEW] Augment-Sync (Enhanced) Property: After each Long Rest, choose one installed augmentation that grants a printed flat bonus to a Core Trait Roll; increase that one bonus by +2 while this armor is worn. Once per scene before a Roll that uses the chosen augmentation, mark 1 Stress to gain Advantage on that Roll. It never changes damage, Evasion, Thresholds, HP, Armor Slots, resources, dice, duration, or targets.

[NEW] System Override Property: Once per Long Rest as a Reaction when a printed effect would take one installed augmentation offline, cancel that shutdown. Damage, Conditions, costs, and every other part of the triggering effect still resolve.

[NEW] Distributed Processing Property: The armor's computational systems can assist with mental tasks. +2 to Knowledge Rolls involving analysis, calculation, or data processing.

Description: The Integration Platform is the pinnacle of Kurogane's armor philosophy, not so much a suit as a second body, designed to work in perfect harmony with extensive cybernetic modification. Wearers report that the boundary between their augmentations and the armor becomes unclear; everything is one system, one self, one optimized whole.

Availability: House Kurogane exclusive. Requires extensive augmentation and Kurogane affiliation.

HOUSE VOLKOV: THE IRON-HIDE SERIES

"Pretty armor is for people who expect to survive. We expect to win. Different things."

House Volkov approaches armor with the same brutal pragmatism they apply to everything: whatever works, however it looks, with no resources wasted on aesthetics. Volkov armor is functional, intimidating, and often

cobbled together from salvage, but it works. The aesthetics of violence are their own kind of beauty.

SCRAP-PLATE ARMOR

STAT	VALUE
Tier	2
Proficiency	Military
Damage Thresholds	Major 10 / Severe 18
Armor Slots	6
Burden	4
Properties	[NEW] Intimidating, [NEW] Spiked, [NEW] Jury-Rigged
Cost	4 Credits

[NEW] Jury-Rigged Property: After the wearer resolves Failure with Fear on a Roll where the armor materially protected or assisted them, the armor degrades one step on the adopted Condition Track. If that module is inactive, reduce maximum Armor Slots by 1, minimum 0, until Repair All Armor. Matching dice remain a Critical Success. Knowledge (Tech) Rolls made during a rest to repair this armor have Advantage.

Description: Scrap-plate is what happens when Volkov warriors need armor and don't have access to proper forges. They take whatever they can find, vehicle panels, industrial shielding, ship hull sections, and weld it together into something that stops bullets. It looks like a junkyard apocalypse, which is entirely the point. The spikes, trophy hooks, and intimidating silhouette are features, not accidents.

Availability: House Volkov forces, frontier settlements, anywhere salvage is more available than credits.

IRON TYRANT PLATE

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 12 / Severe 22
Armor Slots	8
Burden	6
Properties	[NEW] Intimidating, [NEW] Spiked, [NEW] Terror, [NEW] Rage-Fueled
Requirements	Strength +2 or higher
Cost	9 Credits

[NEW] Rage-Fueled Property: While the wearer has 3 or more Stress, add +1 to melee damage totals. While Overwhelmed at maximum Stress, add +2 instead. It never changes current or maximum Armor Slots.

Description: Iron Tyrant Plate is what Volkov produces when they have access to proper materials and want to make a statement. It's massive, terrifying, and designed to inspire dread. The armor incorporates psychological warfare elements, speakers that amplify the wearer's voice to a roar, vents that release steam or smoke, trophy racks for enemy gear. Wearing it is a commitment to a particular philosophy of war.

Availability: House Volkov elite units, warlord personal guards.

HOUSE VALERIUS: THE PHANTOM SERIES

"The armor that cannot be seen cannot be targeted. The armor that cannot be targeted cannot be penetrated."

House Valerius approaches armor as they approach everything: with an emphasis on not being where the enemy expects you to be. Their armor sacrifices raw protection for stealth, mobility, and the ability to strike from unexpected angles. It's the armor of assassins, and it looks the part, when it can be seen at all.

SHADOW WEAVE

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 6 / Severe 13
Armor Slots	4
Burden	1
Properties	[NEW] Silent, [NEW] Thermoptic Camouflage, [NEW] Blade-Sheaths, [NEW] Flexible
Cost	9 Credits

[NEW] Blade-Sheaths Property: The armor includes concealed sheaths for up to 4 small blades, which can be drawn as a free effect.

Description: Shadow Weave is the working armor of Valerius field operatives, not the most advanced stealth technology available, but reliable, practical, and effective.

It provides enough protection to survive initial contact while maintaining the stealth capabilities essential to Valerius doctrine. The integrated blade storage ensures the wearer is never truly unarmed.

Availability: House Valerius suppliers, Black Market (rare).

GHOST SHROUD

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 5 / Severe 11
Armor Slots	3
Burden	1
Properties	[NEW] Silent, [NEW] Thermoptic Camouflage (Advanced), [NEW] Phase-Step, [NEW] Sensor-Baffling, [NEW] Displacement
Cost	16 Credits

[NEW] Thermoptic Camouflage (Advanced) Property: As Thermoptic Camouflage, but it lasts up to 4 hours and retains its Advantage after movement of up to two bands during the Spotlight. An aggressive Action still ends it.

Description: The Ghost Shroud represents the limit of what stealth technology can achieve in a wearable package. The wearer becomes nearly undetectable, invisible to sight, masked from sensors, and capable of short-range teleportation to escape targeting. The protection is minimal because the design assumes the wearer will never be hit; if they are, something has already gone wrong.

Availability: House Valerius exclusive. Not available for any price.

HOUSE JORIC: THE BULWARK SERIES

"The line will hold. The wall will not break. We are Joric. We do not retreat."

House Joric produces the heaviest, most defensive armor in the galaxy. Their philosophy is simple: whatever the enemy throws at you, endure it. Stand your ground. Absorb the impact. And when they've exhausted themselves against your defenses, counterattack with everything you have.

JORIC STANDARD BATTLE PLATE

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 12 / Severe 21
Armor Slots	8
Burden	5
Properties	[NEW] Ablative (4), [CR] Environmental, [NEW] Inspiring, [NEW] Reactive Plating
Requirements	Strength +2 or higher
Cost	9 Credits

Description: The Joric Standard is what House Joric considers baseline equipment for front-line troops. By the standards of other Houses, it's exceptional heavy armor, thick plates, comprehensive coverage, and the Ablative layers that let Joric soldiers weather fire that would kill

anyone else. The design is deliberately conservative: proven technology, easy maintenance, reliable performance.

Availability: House Joric military suppliers, licensed arms dealers.

CENTURION SIEGE ARMOR

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 15 / Severe 28
Armor Slots	12
Burden	7
Properties	[NEW] Ablative (6), [CR] Environmental, [NEW] Hardened (All), [NEW] Reactive Plating, [NEW] Last Stand, [NEW] Servo-Assisted
Requirements	Joric military rank; Strength +2 or higher
Life Support	72 hours
Cost	25 Credits

[NEW] Last Stand Property: Once per Long Rest, when reduced to 0 HP, enter Dying normally but immediately take one Action as a Reaction before the Dying prohibition on actions applies. This is not a Death Move, cannot restore HP, and causes no automatic death. After it resolves, the character cannot act and begins normal Dying Progress on their next Spotlight.

Description: Centurion Siege Armor is the heaviest personal armor in common use anywhere in the galaxy. It's worn by the officers who lead Joric's siege operations, individuals expected to be the last to fall, the anchors around which defensive lines form. The Last Stand capability is not metaphor; Centurions have been known to fight for minutes after suffering wounds that should have killed them instantly, holding the line until reinforcements arrive.

Availability: House Joric exclusive. Granted only to those who achieve Centurion rank.

HOUSE AMARANTH: THE CAPTURE SERIES

"Dead subjects provide no data. Damaged subjects provide damaged data. The objective is intact acquisition."

House Amaranth's armor is designed for a specific purpose: capturing specimens alive. Their forces need protection, but they also need tools for non-lethal engagement, integrated systems for stunning, restraining, and preserving targets.

COLLECTOR'S CARAPACE

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 8 / Severe 15
Armor Slots	5
Burden	3
Properties	[NEW] Integrated Stun System, [NEW] Specimen Containers, [NEW] Hazard-Sealed, [NEW] Diagnostic
Cost	9 Credits

[NEW] Integrated Stun System Property: The armor includes built-in shock emitters. As an Action, the wearer can attempt a melee touch attack; on hit, the target must make a Strength Reaction Roll (DC 15) or be Stunned for 1 round. Uses: 6 per recharge.

[NEW] Specimen Containers Property: The armor includes secure containment for small specimens or samples. Can hold up to 4 small items in stasis-preserved containers.

Description: The Collector's Carapace is standard issue for Amaranth field acquisition teams. It provides solid protection while incorporating the tools needed for their particular work, stunning systems for subduing targets, sealed containers for specimens, and hazard sealing to protect against whatever biological material they're collecting.

Availability: House Amaranth suppliers. May require explanation of intended use.

7.6: POWERED ARMOR & EXOSKELETONS

Powered armor represents the fusion of personal armor with mechanical enhancement, servo-assisted systems that amplify the wearer's capabilities while providing

protection beyond what passive armor can offer. These systems blur the line between armored infantry and light vehicles.

POWER ARMOR CLASSIFICATION

Exoskeletons: External frame systems worn over conventional clothing or light armor. They provide Strength enhancement and load-bearing capability but limited protection. Exoskeletons are used primarily for industrial purposes (heavy lifting, construction) but have military applications.

Light Powered Armor: Form-fitting servo-assisted armor providing moderate protection with significant enhancement. Light powered armor maintains the wearer's mobility while adding strength and durability.

Heavy Powered Armor: Fully enclosed systems that transform the wearer into a walking weapons platform. Heavy powered armor provides vehicle-grade protection but requires significant training and support infrastructure.

EXOSKELETONS INDUSTRIAL EXOSKELETON

STAT	VALUE
Tier	2
Proficiency	Common
Damage Thresholds	Major 3 / Severe 8
Armor Slots	2
Burden	0 (reduces wearer's other Burden by 4)
Properties	[NEW] Strength Enhancement (+3), [NEW] Load-Bearing, [NEW] Power-Cell (8 hours)
Cost	4 Credits

[NEW] Strength Enhancement (X) Property: Gain +X on Strength Rolls made only to lift or carry and increase Burden capacity by X. It never changes the Strength Trait, attack Rolls, damage, Evasion, Thresholds, or Reaction Rolls.

[NEW] Load-Bearing Property: The exoskeleton includes mounting points for heavy equipment. Up to 6 Burden worth of equipment can be mounted on the frame, reducing effective Burden to 0 for carried items.

Description: The industrial exoskeleton is a tool, not a weapon, designed for dockworkers, construction personnel, and anyone who needs to move heavy loads without mechanical assistance. It's an open frame that

attaches at the legs, waist, and back, leaving the arms and upper body relatively unencumbered. The servo motors take the weight; the wearer just provides direction.

Tactical Application: Logistics, heavy equipment transport, and any situation requiring sustained heavy lifting. Can be repurposed for combat (heavy weapon operation, crew-served weapon transport) but provides minimal protection.

Availability: Industrial suppliers, ship chandleries, construction contractors. Legal everywhere; this is work equipment.

COMBAT EXOSKELETON

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 7 / Severe 14
Armor Slots	4
Burden	0 (reduces wearer's other Burden by 2)
Properties	[NEW] Strength Enhancement (+2), [NEW] Load-Bearing (Limited), [NEW] Servo-Leap, [NEW] Power-Cell (4 hours)
Cost	9 Credits

[NEW] Servo-Leap Property: The exoskeleton's leg servos allow enhanced jumping. The wearer can jump twice their normal distance horizontally and three times normal height vertically.

Description: The combat exoskeleton adapts industrial exoskeleton technology for military use. It's lighter than the industrial version, with less carrying capacity but better mobility and some protective elements. The enhanced jumping capability allows rapid

repositioning, leap onto rooftops, vault obstacles, or close to melee range before enemies can react.

Tactical Application: Rapid assault, urban combat, and any scenario requiring enhanced mobility. Popular among House Valerius shock troops and private military assault specialists.

Availability: Military suppliers, licensed arms dealers.

LIGHT POWERED ARMOR SCOUT POWERED ARMOR

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 9 / Severe 17
Armor Slots	6
Burden	3 (effective)
Properties	[NEW] Servo-Assisted, [NEW] Enhanced Senses, [NEW] Silent Running, [CR] Environmental, [NEW] Power-Cell (12 hours)
Requirements	Power Armor Proficiency
Cost	9 Credits

[NEW] Enhanced Senses Property: The armor incorporates thermal imaging, light amplification, motion detection, and audio enhancement. The wearer gains Advantage on Instinct Rolls to detect threats and may attempt to detect Hidden creatures within Far range.

[NEW] Silent Running Property: While the wearer moves no more than one range band during their Spotlight, the armor's servos impose no penalty on Agility Rolls to avoid auditory detection.

Description: Scout powered armor is designed for reconnaissance forces who need both protection and the

ability to gather information. The sensor suite provides comprehensive environmental awareness, while the silent running capability allows observation without detection. It's heavier than conventional scout armor but provides significantly more protection.

Tactical Application: Advanced reconnaissance, sensor operations, and any mission requiring both stealth and serious protection.

Availability: Military reconnaissance units, House Valerius specialists.

ASSAULT POWERED ARMOR

STAT	VALUE
Tier	3
Proficiency	Military
Damage Thresholds	Major 11 / Severe 20
Armor Slots	7
Burden	4 (effective)
Properties	[NEW] Servo-Assisted, [NEW] Strength Enhancement (+2), [NEW] Integrated Weapon Mount, [CR] Environmental, [NEW] Power-Cell (8 hours)
Requirements	Power Armor Proficiency
Cost	9 Credits

[NEW] Integrated Weapon Mount Property: The armor includes a hardpoint for mounting a single heavy

weapon. The mounted weapon does not count against the wearer's Burden and can be fired without using hands (slaved to helmet targeting).

Description: Assault powered armor is the standard combat power armor, protection, enhanced strength, and integrated weapons capability. The servo assistance allows heavy weapon operation while remaining mobile, and the integrated mount means the wearer can carry a heavy weapon without sacrificing ability to use other tools or climb obstacles.

Tactical Application: Main line powered infantry. Assault powered armor users typically carry heavy weapons that would be impractical for unaugmented soldiers.

Availability: Military powered infantry units, House Joric and House Kurogane forces.

HEAVY POWERED ARMOR HEAVY COMBAT RIG

STAT	VALUE
Tier	4
Proficiency	Experimental
Damage Thresholds	Major 14 / Severe 25
Armor Slots	10
Burden	5 (effective; actual armor weighs approximately 200 kg)
Properties	[NEW] Servo-Assisted (Full), [NEW] Strength Enhancement (+4), [NEW] Integrated Weapon Mounts (2), [NEW] Hardened (Physical), [CR] Environmental, [NEW] Power-Cell (6 hours)
Requirements	Power Armor Proficiency, specialized training
Life Support	48 hours
Cost	16 Credits

[NEW] Servo-Assisted (Full) Property: The wearer automatically meets Strength requirements imposed solely by this armor's weight. Other Strength Rolls use the wearer's normal Trait, and this property grants no attack, damage, or Reaction bonus.

Description: The Heavy Combat Rig is a walking tank, fully enclosed powered armor that provides vehicle-grade protection while maintaining infantry tactical flexibility. The wearer is completely enclosed, dependent on sensors

for awareness, but nearly invulnerable to infantry weapons. Dual weapon mounts allow simultaneous engagement of multiple targets.

Tactical Application: Breakthrough operations, heavy weapons platform, and any scenario requiring overwhelming infantry-scale force.

Availability: Military powered armor units, House Joric elite forces.

TITAN ASSAULT FRAME

STAT	VALUE
Tier	5
Proficiency	Experimental
Damage Thresholds	Major 18 / Severe 32
Armor Slots	14
Burden	6 (effective; actual armor weighs approximately 400 kg)
Properties	[NEW] Servo-Assisted (Full), [NEW] Strength Enhancement (+6), [NEW] Integrated Weapon Mounts (3), [NEW] Hardened (All), [NEW] Flight (Limited), [CR] Environmental, [NEW] Power-Cell (4 hours combat / 24 hours standby)
Requirements	Power Armor Proficiency, specialized neural interface, extensive training
Life Support	72 hours
Cost	25+ Credits

Description: The Titan Assault Frame is the most powerful personal armor system in known production. Standing nearly three meters tall, it crosses the boundary between powered armor and light mecha. The wearer becomes a one-person army, capable of engaging vehicles, aircraft, and fortified positions that would otherwise require squad or platoon-level response. The limited flight capability allows rapid deployment from orbit or between engagement zones.

Tactical Application: Strategic assets deployed only when overwhelming force is required. A single Titan can break a defensive line, assault a fortified position, or provide fire support equivalent to a platoon of conventional infantry.

Availability: House military elite units only. These are strategic assets, not purchasable equipment.

7.7: ARMOR PROPERTIES GLOSSARY

This section consolidates all armor properties introduced in this chapter for quick reference. Properties marked [NEW] are introduced in this expansion; properties marked [CR] are from the Core Rules.

STANDARD PROPERTIES

[NEW] Ablative (X): Track X charges separately from Armor Slots. After severity is determined but before HP is marked, spend at most 1 charge to lower the hit one severity step. Repair All Armor restores

all charges; the property never lowers maximum Armor Slots or reduces direct HP damage.

[NEW] Augment-Sync: After each Long Rest, choose one installed augmentation that grants a printed flat bonus to a Core Trait Roll; increase that one bonus by +1 while this armor is worn. If no augmentation grants such a bonus, this property has no effect. It never increases damage, Evasion, Thresholds, HP, Armor Slots, resources, dice, duration, or number of targets.

[NEW] Augment-Sync (Enhanced): Use Augment-Sync, but increase the chosen printed bonus by +2 instead of +1. Once per scene before a Roll that uses it, mark 1 Stress to gain Advantage on that Roll.

[NEW] Modular Hardpoints (X): The armor has X modification Hardpoints. Each installed armor modification consumes one Hardpoint and its listed Improvement Cost; no fictional bundling increases capacity.

[NEW] Distributed Processing: Gain +2 on Knowledge Rolls made for analysis, calculation, or data processing. It never modifies Spellcast Rolls, attack Rolls, Reaction Rolls, or Knowledge (Medicine) Rolls.

[NEW] Blade-Sheaths: The armor includes concealed storage for up to 4 small blades, drawable as a free effect.

[NEW] Breaching Shield: Once per round as a Reaction before an attack you can perceive is rolled against you, impose Disadvantage on that attack. You must have one hand free to brace the shield; there is no personal facing rule.

[NEW] Climate-Controlled: Ordinary hot or cold weather causes the wearer no Stress. This is comfort control, not sealed life support, and grants no Resistance or immunity to printed Fire, Cold, vacuum, radiation, toxic, or pressure damage.

[NEW] Concealable Holster: The armor includes a concealed holster for one small weapon.

[NEW] Dazzling: Once per scene as an Action, every other creature within Very Close range that can see the wearer makes an Agility Reaction Roll, DC 15; on failure it becomes Blinded until the end of its next Spotlight, on success nothing changes.

[NEW] Diagnostic: Gain Advantage on Knowledge (Medicine) Rolls made only to assess an injury; it grants no healing or repair bonus.

[NEW] Displacement: Attacks against the wearer from beyond Very Close range have Disadvantage. It creates no second miss roll after an attack hits.

[CR] Environmental: The armor is sealed against vacuum, hostile atmospheres, and environmental hazards. Includes life support.

[NEW] Enhanced Senses: The armor grants Advantage on Instinct Rolls to detect threats and permits attempts to detect Hidden creatures within Far range.

[NEW] Flexible: The armor does not restrict movement. No penalties to Agility Rolls, acrobatics, or similar physical activities.

[NEW] Flight (Limited): The armor includes anti-gravity or thruster systems for flight. 10 minutes continuous flight, then 1 hour recharge.

[NEW] Reactive Plating: Once per scene after severity is determined but before HP is marked, lower the hit one severity step without spending an Armor Slot. It cannot reduce direct HP damage or apply twice to one hit.

[NEW] Hardened (Type): Increase Major and Severe Thresholds by 2 against the canonical damage type in parentheses: Physical, Energy, Void, Neural, or All. Hardened is not Resistance and never halves damage.

[NEW] Hazard-Sealed: Immunity to contact or inhalation-based poisons, diseases, and radiation while sealed.

[NEW] Identification Display: The armor includes prominent, configurable identification panels.

[NEW] Impact-Resistant: Increase Major and Severe Thresholds by 2 against Physical damage carrying the Blunt or Impact tag. It does not halve damage.

[NEW] Inspiring: Allies within Very Close range gain +1 to Reaction Rolls against fear and morale effects.

[NEW] Integrated Comms: Built-in communication systems (10 km range or extended through relay).

[NEW] Integrated Stun System: It holds 6 charges, restored on a Long Rest with power. Spend an Action and 1 charge to make a melee attack; on a hit the target makes a Strength Reaction Roll, DC 15. On failure apply the Core Stunned condition and its normal clearing rule; on success no Condition is applied.

[NEW] Integrated Weapon Mount(s) (X): X hardpoints for mounting weapons. Mounted weapons don't count against Burden and can be fired without hands.

[NEW] Intimidating: +1 on Presence Rolls made for social interaction to threaten, coerce, or frighten while wearing visibly.

[NEW] Jury-Rigged: After the wearer resolves Failure with Fear on a Roll where the armor materially protected or assisted them, the armor degrades one step on the adopted Condition Track. If that module is inactive, reduce maximum Armor Slots by 1, minimum 0, until Repair All Armor. Matching dice remain a Critical Success. Knowledge (Tech) Rolls made during a rest to repair this armor have Advantage.

[NEW] Last Stand: Once per Long Rest, when reduced to 0 HP, enter Dying normally but immediately take one Action as a Reaction before the Dying prohibition on actions applies. This is not a Death Move, cannot restore the wearer's HP, and causes no automatic death. After it resolves, the character cannot act and begins normal Dying Progress on their next Spotlight.

[NEW] Load-Bearing: Mounting points for heavy equipment. Up to listed Burden worth of equipment can be mounted at 0 effective Burden.

[NEW] Low-Profile: The armor's visual signature is minimized. +1 to Agility Rolls to avoid detection vs. visual detection.

[NEW] Magnetic: Integrated mag-boots for walking on metal surfaces in zero-G and resisting knockback on metal surfaces.

[NEW] Modular: Standard attachment points for additional equipment. 3 Burden of equipment can be attached externally.

[NEW] Phase-Step: Once per scene at the start of your Spotlight, teleport to one visible, unoccupied point within Very Close range as a free effect. It cannot cross a barrier that blocks phasing.

[NEW] Pocketed: Numerous pouches and attachment points. Carry 2 additional small items without increasing Burden.

[NEW] Power-Cell (X hours): The armor requires power to operate active systems. Power cell lasts X hours.

[NEW] Rage-Fueled: While at 3 or more Stress, add +1 to melee damage totals. While Overwhelmed at maximum Stress, add +2 instead. It never changes current or maximum Armor Slots.

[NEW] Sensor-Baffling: Countermeasures against electronic detection. Sensor-based detection suffers Disadvantage.

[NEW] Servo-Assisted: Gain +1 on Strength Rolls made for lifting, carrying, climbing, or forced movement, increase Burden capacity by 1, and reduce the armor's effective Burden by 1. It never changes the Strength Trait, attacks, damage, or Reaction Rolls.

[NEW] Servo-Assisted (Full): Comprehensive servo systems. The wearer automatically meets Strength requirements imposed solely

by the armor's weight; other Strength Rolls use the wearer's normal Trait.

[NEW] Servo-Leap: Enhanced jumping. Jump twice normal distance horizontally, three times normal height.

[NEW] Silent: Gain +2 on Agility Rolls to avoid auditory detection while moving. It grants no visual concealment and does not preserve Hidden after an aggressive Action.

[NEW] Silent Running: While the wearer moves no more than one range band during their Spotlight, the servos impose no penalty on Agility Rolls to avoid auditory detection.

[NEW] Social: The armor appears appropriate for social situations. Doesn't register as armor to casual observation.

[NEW] Solar Absorption: In established bright direct light, add +1 to Energy-weapon damage totals and the armor may use Dazzling twice per scene instead of once.

[NEW] Specimen Containers: Secure stasis-preserved containers for up to 4 small specimens.

[NEW] Spiked: At the end of each round, each enemy currently Grappling the wearer takes 1d4 Physical damage once through normal Thresholds and Armor Slots.

[NEW] Strength Enhancement (X): Gain +X on Strength Rolls made only to lift or carry and increase Burden capacity by X. It never changes the Strength Trait, attacks, damage, Evasion, Thresholds, or Reaction Rolls.

[NEW] System Override: Once per Long Rest as a Reaction when a printed effect would take one installed augmentation offline, cancel that shutdown. Every other part of the triggering effect resolves.

[NEW] Terror: Enemies within Very Close range take -1 to Reaction Rolls against fear and morale effects.

[NEW] Thermoptic Camouflage: Activate as an Action for up to 1 hour. Gain Advantage on Agility Rolls to avoid visual detection while stationary or after moving at most one band during the Spotlight. An aggressive Action ends it. Afterward it recharges for 10 minutes.

[NEW] Thermoptic Camouflage (Advanced): As Thermoptic Camouflage, but it lasts up to 4 hours and retains its Advantage after movement of up to two bands during the Spotlight. An aggressive Action still ends it.

[NEW] Thruster Assist: Move normally in zero-G and gain Advantage on Agility or Finesse Rolls made to maneuver there.

[NEW] Thruster Pack: Move normally in zero-G for up to 4 hours of maneuvering or 30 minutes of continuous thrust. In gravity, hover and move normally for at most 1 minute before landing; that minute counts against continuous thrust.

[NEW] Uplink: With a neural-interface augmentation, operate one owned compatible drone or personal device within Close range without using hands. It still costs the normal Action, Spotlight, Stress, and Roll; it grants no extra Action and cannot control a ship station remotely.

[NEW] Weather-Proof: Gain Advantage on Reaction Rolls against weather, temperature, corrosive rain, or airborne particulates, and increase Major and Severe Thresholds by 2 against their damage. It grants no immunity or vacuum protection.

CHAPTER 8

AUGMENTATIONS & CYBERNETICS

"The first cut is the hardest. Not physically, the surgeons handle that, and the anesthetics are excellent these days. The hardest part is the moment before, when you're lying on the table and you know that in a few hours, you won't be entirely human anymore. Something that was flesh will be metal. Something that was born will be built. You tell yourself it's just an upgrade, like getting a better weapon or a faster ship. But weapons and ships don't become part of you. They don't whisper in the back of your skull. They don't dream.

The second cut is easier. By then, you've made peace with what you're becoming. By the fifth or sixth, you barely notice. That's the danger, really. Not that the machines will reject you, but that you'll forget there was ever anything to reject."

Dr. Yuki Tanaka, "The Architecture of Self: Philosophical Implications of Human Augmentation"

INTRODUCTION: THE MARRIAGE OF FLESH AND MACHINE

Augmentation runs from simple sensory implants to full-body conversions that leave only the brain organic, and it is as much a cultural question as a technical one. The Great Houses split on it: House Kurogane leads the field and treats modification as progress; House Joric permits it for soldiers but discourages it among civilians; House Solari finds heavy modification vulgar unless artfully concealed; House Volkov cares only whether it makes you more dangerous. For a character, augmentation is opportunity bought at a price: decisive capabilities set against installation risk, social stigma, and the hard limit of Augment Capacity.

This chapter provides comprehensive rules for cybernetic augmentation:

Augment Capacity (established in Chapter 2) determines how many augments a character carries comfortably. This limit creates meaningful choices about which enhancements to prioritize.

Augmentation Categories organize the available options by function: Sensory, Neural, Physical, Combat, and Utility augmentations each serve different roles and suit different character concepts.

The Augmentation Catalog provides complete statistics for dozens of augmentations across all categories and tiers, from common implants available in any frontier clinic to experimental systems that push the boundaries of known science.

House-Specific Augmentations detail the unique technologies each Great House has developed, reflecting their philosophies and priorities.

Living with Augmentation addresses the narrative and practical implications of modification, how augmented characters interact with society, how they maintain their systems, and how modification shapes identity.

COMPLEXITY. Complexity is a surgical rating from 1 to 4. Every augment costs exactly 1 point of Augment Capacity regardless of Complexity. Complexity modifies only installation difficulty and recovery time.

8.1: AUGMENT CAPACITY RECAP

Before examining specific augmentations, recall the limit that constrains them. The full rules are in Chapter 2 (and the Core Rules, Chapter 13); this is a condensed reference.

AUGMENT CAPACITY

Your **Augment Capacity** is the number of augments your body carries comfortably. It equals the **sum of your three highest Trait modifiers** among Strength, Agility, Finesse, and Presence (minimum 0). **Humans and Synthetics add +2.**

AUGMENT COST

Each augment installed costs **1 point of Augment Capacity**, whatever its power. **Complexity is not a Capacity cost:** retain the printed Complexity only to determine installation difficulty and recovery time.

EXCEEDING YOUR CAPACITY

You are not hard-capped. Each augment installed beyond your Capacity costs **-1 to your maximum Stress** while it remains installed; the penalty is dynamic and lifts the moment your Capacity rises (raising a chosen Trait on level-up) or you have an augment removed. No ancestry takes a special modifier beyond the Human and Synthetic +2.

OVERCLOCKING

In emergencies, characters can push past safe limits by **Overclocking**, redirecting stress through their augmentations. When Stress would exceed maximum:

- Convert each excess Stress to either 1 HP damage or 1 path resource spent - Hope if Awakened, Effort if Sleeping.
- Choose one installed augmentation to suffer 1 level of Degradation.

See Chapter 2 for complete Overclocking rules.

8.2: AUGMENTATION CATEGORIES

Augmentations are organized into five functional categories. Each category serves different purposes and appeals to different character concepts.

SENSORY AUGMENTATIONS

Sensory augmentations enhance or replace biological senses, providing capabilities beyond natural limits. They are among the most common augmentations, the first step for many who eventually pursue more extensive modification.

Common Applications:

- Enhanced vision (low-light, thermal, magnification, recording)
- Enhanced hearing (extended range, filtering, recording)
- New senses (electromagnetic detection, chemical analysis, radiation sensing)
- Sensory filtering (flash protection, noise dampening)

Character Concepts: Scouts, investigators, snipers, security specialists, anyone who relies on information gathering.

Typical Complexities: 1-2 (sensory augmentations are generally minimally invasive)

NEURAL AUGMENTATIONS

Neural augmentations interface with the brain and nervous system, enhancing cognitive capabilities or providing new modes of interaction with technology. They are more invasive than sensory augmentations and carry greater risks, but offer proportionally greater benefits.

Common Applications:

- Direct neural interface with computers and networks
- Enhanced memory (recording, indexing, recall)
- Accelerated cognition (faster processing, parallel thinking)
- Skill modules (downloadable expertise)
- Communication implants (silent speech, encrypted channels)

Character Concepts: Hackers, researchers, commanders, anyone who works with information or technology.

Typical Complexities: 2-3 (neural augmentations require significant biological integration)

PHYSICAL AUGMENTATIONS

Physical augmentations enhance or replace biological systems related to strength, speed, and durability. They range from subtle enhancements to obvious mechanical replacements.

Common Applications:

- Limb replacement (arms, legs, hands with enhanced capabilities)
- Skeletal reinforcement (increased durability, weight bearing)
- Muscular enhancement (strength, speed, endurance)
- Organ replacement (enhanced lungs, hearts, livers)
- Subdermal armor (protective layers beneath the skin)

Character Concepts: Soldiers, laborers, athletes, anyone who relies on physical capability.

Typical Complexities: 2-4 (physical augmentations often involve significant biological displacement)

COMBAT AUGMENTATIONS

Combat augmentations are designed specifically for warfare, integrated weapons, tactical systems, and enhancements optimized for violence. They blur the line between soldier and weapon.

Common Applications:

- Integrated weapons (concealed blades, built-in firearms)
- Targeting systems (aim assistance, trajectory calculation)
- Reflex enhancement (faster reactions, combat prediction)
- Defensive systems (personal shields, armor integration)

Character Concepts: Soldiers, assassins, bodyguards, anyone who expects to fight frequently.

Typical Complexities: 2-4 (combat augmentations often involve multiple integrated systems)

UTILITY AUGMENTATIONS

Utility augmentations provide capabilities that don't fit neatly into other categories, tools, storage, environmental adaptation, and miscellaneous enhancements for specific purposes.

Common Applications:

- Tool integration (built-in equipment, specialized instruments)
- Storage (internal compartments, hidden spaces)
- Environmental adaptation (breathing, temperature, pressure)

- Medical systems (self-repair, drug delivery, vital monitoring)

Character Concepts: Engineers, medics, infiltrators, anyone with specialized professional needs.

Typical Complexities: 1-3 (varies widely based on complexity)

8.3: SENSORY AUGMENTATIONS CATALOG

TIER 1 SENSORY AUGMENTATIONS OPTICAL ENHANCEMENT (BASIC)

The most common first augmentation, eyes that see more than nature intended.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: The character's eyes are replaced with or enhanced by optical implants providing the following capabilities:

- **Low-Light Vision:** See normally in dim light conditions
- **Glare Compensation:** Automatic protection against bright light; immune to flash-based blindness
- **Basic Zoom:** 2x magnification on demand

Description: Optical enhancement is the gateway augmentation, simple, affordable, and immediately useful. The implants replace the biological lens and retina with synthetic equivalents that outperform natural eyes in most conditions. Most models are visually indistinguishable from natural eyes, though some users prefer visible technological aesthetics.

Availability: Universal. Available from any medical facility with augmentation capability.

AUDIO ENHANCEMENT (BASIC)

Ears that hear what others miss.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: The character's auditory system is enhanced with implanted processors providing:

- **Extended Range:** Hear frequencies above and below normal human range
- **Selective Filtering:** Focus on specific sounds while dampening background noise
- **Volume Control:** Dampen dangerously loud sounds automatically
- **Audio Recording:** Record up to 1 hour of audio, stored in implant memory

Description: Audio enhancement typically involves implants in the inner ear rather than full replacement, the biological ear handles initial sound capture while the implant processes and enhances the signal. The recording capability makes these popular among investigators, journalists, and anyone who needs to remember conversations accurately.

Availability: Universal.

OLFACTORY BOOSTER

A nose that knows.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Enhanced chemical receptors in the nasal cavity provide:

- **Scent Sensitivity:** Detect scents at 10x normal human sensitivity
- **Chemical Recognition:** Identify common chemicals, toxins, and substances by smell
- **Tracking:** +2 to checks involving tracking by scent

Description: Less common than optical or audio enhancement, olfactory boosters appeal to specific professions, trackers, chemists, sommeliers, and those who work with dangerous substances. The enhanced sensitivity can be overwhelming in urban environments; most models include dampening controls.

Availability: Specialty medical suppliers, frontier outfitters.

DATA-JACK

The essential interface between mind and machine.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: A universal data port installed at the temple, base of skull, or behind the ear allows:

- **Direct Connection:** Interface physically with compatible systems via cable
- **Data Transfer:** Download/upload information directly to/from the brain
- **System Access:** Required for many neural augmentations and external systems

Description: The data-jack is not technically a sensory augmentation, it provides no enhanced perception on its own, but it's categorized here because it's the foundation for so many other systems. Nearly everyone with any augmentation has a data-jack; it's the standard interface between biological and technological systems.

Availability: Universal. The most common augmentation in existence.

TIER 2 SENSORY AUGMENTATIONS OPTICAL ENHANCEMENT (ADVANCED)

Eyes that see everything.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Advanced optical replacement provides all Basic capabilities plus:

- **Thermal Vision:** See heat signatures; detect living creatures through thin walls
- **Enhanced Zoom:** 10x magnification with image stabilization
- **Recording:** Record video continuously; 24-hour storage capacity
- **Tactical Overlay:** Display range, trajectory calculation, and targeting data
- **Flash Immunity:** Complete protection against visual overload attacks

Mechanical Benefit: +2 to Instinct Rolls involving vision; +1 to ranged attack rolls at Far range or beyond.

Description: Advanced optical systems are military-grade equipment adapted for civilian use. The thermal vision and tactical overlay capabilities make them popular among soldiers, hunters, and security professionals. The visible components are more obvious

than basic systems, a subtle glow in the iris, or reflective surfaces where pupils should be.

Availability: Military suppliers, licensed medical facilities. Restricted in some jurisdictions.

SENSOR SUITE (STANDARD)

Perception beyond human limits.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Integrated sensors distributed through the skull and nervous system provide:

- **Electromagnetic Detection:** Sense EM fields, including powered electronics
- **Motion Tracking:** 360-degree awareness of movement within Close range
- **Air Analysis:** Detect atmospheric composition, toxins, and particulates
- **Radiation Sensing:** Detect and measure radiation levels

Mechanical Benefit: Cannot be surprised while conscious; +2 to checks detecting hidden electronic devices.

Description: The sensor suite extends perception into domains humans cannot naturally sense. Electromagnetic detection is particularly valuable in technological environments, identifying powered systems, detecting hidden recording devices, or sensing

approaching electronic threats. The 360-degree motion awareness provides an edge in combat and surveillance situations.

Availability: Military and security suppliers. Common among House Kurogane personnel.

ECHO-LOCATION IMPLANT

See with sound.

STAT	VALUE
Tier	2
Complexity	1
Installation DC	10
Cost	4 Credits

Effect: Ultrasonic emitters and receivers provide sonar-like perception:

- **Blindsight:** Perceive surroundings within Far range regardless of lighting or visual obstruction
- **Material Analysis:** Identify material density and composition through sound reflection
- **Hidden Space Detection:** Detect hollow spaces, hidden compartments, and concealed rooms

Mechanical Benefit: Ignore penalties from darkness, smoke, or visual obstruction within Far range. Gain +2 on Instinct Rolls to detect hidden compartments or passages.

Description: Echo-location provides an alternative to visual perception, useful in darkness, smoke, or when visual stealth systems might defeat optical sensors. The implant generates ultrasonic pulses and interprets the returning echoes, creating a three-dimensional mental map of surroundings. Users describe the sensation as "seeing with texture", they perceive shapes and distances but not colors or fine details.

Availability: Specialty medical suppliers. Popular among spelunkers, infiltrators, and those who work in darkness.

TACTICAL HUD INTERFACE

The battlefield in your eyes.

STAT	VALUE
Tier	2
Complexity	1
Installation DC	10
Requires	Data-Jack, Optical Enhancement (any)
Cost	4 Credits

Effect: A heads-up display system integrated with optical implants provides:

- **Ally Tracking:** Display positions and status of linked squad members
- **Target Marking:** Highlight enemies and share target data with allies
- **Ammunition Counter:** Display weapon status and ammunition for linked weapons
- **Tactical Map:** Display area maps, waypoints, and mission objectives

- **Communication Integration:** Visual display of communication channels and messages

Mechanical Benefit: Allies can share target marking, granting +1 to attack Rolls against targets marked by a linked ally.

Description: The Tactical HUD transforms combat perception by overlaying critical information on visual input. Squad members with linked systems share awareness, effectively fighting as a coordinated organism rather than individuals. The system requires optical enhancement to display information and a data-jack to receive it.

Availability: Military suppliers. Standard issue for House forces in squad-based operations.

TIER 3 SENSORY AUGMENTATIONS OPTICAL ENHANCEMENT (ELITE)

Eyes that pierce all concealment.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Top-tier optical replacement provides all previous capabilities plus:

- **Multi-Spectrum Vision:** See across the entire electromagnetic spectrum on demand
- **Penetrating Vision:** Limited ability to see through thin solid materials (up to 5cm of standard construction material)
- **Microscopic Focus:** 100x magnification for fine detail work
- **Predictive Tracking:** Motion prediction algorithms highlight probable target movement
- **Stealth Detection:** Counter thermoptic camouflage and similar concealment

Mechanical Benefit: +3 to Instinct Rolls involving vision; +2 to ranged attack rolls; Advantage on checks to detect hidden or cloaked enemies.

Description: Elite optical systems represent the current peak of visual augmentation technology. The penetrating vision capability, achieved through a combination of X-ray, terahertz, and ultrasound imaging, allows the user to see through walls, into containers, and past concealment that would defeat lesser systems. These are the eyes of elite operatives and high-value targets.

Availability: House Kurogane elite suppliers, Black Market at premium prices. Restricted military equipment in most jurisdictions.

SENSOR SUITE (ADVANCED)

Know everything within your domain.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Comprehensive sensor integration provides all Standard capabilities plus:

- **Life Sign Detection:** Attempt to detect living creatures within Far range through ordinary walls
- **Biometric Analysis:** Read heart rate, respiration, and stress indicators of visible targets
- **Network Detection:** Map wireless networks and data connections in the vicinity
- **Predictive Analysis:** AI-assisted pattern recognition provides warnings of likely threats

Mechanical Benefit: Cannot be surprised; +3 to checks detecting hidden creatures or devices; can attempt to detect lies by reading biometric stress (opposed check vs. target's Presence).

Description: The advanced sensor suite transforms the user into a walking detection system. Life sign detection makes ambushes nearly impossible; biometric analysis provides insight into others' emotional states and potential deception. The cognitive load is significant, many users describe a constant low-level awareness of everything around them that can be overwhelming until they learn to filter it.

Availability: House Kurogane specialists, intelligence agencies. High-end Black Market.

SYNESTHETIC INTEGRATION

Experience input as no human was meant to.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Neural processing modifications allow the user to perceive sensory input in non-standard ways:

- **Data as Sensation:** Experience electronic data as sound, color, or texture
- **Threat Perception:** Danger registers as visceral sensation before conscious recognition
- **Pattern Recognition:** Subconsciously process large amounts of data for patterns
- **Intuitive Interface:** "Feel" the operation of connected systems

Mechanical Benefit: +2 to Knowledge Rolls involving data analysis; interfacing with a system takes half the established time.

Description: Synesthetic integration doesn't add new senses, it rewires how existing sensory and data input is processed. Users describe experiencing network traffic as music, feeling danger as cold pressure on the spine, and perceiving data patterns as visual textures. The experience is deeply personal and varies between individuals. Some find it disorienting; others describe it as a profound expansion of consciousness.

Availability: House Kurogane neural specialists. Experimental; not widely available.

TIER 4 SENSORY AUGMENTATIONS TOTAL SENSORY REPLACEMENT

Perception unbound by biology.

STAT	VALUE
Tier	4
Complexity	4
Installation DC	25
Cost	16 Credits

Effect: All biological sensory organs are replaced with synthetic equivalents providing:

- **All capabilities of Elite Optical and Advanced Sensor Suite**
- **Sensory Recording:** Continuous recording of all sensory input; 1 week storage
- **Remote Sensing:** Deploy small sensor drones that feed directly to perception
- **Sensory Sharing:** Transmit sensory experience to others with compatible implants
- **Environmental Immunity:** Sensory systems function normally in vacuum, underwater, extreme temperatures

Mechanical Benefit: All benefits of component systems; immune to sensory overload attacks; can perceive through deployed sensor drones within 1km.

Description: Total sensory replacement represents the upper limit of perceptual augmentation. The user no longer perceives the world through biological senses, every input is synthetic, processed, and enhanced. This provides extraordinary capabilities but also fundamentally changes the experience of perception. Some users report feeling "outside" their bodies, perceiving themselves as much as they perceive the world around them.

Availability: House Kurogane highest-tier specialists. Extremely rare; typically reserved for key intelligence assets.

8.4: NEURAL AUGMENTATIONS CATALOG

TIER 1 NEURAL AUGMENTATIONS MEMORY CORE (BASIC)

Never forget anything again.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Requires	Data-Jack
Cost	1 Credit

Effect: A neural storage device provides:

- **Perfect Recall:** Memories stored after installation can be recalled with perfect accuracy
- **Memory Recording:** Consciously flag experiences for guaranteed retention
- **External Backup:** Download memories to external storage for safekeeping

Mechanical Benefit: +1 to Knowledge Rolls involving recalled information. Can perfectly recall anything experienced since installation.

Description: The memory core supplements biological memory with digital storage. Users can consciously "save" important experiences, ensuring they will never fade or distort. The distinction between biological and stored memories becomes less clear over time, many users report that their older, pre-augmentation memories feel less "real" than the crystal-clear stored versions.

Availability: Universal.

COMMUNICATIONS IMPLANT

Speak without speaking.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Internal communication systems allow:

- **Subvocal Speech:** Communicate silently via throat-muscle reading
- **Direct Reception:** Receive communications directly to auditory cortex
- **Encryption:** Basic encryption for private communications
- **Range:** 10 kilometers line-of-sight, unlimited via network relay

Mechanical Benefit: Can communicate silently with others who have compatible implants. Coordination in stealth situations has no verbal component to detect.

Description: The communications implant is standard equipment for anyone who needs to coordinate without speaking aloud, military units, security teams, criminal enterprises, and business executives who want private conversations in public settings. The subvocal interface requires practice to use smoothly; new users often make small throat movements that alert observers.

Availability: Universal.

REFLEX TRIGGER

Think faster than you can think.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Neural acceleration for emergency response:

- **Threat Recognition:** Unconscious threat processing triggers before conscious awareness
- **Pre-Programmed Responses:** Set automatic responses to specific stimuli
- **Adrenaline Regulation:** Controlled release of stress hormones on demand

Mechanical Benefit: Once per combat, may use Reaction even if Reaction has already been used this round.

Description: The reflex trigger creates a secondary processing pathway for threat response, a "fast track" that bypasses conscious deliberation for pre-programmed reactions. Users train specific responses (draw weapon, take cover, raise guard) that trigger

automatically when the implant detects matching situations. The experience is disconcerting at first; the body moves before the mind decides to move.

Availability: Universal. Popular among those who expect violence.

TIER 2 NEURAL AUGMENTATIONS NEURAL INTERFACE (DIRECT)

Become one with the machine.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Requires	Data-Jack
Cost	4 Credits

Effect: Full-bandwidth neural connection to technological systems provides:

- **Machine Empathy:** Intuitively understand the state and function of connected systems
- **Direct Control:** Operate vehicles, drones, and systems through thought alone
- **Hacking Interface:** Interface with computer systems for intrusion attempts
- **Multi-Threading:** Maintain awareness of multiple connected systems simultaneously

Mechanical Benefit: +2 to checks involving vehicle operation, drone control, or computer hacking when directly connected. Can control up to 3 systems simultaneously.

Description: The neural interface takes the data-jack's basic connectivity and expands it into true mind-machine integration. Connected to a vehicle, the user doesn't operate controls, they feel the vehicle as an extension of their body. Connected to a computer, they navigate data structures as mental spaces. The depth of integration can be disorienting; users sometimes struggle to distinguish their own thoughts from system feedback.

Availability: House Kurogane suppliers, military neural specialists.

COGNITIVE ACCELERATOR

Think faster, further, deeper.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Neural processing enhancement provides:

- **Accelerated Cognition:** Process information significantly faster than baseline human
- **Multi-Track Thinking:** Consciously pursue multiple lines of thought simultaneously
- **Pattern Recognition:** Enhanced ability to identify patterns and connections
- **Time Dilation:** In stress situations, subjective experience of time slows

Mechanical Benefit: +2 to Knowledge Rolls. In combat, the first round feels like two rounds for planning purposes (though only normal actions can be taken).

Description: The cognitive accelerator pushes neural processing beyond biological limits, essentially overclocking the brain. Users describe the experience as having "more room to think", complex problems that would require minutes of consideration can be processed in seconds. The time dilation effect in emergencies is subjectively striking; a second of real time can feel like several seconds of thinking time.

Availability: House Kurogane, academic institutions, research facilities.

EXPERIENCE MODULE PORT

Download narrow expertise directly to your mind.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Requires	Data-Jack, Memory Core
Cost	4 Credits

Effect: The port holds up to three active Experience modules. Swapping any number of active modules requires 1 uninterrupted minute. Each purchased module names one narrow Experience, such as *Emergency Shuttle Pilot*, *Field Surgery*, or *Kurogane Security Lattices*.

- Tier 1 module, 1 Credit: Experience +1
- Tier 2 module, 4 Credits: Experience +2
- Tier 3 module, 9 Credits: Experience +3

An active module is invoked exactly as an Experience for the character's Path. At most one Experience applies to a roll, so a module never stacks with a natural Experience or another module. It grants no Trait, Class Feature, Technology Access, Domain, or automatic success.

Availability: House Kurogane and specialist educational suppliers.

MEMORY CORE (ADVANCED)

Your mind, expanded beyond biological limits.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Requires	Data-Jack
Cost	4 Credits

Effect: Enhanced neural storage provides all Basic capabilities plus:

- **Expanded Capacity:** Effectively unlimited memory storage
- **Associative Indexing:** Recall memories by association, context, or query
- **Memory Editing:** Consciously suppress, enhance, or organize memories
- **Protected Partition:** Secure memories that cannot be accessed without authorization

Mechanical Benefit: +2 to Knowledge Rolls involving recalled information. Perfect recall of all experiences. Protected memories are immune to telepathic reading or chemical interrogation.

Description: The advanced memory core transforms memory from a passive repository to an active tool. Users can organize their memories like data, search them by keyword, and consciously decide what to remember and what to suppress. The protected partition is valuable for those who carry secrets, memories stored there cannot be extracted by any known means short of physically removing the implant.

Availability: House Kurogane, intelligence agencies, executive protection services.

TIER 3 NEURAL AUGMENTATIONS COMBAT COMPUTER

The warrior's mind, optimized for violence.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Dedicated combat processing systems provide:

- **Threat Assessment:** Instant analysis of hostile capabilities and intentions
- **Tactical Prediction:** Calculate probable enemy actions based on observed patterns
- **Combat Optimization:** Continuous adjustment of stance, aim, and movement
- **Damage Monitoring:** Real-time awareness of own injuries and combat capability

Mechanical Benefit: +1 to all attack rolls; +1 to Evasion. Once per combat, may reroll an attack roll.

Description: The combat computer dedicates neural processing capacity specifically to combat performance. It continuously analyzes tactical situations, predicts enemy behavior, and provides real-time guidance for combat actions. Users describe it as having a calm, analytical voice in the back of their mind during fights, suggesting actions, highlighting opportunities, warning of threats.

Availability: Military neural specialists, elite mercenary suppliers. Restricted military equipment.

NEURAL INTERFACE (FULL-SPECTRUM)

The boundary between self and system dissolves.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Requires	Data-Jack
Cost	9 Credits

Effect: Total mind-machine integration provides all Direct Interface capabilities plus:

- **Deep Integration:** Experience connected systems as extensions of self

- **System Control:** Operate any compatible system through mental command alone
- **Multi-System Awareness:** Maintain connection to up to 10 systems simultaneously
- **Remote Operation:** Operate connected systems up to Far range away (if they have wireless capability)

Mechanical Benefit: +3 to checks involving connected systems. Can pilot vehicles, control drones, and operate weapons through thought alone with no physical interface required (if systems are wireless-capable).

Description: Full-spectrum neural interface represents the current peak of mind-machine integration. Users don't just control connected systems, they experience them as parts of themselves. A connected ship's sensors become their senses; connected weapons become their limbs. The psychological implications are

significant; users sometimes struggle to define where "they" end and their connected systems begin.

Availability: House Kurogane elite specialists, military special operations units.

PSYCHIC RESISTANCE MODULE

A fortress for the mind.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Neural hardening against mental intrusion provides:

- **Telepathic Shielding:** Resistance to telepathic reading and mental communication
- **Fear Resistance:** Reduced susceptibility to fear effects and psychological warfare
- **Identity Lock:** Protection against personality modification and brainwashing
- **Chemical Resistance:** Resistance to truth serums and psychoactive interrogation drugs

Mechanical Benefit: Advantage on Reaction Rolls against fear, mind-reading, and mental influence. +4 to resist interrogation. Immune to involuntary telepathic contact.

Description: The psychic resistance module creates neural patterns that interfere with mental intrusion. The technology was originally developed to protect against Veil-based mental effects, but it's equally effective against chemical and technological attempts at mental manipulation. Users describe a sense of mental solidity, a certainty about their own identity that cannot be shaken.

Availability: Intelligence agencies, executive protection services, House security specialists.

TIER 4 NEURAL AUGMENTATIONS TACTICAL GESTALT PROCESSOR

Think as one with your team.

STAT	VALUE
Tier	4
Complexity	4
Installation DC	25
Requires	Neural Interface (any), Communications Implant
Cost	16 Credits

Effect: Advanced group consciousness integration provides:

- **Tactical Gestalt:** Share tactical awareness with up to 6 linked individuals in real-time
- **Coordinated Action:** Act as a single tactical entity, anticipating each other's movements
- **Shared Processing:** Distribute cognitive load across gestalt members
- **Combat Synchronization:** Execute perfectly coordinated attacks and maneuvers

Mechanical Benefit: All gestalt-linked characters act on the highest Spotlight position in the group. Coordinated attacks gain +2 to attack Rolls. Flanking bonuses doubled. Once per encounter, the entire gestalt may act simultaneously on a single Spotlight order.

Description: The tactical gestalt processor enables a form of technological hive mind, a shared consciousness that allows linked individuals to function as a single tactical entity. The experience is profound and somewhat unsettling; gestalt members describe feeling each other's intentions, sharing perceptions, and acting in perfect coordination without conscious communication. Strong gestalt bonds can persist even when the implants are deactivated.

Availability: House Kurogane military elite, specialized mercenary units. Requires linked installation across all gestalt members.

SUPERINTELLIGENCE CORE

Cognition beyond human limits.

STAT	VALUE
Tier	4
Complexity	4
Installation DC	25
Cost	25 Credits

Effect: Radical cognitive enhancement provides:

- **Hyper-Cognition:** Process information at several hundred times baseline human speed
- **Perfect Analysis:** Instantly analyze complex systems, situations, and problems
- **Predictive Modeling:** Run accurate simulations of future events based on available data
- **Multi-Track Mastery:** Maintain dozens of simultaneous lines of thought

Mechanical Benefit: +4 to Knowledge Rolls. Once per scene, automatically succeed on one Knowledge task with DC 20 or lower; no dice are rolled and it generates no Hope, Effort, or Fear. Once per session, ask the Keeper one question about the logical implications

of the current situation and receive a truthful answer based on available evidence.

Description: The superintelligence core represents the most advanced cognitive enhancement available, augmentation that pushes human intelligence beyond recognizable human limits. Users describe experiencing time differently; conversations feel slow, waiting feels interminable, and complex problems that would challenge unaugmented humans resolve themselves almost instantly. The psychological effects are significant; superintelligent individuals often struggle to relate to unaugmented humans and may experience profound isolation.

Availability: House Kurogane highest-level research assets. Extremely rare; possibly fewer than 100 individuals in the galaxy have this augmentation.

8.5: PHYSICAL AUGMENTATIONS CATALOG

TIER 1 PHYSICAL AUGMENTATIONS SUBDERMAL PLATING (LIGHT)

Armor beneath the skin.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Thin protective layers implanted beneath the skin provide:

- **Passive Protection:** +1 to Damage Thresholds
- **Cut Resistance:** Significant resistance to slashing and piercing injuries
- **Impact Distribution:** Reduces bruising and blunt trauma

Mechanical Benefit: +1 to Major and Severe Damage Thresholds. Damage from unarmed attacks and simple blades is reduced by 2 before thresholds.

Description: Subdermal plating is one of the most common physical augmentations, a layer of protective material implanted just beneath the skin that stops or slows incoming damage before it reaches vital structures. Light plating is nearly undetectable visually, though it gives the skin a slightly unusual firmness to the touch.

Availability: Universal.

MUSCLE WEAVE (BASIC)

Strength without bulk.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Synthetic muscle fibers integrated with natural muscles provide:

- **Enhanced Strength:** Effective Strength increased by 1 for physical tasks
- **Increased Endurance:** Reduced fatigue during sustained physical activity
- **Recovery:** Faster recovery from muscle strain and exertion

Mechanical Benefit: +1 to Strength Rolls involving physical exertion and to carrying capacity. Can perform sustained physical activity twice as long before fatigue. This does not add the Trait modifier to weapon damage.

Description: Muscle weave interleaves synthetic fibers with natural muscle tissue, augmenting strength without visible change to physique. The enhancement is modest but meaningful, enough to provide an edge in physical confrontations without the dramatic changes of more extensive modification.

Availability: Universal. Popular among laborers, soldiers, and athletes.

RESPIRATORY ENHANCEMENT

Breathe anywhere.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Enhanced lungs and air processing systems provide:

- **Toxin Filtering:** Filter out common atmospheric toxins and pollutants
- **Efficiency:** Extract oxygen more efficiently from thin atmospheres
- **Breath Holding:** Hold breath for up to 10 minutes
- **Underwater Breathing:** Extract oxygen from water for up to 30 minutes

Mechanical Benefit: Immune to common airborne toxins and pollutants. Can survive in low-oxygen environments that would incapacitate unaugmented humans. Extended breath-holding and limited water breathing.

Description: Respiratory enhancement replaces or augments the lungs with systems that can process a wider range of atmospheric conditions. The most common version uses synthetic lung tissue with integrated filtration; more advanced versions include water-breathing capability through oxygen extraction.

Availability: Universal. Popular among those who work in hazardous environments.

TIER 2 PHYSICAL AUGMENTATIONS CYBERNETIC LIMB (STANDARD)

A hand (or arm, or leg) that exceeds the original.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: A complete limb replacement provides:

- **Enhanced Strength:** Limb Strength equivalent to +2 (affects actions using that limb)
- **Durability:** Limb is immune to pain, bleeding, and most injuries short of destruction
- **Precision:** Fine motor control exceeds natural capability

- **Tool Integration:** Limb can mount compatible tools and small devices

Mechanical Benefit: +2 to Strength Rolls using the limb. +1 to Finesse Rolls requiring precision. Limb cannot be "injured" and provides natural +1 to Damage Thresholds when used defensively.

Description: Cybernetic limbs are the iconic image of augmentation, the visible marriage of flesh and machine. A standard cybernetic limb exceeds natural capability in strength, precision, and durability. The appearance varies widely based on manufacturer and user preference, from seamless synthetic skin to exposed mechanical components.

Availability: Universal. Many providers, varying quality and aesthetics.

SKELETAL REINFORCEMENT

Bones that don't break.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Bones laced with reinforcing material provide:

- **Fracture Resistance:** Bones effectively unbreakable by normal impacts
- **Impact Absorption:** Improved ability to absorb falls and collisions
- **Structural Support:** Can bear greater loads without injury
- **Anchoring:** Provides solid anchor points for other augmentations

Mechanical Benefit: Immune to broken bones. Fall damage reduced by 1d6. +2 to Damage Thresholds against bludgeoning. Required for some advanced physical augmentations.

Description: Skeletal reinforcement typically uses ceramic-metal composites woven through the bone structure, dramatically increasing its strength without significantly increasing weight. The process is extensive, essentially every bone in the body must be treated, but the results make the recipient nearly immune to fractures and significantly more resistant to blunt trauma.

Availability: Military suppliers, industrial augmentation providers.

DERMAL ARMOR

Skin that stops bullets.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Comprehensive subdermal protection provides:

- **Armor Layer:** +2 maximum Armor Slots (stacks with worn armor up to a maximum bonus)
- **Sealed System:** Subdermal layer can seal against vacuum for short periods
- **Temperature Regulation:** Resistance to extreme temperatures

- **Damage Resistance:** Physical damage from small weapons often fails to penetrate

Mechanical Benefit: +2 maximum Armor Slots (maximum combined bonus from dermal and worn armor is +10). +2 to Damage Thresholds. Can survive vacuum exposure for up to 5 minutes.

Description: Dermal armor goes beyond light subdermal plating to provide comprehensive protection equivalent to wearing light armor at all times. The armor layer is visible as an unusual smoothness or texture to the skin; some models create visible patterns or textures that users incorporate into their aesthetic.

Availability: Military and security suppliers.

MUSCLE WEAVE (ADVANCED)

The strength of the machine in the form of flesh.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Comprehensive synthetic muscle integration provides:

- **Enhanced Strength:** Effective Strength increased by 2
- **Explosive Power:** Enhanced jumping, sprinting, and striking capability
- **Endurance:** Can perform at peak physical output for extended periods
- **Recovery:** Rapid recovery from exertion

Mechanical Benefit: Gain +2 on Strength Rolls without changing the Strength Trait. When an Action is used entirely for running, jumping, climbing, or lifting, move one additional personal range band or double the fictionally plausible distance. After one continuous hour of maximum exertion, become Dazed until a Short or Long Rest.

Description: Advanced muscle weave replaces a significant percentage of natural muscle with synthetic alternatives, faster to contract, slower to fatigue, and

more powerful than biological tissue. The change is noticeable; recipients typically have a lean, defined physique with visible striations when muscles flex.

Availability: Military suppliers, athletic enhancement services.

TIER 3 PHYSICAL AUGMENTATIONS CYBERNETIC LIMB (COMBAT)

A weapon disguised as an arm.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Combat-optimized limb replacement provides all Standard capabilities plus:

- **Combat Strength:** Limb Strength equivalent to +4
- **Integrated Weapon:** Choose one: retractable blade, concealed pistol, or shock emitter

- **Hardened:** Limb can be used to block melee weapons without damage
- **Quick-Release:** Can detach and reattach for repairs or concealment

Mechanical Benefit: +4 to Strength Rolls using the limb. Integrated weapon equivalent to Tier 2 weapon of chosen type. Can use limb to block, gaining +2 to Evasion against melee attacks as a Reaction.

Description: Combat cybernetic limbs are weapons platforms disguised as body parts. The integrated weapon is typically completely concealed when not in use, a blade that extends from the forearm, a pistol built into the palm, or shock emitters throughout the surface. The limb itself is reinforced to serve as shield and bludgeon.

Availability: Military and Black Market. Concealed weapons in this format are illegal in many jurisdictions.

REFLEX ENHANCEMENT SYSTEM

Move faster than thought allows.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Comprehensive nervous system enhancement provides:

- **Accelerated Reflexes:** React significantly faster than baseline human
- **Combat Speed:** Move and strike with enhanced velocity
- **Danger Response:** Automatic evasion of detected threats
- **Precision Timing:** Perfect timing for complex physical tasks

Mechanical Benefit: +1 to Agility for Evasion and Agility Rolls. Once per round, may take an additional Reaction.

Description: The reflex enhancement system optimizes the entire nervous system for speed, accelerating nerve conduction, pre-loading muscle responses, and providing predictive processing that starts reactions before threats fully materialize. Users describe combat as feeling slower; they have time to observe, analyze, and respond while enemies seem to move through molasses.

Availability: Military neural specialists, elite mercenary suppliers.

FULL-BODY CONVERSION (STANDARD)

The ghost in the machine.

STAT	VALUE
Tier	3
Complexity	Special (see description)
Installation DC	20
Cost	16 Credits (base; customization additional)

Effect: Complete replacement of the body below the neck with a synthetic chassis:

- **Customizable Form:** Choose body configuration (humanoid, industrial, combat, stealth)
- **Enhanced Capabilities:** All physical Traits set to +3 minimum (higher with specific builds)

- **Modularity:** Body components can be swapped and upgraded
- **Durability:** Body is highly resistant to damage; maintenance replaces healing

Augment Capacity: A full-body conversion uses the standard Augment Capacity with the Synthetic +2 (the chassis is built to be extended). The neural interface supporting the organic brain has its own limit, however: a maximum of 4 neural or sensory augments.

Mechanical Benefit: All physical Traits (Strength, Agility) set to +3 minimum. +4 to Damage Thresholds. Immune to poison, disease, and most biological hazards. Does not need to eat, drink, or breathe (though power is required). Takes damage as normal but is repaired rather than healed.

Description: Full-body conversion represents the near-total abandonment of biological existence. Only the brain (and sometimes the face or other elements of the original body) remains organic; everything else is synthetic. The experience is transformative, users must adjust to perceiving their bodies as machines, to being maintained rather than healed, to existing in a form that

is fundamentally different from the one they were born with.

Availability: House Kurogane specialists. Expensive and irreversible.

TIER 4 PHYSICAL AUGMENTATIONS MILITARY-GRADE COMBAT CHASSIS

The body as weapon system.

STAT	VALUE
Tier	4
Complexity	Special (Full-Body Conversion required)
Installation DC	20
Cost	25 Credits

Effect: Combat-optimized full-body conversion provides:

- **Combat Statistics:** Strength +5, Agility +4
- **Integrated Systems:** Built-in weapons (choose two: retractable blades, integrated firearms, launcher systems)
- **Heavy Armor:** +4 maximum Armor Slots, +6 to Damage Thresholds
- **Combat Mobility:** Enhanced speed, jumping, and maneuvering capability
- **Hardened Systems:** Resistant to EMP and electronic warfare

Mechanical Benefit: Superior physical statistics as listed. Integrated weapons equivalent to Tier 3 weapons. Heavy armor equivalent to military battle plate. May move one additional personal range band when using a Maneuver. EMP resistance: Strength Reaction Rolls against EMP have Advantage; on failure, duration is reduced to 1 round.

Description: The military-grade combat chassis is a walking weapon, a human brain housed in a body designed entirely for war. These are deployed as special assets rather than regular troops; a single combat chassis can challenge a squad of conventional soldiers. The psychological toll is significant; those who undergo this conversion often struggle to relate to unaugmented humanity.

Availability: House Kurogane military exclusive. Not available for civilian purchase.

8.6: COMBAT AUGMENTATIONS CATALOG

TIER 2 COMBAT AUGMENTATIONS TARGETING RETICLE

The eye that never misses.

STAT	VALUE
Tier	2
Complexity	1
Installation DC	10
Requires	Optical Enhancement (any)
Cost	4 Credits

Effect: Combat targeting system integrated with optical implants:

- **Aim Assistance:** Real-time targeting calculations displayed in vision
- **Range Finding:** Instant accurate range determination to any visible target
- **Lead Calculation:** Automatic calculation of lead for moving targets
- **Wind Compensation:** Adjusts aim point for environmental factors

Mechanical Benefit: +2 to ranged attack rolls. Ignore penalties for target movement and environmental conditions.

Description: The targeting reticle transforms ranged combat by providing real-time aim correction. The system displays a predicted impact point that accounts for range, target movement, wind, and other factors, the shooter simply aligns their weapon with the marker and fires. Marksmanship becomes a matter of steady hands rather than trained judgment.

Availability: Military and hunting suppliers.

INTEGRATED WEAPON SYSTEM

The hand that is a gun.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits + cost of integrated weapon

Effect: A weapon system built into the body:

- **Concealment:** Weapon is completely hidden when not deployed
- **Quick Access:** Deploy weapon as free effect
- **Ammunition Storage:** Internal magazine (capacity varies by weapon)
- **Linked Targeting:** Integrates with targeting augmentations

Compatible Weapons: Any pistol-sized ranged weapon or melee weapon. Larger weapons require cybernetic limb integration.

Mechanical Benefit: Weapon cannot be disarmed. Drawing is free effect. +1 to attack rolls when using linked targeting systems.

Description: Integrated weapon systems place firearms, blades, or other weapons inside the body,

typically the forearm or hand. The weapon deploys on command, transforms the hand or extends from the arm, and functions as a normal weapon of its type. The concealment is perfect; even detailed scans may miss well-designed integrated weapons.

Availability: Military and Black Market. Concealed weapons attract legal attention.

REACTION BOOSTER

Move before they can think.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Combat-specific reaction enhancement:

- **Combat Readiness:** Enhanced threat processing for combat situations
- **Danger Sense:** Unconscious awareness of imminent attacks
- **Counter-Timing:** Improved ability to interrupt enemy actions

Mechanical Benefit: Can take one additional Reaction per round (can be used for reactive strikes, defensive actions, or other Reaction abilities).

Description: The reaction booster focuses enhancement specifically on combat response, a specialized version of broader reflex augmentation. The system monitors for combat-relevant stimuli and prepares appropriate responses before conscious awareness catches up. In combat, users often describe a sense of premonition, knowing attacks are coming before they arrive.

Availability: Military suppliers. Popular among bodyguards and quick-draw specialists.

TIER 3 COMBAT AUGMENTATIONS PERSONAL SHIELD GENERATOR

A wall of force in the palm of your hand.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Implanted shield projector provides:

- **Energy Shield:** Absorb up to 10 points of damage before depleting
- **Quick Activation:** Deploy shield as Reaction
- **Shaped Projection:** Shield can cover front arc or be shaped around specific threats
- **Recharge:** Shield regenerates 2 points per round when not taking damage

Mechanical Benefit: Shield provides 10 points of damage absorption. Activating costs Reaction but shield remains active. Regenerates when not damaged. Depleted shield requires 1 minute to restart. **Cross-Scale Protection:** This absorption applies normally against ship-scale weapon damage. Absorb incoming damage before resolving the remaining damage under the Core Rules' Ship Weapons Against Personnel procedure.

Description: Personal shield generators project a localized force field that absorbs incoming damage. Unlike worn shields, the implanted version is always available and cannot be disarmed. The shield is visible when active, a shimmer or glow that betrays its

presence. Most users keep the shield inactive until needed to avoid telegraphing their capabilities.

Availability: House Kurogane military, high-end security suppliers.

COMBAT DRUG INJECTOR

Better living through chemistry, in combat situations.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Implanted drug reservoir and injection system:

- **Combat Stimulants:** On demand injection of performance enhancing substances
- **Pain Suppression:** Ignore pain-based penalties and effects temporarily
- **Adrenaline Override:** Boost physical performance in emergencies
- **Automatic Response:** System can trigger automatically when specific conditions are met

Drug Payload: System holds 6 doses of chosen combat drug. Refilling costs vary by drug type.

Available Combat Drugs:

- **Rush:** +2 on Strength, Agility, and Finesse Rolls for 1 minute; mark 1 Stress when it ends.
- **Block:** Ignore pain-based penalties and effects for 10 minutes; when it ends, mark 1d6 direct HP and use normal Dying if reduced to 0.
- **Razor:** +3 on Reaction Rolls for 1 minute; Presence Rolls made for social interaction have Disadvantage for 1 hour afterward.
- **Tank:** increase Major and Severe Thresholds by 4 for 1 minute; afterward become Dazed and take Disadvantage on Strength and Agility Rolls for 1 hour.

Mechanical Benefit: Inject one loaded dose as a free effect once per Spotlight. After each Long Rest, the user may configure one automatic trigger: immediately after becoming Incapacitated, after taking Severe-or-higher damage, or on manual command. The trigger spends one loaded dose and must name its drug in advance.

Description: The combat drug injector turns chemical enhancement into a reliable combat option. Rather than carrying injectable drugs and taking time to administer them, the implanted system delivers precise doses at thought command or automatic triggers. The drugs themselves carry risks, none are consequence-free, but in life-or-death situations, the consequences are tomorrow's problem.

Availability: Military medical suppliers, Black Market.

WIRED REFLEXES (MILITARY-GRADE)

Speed beyond human limits.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Comprehensive combat speed enhancement:

- **Accelerated Perception:** Combat move in slow motion
- **Enhanced Speed:** Physical movement and reactions dramatically accelerated
- **Combat Automation:** Trained combat responses execute without conscious direction
- **Burst Capability:** Short periods of extreme acceleration

Mechanical Benefit: +2 Agility for Evasion. Once per combat, take one additional Action during your current Spotlight. During every Spotlight, you may move one additional range band.

Description: Military-grade wired reflexes represent the upper tier of speed enhancement, nervous system modifications that push reaction time and movement speed to the edge of what human physiology can support. Users describe combat as a different experience entirely; enemies seem to move in slow motion, allowing time for analysis and response that would be impossible at normal speeds.

Availability: Military special operations suppliers. Restricted technology.

TIER 4 COMBAT AUGMENTATIONS COMBAT SYNCHRONIZATION SYSTEM

Fight as one being across multiple bodies.

STAT	VALUE
Tier	4
Complexity	3
Installation DC	20
Requires	Neural Interface, Communications Implant
Cost	16 Credits

Effect: Real-time tactical coordination with linked combatants:

- **Shared Perception:** See through each other's eyes; share all sensory input
- **Tactical Synchronization:** Coordinate attacks with microsecond precision
- **Distributed Processing:** Combat calculations shared across group
- **Instinctive Coordination:** Move as one without explicit communication

Mechanical Benefit: All synchronized fighters act on the highest Spotlight position in the group. Coordinated attacks gain +3 to attack Rolls. Synchronized flanking grants +4 bonus instead of standard flanking bonus. Cannot be surprised as a group if any member is not surprised.

Description: The combat synchronization system links multiple fighters into a shared tactical consciousness. Each member

perceives what all members perceive, thinks with the collective's enhanced processing power, and acts in perfect coordination. The experience of synchronized combat is unlike normal fighting, there is no self, only the group; no individual action, only coordinated purpose.

Availability: House Kurogane elite military units. Requires compatible installation in all synchronized members.

8.7: UTILITY AUGMENTATIONS CATALOG

TIER 1 UTILITY AUGMENTATIONS INTERNAL STORAGE COMPARTMENT

Hide anything, anywhere.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: A concealed compartment within the body:

- **Capacity:** Store items up to approximately 500ml in volume
- **Concealment:** Compartment invisible to visual inspection
- **Security:** Optional biometric lock (prints, retinal, neural code)
- **Location:** Typically thigh, abdomen, or forearm

Mechanical Benefit: Items in compartment cannot be found by standard search; requires specific medical scanning or Instinct Roll DC 20 to detect.

Description: Internal storage compartments are popular among smugglers, spies, and anyone who needs to carry items past security. The compartment is surgically created in a body cavity or prosthetic, with an access point that appears as normal skin or a small port. Common uses include emergency currency, backup weapons, or sensitive data storage.

Availability: Universal.

ACTIVE TOXIN PURGER

The liver of the future.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Enhanced blood filtration system:

- **Poison Resistance:** Advantage on Reaction Rolls against ingested and injected poisons
- **Alcohol Processing:** Can drink heavily without intoxication (if desired)
- **Drug Processing:** Processes most recreational substances safely
- **Rapid Clearing:** Can purge bloodstream of toxins on command

Mechanical Benefit: Advantage on Reaction Rolls against poisons and toxins. Can purge all toxins from system over 10 minutes (exhausting but effective).

Description: The active toxin purger augments or replaces the liver's filtration capability with enhanced synthetic systems. Beyond poison resistance, it offers practical benefits, social drinking without impairment (when desired), safe processing of otherwise dangerous substances, and the ability to clear contaminants from the bloodstream. Popular among diplomats, spies, and anyone who might be targeted by poisoning.

Availability: Universal.

ENVIRONMENTAL ADAPTATION (BASIC)

Survive where humans aren't meant to.

STAT	VALUE
Tier	1
Complexity	1
Installation DC	10
Cost	1 Credit

Effect: Modifications for hostile environment survival:

- **Temperature Tolerance:** Comfortable in temperatures from -20°C to 50°C
- **Pressure Adaptation:** Function normally at higher or lower atmospheric pressure
- **Radiation Resistance:** Moderate protection against radiation exposure
- **Low Oxygen:** Function in atmospheres with up to 50% reduced oxygen

Mechanical Benefit: No penalties from environmental conditions within listed parameters. Strength Reaction Rolls against environmental hazards outside those parameters have Advantage.

Description: Basic environmental adaptation includes a package of modifications, enhanced thermoregulation, pressure-compensating inner ear modifications, radiation-resistant tissue engineering, and optimized oxygen extraction. These modifications are standard for those who work in space, on hostile worlds, or in hazardous industrial environments.

Availability: Universal.

TIER 2 UTILITY AUGMENTATIONS MEDICAL NANITE RESERVOIR

Your body heals itself, faster.

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Colony of medical nanites permanently hosted in the body:

- **Accelerated Healing:** Recover HP at twice normal rate
- **Wound Stabilization:** Cannot bleed out; wounds automatically stabilize
- **Disease Resistance:** Advantage on Reaction Rolls against disease
- **Toxin Processing:** Advantage on Reaction Rolls against poisons and toxins (stacks with Toxin Filter)

Mechanical Benefit: Heal 2 HP per Short Rest instead of 1. Automatically stabilized when reduced to 0 HP. Advantage on disease and poison Reaction Rolls.

Description: Medical nanites are microscopic machines that circulate through the bloodstream, repairing damage, fighting infections, and maintaining optimal biological function. The nanites are self-replicating and self-maintaining; once installed, they persist indefinitely. Users sometimes describe a sense of robust health, an awareness that their body is constantly being optimized and repaired.

Availability: Medical suppliers, House Kurogane.

TOOL HAND

The right tool for every job, built in.

STAT	VALUE
Tier	2
Complexity	1
Installation DC	10
Cost	4 Credits

Effect: Hand modified to incorporate multiple tools:

- **Multitool:** Various screwdriver, wrench, and cutting attachments
- **Scanner:** Basic diagnostic scanner for mechanical and electronic systems
- **Connector:** Universal data and power connection ports
- **Precision:** Enhanced fine motor control for delicate work

Mechanical Benefit: +2 to all checks involving repair, maintenance, or technical work. Always have appropriate basic tools available.

Description: The tool hand integrates common technical tools into a cybernetic hand or hand modification. Fingertips contain retractable drivers and cutting implements; the palm houses a diagnostic scanner; various ports allow direct connection to systems being worked on. For engineers, mechanics, and technicians, it's an invaluable convenience that ensures they're never without essential tools.

Availability: Technical suppliers, engineering outfitters.

GRAPPLE SYSTEM

Get anywhere you need to be.

STAT	VALUE
Tier	2
Complexity	1
Installation DC	10
Cost	4 Credits

Effect: Internal grappling line launcher:

- **Range:** Fire grappling hook up to 30 meters
- **Retraction:** Motorized line retraction for climbing or pulling
- **Strength:** Line supports up to 300 kg
- **Quick Release:** Detach line instantly on command

Mechanical Benefit: Move one personal range band vertically per Spotlight through an anchored route, pull an unopposed object up to 300 kg, or cross one Very Close gap by anchoring and swinging.

Description: The grapple system typically installs in the forearm, launching a high-strength polymer line with anchoring hook. The motorized retraction system allows the user to ascend the line, pull

objects toward them, or swing across gaps. Common among infiltrators, rescue personnel, and urban scouts.

Availability: Military and security suppliers.

TIER 3 UTILITY AUGMENTATIONS MEDICAL NANITE RESERVOIR (ADVANCED)

Your body heals itself, dramatically.

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Enhanced nanite colony provides all Basic benefits plus:

- **Rapid Healing:** Recover HP at four times normal rate
- **Limb Regrowth:** Can regenerate lost limbs over time (1 month)
- **Trauma Response:** Automatic emergency treatment for critical injuries
- **Aging Resistance:** Significantly slowed biological aging

Mechanical Benefit: Heal 4 HP per Short Rest. Automatically receive emergency medical treatment when critically injured (equivalent to Tier 2 medical attention). Regenerate lost limbs and organs over time. Biological aging slowed to approximately 1/4 normal rate.

Description: Advanced medical nanites represent the upper tier of regenerative technology. The nanite colony is large enough and sophisticated enough to rebuild lost tissue from scratch, given time. Users effectively cannot die from blood loss or organ failure unless the nanite colony itself is destroyed. The anti-aging effects are a side benefit, the nanites simply keep the body at optimal function regardless of chronological age.

Availability: House Kurogane medical specialists. Expensive and rare.

ELECTROMAGNETIC PULSE SHIELDING

Stay online when everything else goes dark.

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Comprehensive protection for cybernetic systems:

- **EMP Immunity:** All augmentations protected against electromagnetic pulse attacks
- **Interference Resistance:** Function normally in high-EM environments
- **Isolation Capability:** Can temporarily isolate systems from external signals

Mechanical Benefit: Immune to EMP effects. Augmentations function normally in environments that would disable unshielded electronics. Can isolate systems to prevent hacking or remote shutdown.

Description: EMP shielding is essential for heavily augmented individuals who expect to face electronic

warfare. The shielding adds Faraday-cage elements throughout the augmentation network, protecting against pulse attacks that would otherwise disable every implant simultaneously. The isolation capability allows the user to go "radio silent," preventing external access to their systems.

Availability: Military cybernetics suppliers.

8.8: HOUSE-SPECIFIC AUGMENTATIONS

Each Great House has developed unique augmentation technologies reflecting their priorities and philosophies.

HOUSE KUROGANE AUGMENTATIONS

House Kurogane leads the galaxy in augmentation technology. Their designs emphasize integration, optimization, and pushing the boundaries of human-machine fusion.

KUROGANE INTEGRATION SUITE

STAT	VALUE
Tier	3
Complexity	2
Installation DC	15
Cost	9 Credits

Effect: Augmentation optimization framework:

- **System Efficiency:** All augmentations operate at improved efficiency
- **Integration Bonuses:** Augmentations that interact enhance each other
- **Diagnostic Awareness:** Constant monitoring of all augmentation status
- **Upgrade Compatibility:** New augmentations install with reduced difficulty

Mechanical Benefit: +1 to all benefits from other augmentations. Future augmentation installation Rolls have Advantage when this system can assist. Aware of any malfunction or tampering immediately.

Availability: House Kurogane suppliers.

BLACK BOX MEMORY

STAT	VALUE
Tier	4
Complexity	2
Installation DC	15
Cost	16 Credits

Effect: Indestructible memory storage system:

- **Hardened Storage:** Memory core survives physical destruction of the body
- **Continuous Recording:** Records all sensory input at all times
- **Encryption:** Contents unreadable without authorization
- **Beacon:** Activates recovery signal if separated from living user

Mechanical Benefit: Complete record of user's experiences preserved even if user dies. Core can be recovered and memories accessed by authorized personnel.

Availability: House Kurogane intelligence assets.

HOUSE VALERIUS AUGMENTATIONS

House Valerius augmentations focus on stealth, concealment, and the tools of covert operations.

GHOST PROTOCOL SUITE

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Comprehensive stealth augmentation package:

- **Thermal Masking:** Body heat signature suppressed
- **Scent Elimination:** No detectable chemical signature
- **Sound Dampening:** Movement produces no sound
- **Sensor Countermeasures:** Active jamming against detection systems

Mechanical Benefit: +4 to all Agility Rolls to avoid detection. Invisible to thermal sensors. Cannot be tracked by scent. Advantage on checks to avoid electronic detection.

Availability: House Valerius operative suppliers.

ASSASSINATION TOOLKIT

STAT	VALUE
Tier	4
Complexity	3
Installation DC	20
Cost	16 Credits

Effect: Integrated assassination tools:

- **Concealed Blade:** Monomolecular blade extends from finger
- **Toxin Reservoir:** Delivers contact or injection poison
- **Garotte Wire:** High-tensile wire stored in wrist
- **Neural Disruptor:** Touch-based EMP against cybernetic targets

Mechanical Benefit: +2d6 damage on successful surprise attacks. Poison delivery adds effects of chosen

toxin. Garotte allows silent takedowns. Neural disruptor disables target augmentations for 1d6 rounds.

Availability: House Valerius exclusive. Never sold.

HOUSE JORIC AUGMENTATIONS

House Joric augmentations focus on durability, endurance, and surviving what would kill others.

CENTURION'S RESILIENCE

STAT	VALUE
Tier	3
Complexity	3
Installation DC	20
Cost	9 Credits

Effect: Comprehensive durability enhancement:

- **Hardened Organs:** Vital organs reinforced against damage
- **Redundant Systems:** Secondary pathways for critical functions
- **Trauma Resistance:** Continued function despite serious injury
- **Last Stand Capability:** Can fight on even with mortal wounds

Mechanical Benefit: Increase Major and Severe Thresholds by 4. Once per Long Rest, when reduced to 0 HP, immediately take one final ordinary Action as a Reaction, then enter Dying normally. This is not a Death Move and does not make death inevitable. Gain Advantage on Strength Reaction Rolls against environmental trauma.

Availability: House Joric military suppliers.

HOUSE VOLKOV AUGMENTATIONS

House Volkov augmentations are brutal, practical, and focused on overwhelming aggression.

BERSERKER PROTOCOL

STAT	VALUE
Tier	2
Complexity	2
Installation DC	15
Cost	4 Credits

Effect: Aggression enhancement system:

- **Rage Trigger:** On command, floods system with combat chemicals
- **Pain Suppression:** Complete elimination of pain sensation in berserker state
- **Strength Surge:** Temporary dramatic strength enhancement
- **Fear Elimination:** Cannot experience fear while berserker state is active

Mechanical Benefit: Activate as a free effect. Until the scene ends or you deactivate it at the start of a Spotlight, gain +3 on Strength Rolls and ignore pain-based penalties and Frightened. Reaction Rolls have Disadvantage. You retain control of movement, retreat, and every Action.

Availability: House Volkov warrior suppliers.

*8.9: LIVING WITH AUGMENTATION**SOCIAL IMPLICATIONS*

Augmentation carries social weight that varies by culture, context, and visibility.

In Core World Society: Subtle augmentation is unremarkable, data-jacks, optical enhancement, and similar common modifications are expected among professionals. Visible mechanical modification draws more attention; some circles consider it gauche to display

technological components that could be concealed. Extensive modification may be viewed with suspicion or distaste, particularly among the Solari-adjacent aristocracy.

On the Frontier: Augmentation is pragmatic, whatever helps you survive. There's less social judgment about visible modification and more interest in practical capability. However, some frontier communities are suspicious of the heavily augmented, associating extensive modification with corporate or House affiliation.

In Religious Contexts: Some traditions view augmentation as spiritual corruption, holding that the body is sacred and modification is desecration. Others see no conflict between faith and technology. The Sisterhood of the Void (associated with the Celestari) takes a nuanced position, some augmentations are acceptable, others are not, and the distinction relates to whether the modification serves spiritual growth or material desire.

MAINTENANCE AND MALFUNCTION

Augmentations require maintenance. Even the most reliable systems need periodic attention, cleaning, calibration, component replacement. Neglected augmentations degrade and eventually fail.

Routine Maintenance: Most augmentations require professional maintenance every 6-12 months. This is typically a brief outpatient procedure costing 10-25% of the augmentation's base price. Skipping maintenance risks malfunction.

Malfunction: Under the optional Condition Track, an augmentation degrades only through a printed trigger or when degradation was declared before a Roll and that Roll resolves Failure with Fear. A Glitchy augment goes offline on Failure with Fear while used; an Action and Knowledge (Tech), DC 15, restores it to Glitchy. A Broken augment requires professional repair. Without the Condition Track, neglect alone creates no Roll or malfunction.

Repair: Repairing a malfunctioning augmentation requires medical facilities and costs 25-50% of the

augmentation's base price. Field repairs are possible with appropriate skills (Knowledge Roll, DC 15) but are temporary; professional repair is still needed.

IDENTITY AND AUGMENTATION

Extensive augmentation raises questions of identity that characters may grapple with. At what point does modification change who you are? If memories can be edited, what makes you the person you were? If your body is replaced, are you still human?

These questions don't have definitive answers, they're fodder for roleplaying and character development. Some characters embrace augmentation without concern, viewing it as simply tools. Others struggle with each modification, questioning what they're becoming. Both approaches (and everything between) are valid.

CHAPTER 9

PERSONAL EQUIPMENT & GEAR

"A gun is useless if you starve before you find something to shoot. Armor won't help if you freeze to death. The fancy ship means nothing if you can't patch the hull breach. Survival isn't about the biggest weapon or the heaviest armor, it's about having the right tool for the situation, maintaining it properly, and knowing how to use it when everything goes wrong. Weapons win fights. Equipment keeps you alive long enough to have fights worth winning."

Instructor Yeva Kortova, Free Fleet Survival School

INTRODUCTION: THE TOOLS OF SURVIVAL

Weapons and armor are only part of survival. This chapter covers everything else a crew needs in the post-Silence galaxy, where supply lines are thin and help may be weeks away: the tools that keep ships flying, the medicine that keeps bodies working, and the survival gear that turns a hostile world into a merely uncomfortable one. The prepared crew carries these things; the unprepared crew rarely lives to regret going without.

This chapter organizes personal equipment into functional categories:

Survival Gear covers equipment for hostile environments, life support, shelter, food and water procurement, and environmental protection beyond what armor provides.

Medical Equipment covers health maintenance and restoration, from basic first aid supplies to advanced surgical systems, along with pharmaceuticals and therapeutic devices.

Tools and Technical Equipment covers the instruments of repair, construction, and technical work, everything needed to keep equipment functioning and modify it for specific needs.

Communications and Sensors covers information gathering and transmission, scanners, communicators, and surveillance equipment.

Security and Infiltration Gear covers tools for bypassing obstacles, lockpicks, hacking devices, and other means of getting where you're not supposed to be.

Personal Items and Miscellaneous covers everything else, clothing, containers, lighting, and the small items that round out a character's kit.

Each category includes complete statistics, typical applications, and guidance on when specific items become essential rather than optional.

9.1: SURVIVAL GEAR

The galaxy contains countless ways to die that have nothing to do with violence. Vacuum, toxic atmospheres, extreme temperatures, radiation, starvation, dehydration, exposure, the universe is fundamentally hostile to human life, and survival beyond controlled environments requires appropriate equipment.

ATMOSPHERIC EQUIPMENT EMERGENCY BREATHER

Ten minutes of air when you need them most.

STAT	VALUE
Tier	1
Burden	0.5
Cost	1 Credit

Description: A compact breathing mask with a small compressed air supply, the emergency breather provides 10 minutes of breathable atmosphere. It seals over the nose and mouth, filtering toxic gases or providing pure oxygen in vacuum. The breather does not protect against pressure differentials or temperature extremes, it merely provides air.

Tactical Application: Standard emergency equipment for any spacer. Keep one on your belt; store spares throughout your ship. Ten minutes isn't long, but it's enough to reach a survival suit, evacuate a compromised compartment, or escape a toxic environment.

Availability: Universal. Required equipment by most spacefaring regulations.

ATMOSPHERE PROCESSOR (PORTABLE)

Clean air anywhere, given time.

STAT	VALUE
Tier	2
Burden	2
Duration	Indefinite (requires power)
Capacity	Supports 4 people in enclosed space
Cost	4 Credits

Description: A portable unit that processes local atmosphere (or recycled air) into breathable composition. The processor removes toxins, balances oxygen levels, and can convert some hostile atmospheres into breathable air. It requires an enclosed space to function effectively, a ship compartment, sealed tent, or natural cave.

Tactical Application: Essential for long-term survival in environments with unbreathable but not immediately lethal atmospheres. The processor can also extend life support on a damaged ship by recycling air more efficiently than biological respiration alone.

Availability: Universal. Standard equipment for exploration vessels and frontier outposts.

VOID-SEAL EMERGENCY SHELTER*Instant refuge from the void.*

STAT	VALUE
Tier	2
Burden	2
Deployment Time	1 Action
Capacity	2 people
Duration	24 hours (internal atmosphere)
Cost	4 Credits

Description: A self-deploying emergency shelter that creates a sealed, pressurized environment in seconds. The shelter expands from a compact package into a rigid-frame bubble approximately 2 meters in diameter, with integrated life support providing 24 hours of breathable atmosphere for up to two occupants. The material is transparent, allowing observation of surroundings.

Tactical Application: Emergency survival in decompression events, hull breaches, or hostile atmosphere exposure. The shelter is not mobile, occupants must wait for rescue or until conditions improve. It's also useful for creating a clean medical environment in contaminated areas.

Availability: Standard emergency equipment for spacecraft and stations.

TEMPERATURE AND ENVIRONMENTAL PROTECTION THERMAL REGULATION SUIT (TRS)*Comfortable in temperatures that would kill.*

STAT	VALUE
Tier	1
Burden	1
Temperature Range	-50°C to 70°C
Cost	1 Credit

Description: A lightweight bodysuit with active temperature regulation, the TRS maintains comfortable body temperature across a wide range of environmental conditions. The suit uses a combination of insulation, heat pumps, and evaporative cooling to manage heat exchange with the environment. It does not provide significant physical protection, it's survival gear, not armor.

Tactical Application: Standard wear for operations on worlds with extreme temperatures. The TRS can be worn under armor, providing its thermal protection in addition to the armor's other benefits.

Availability: Universal. Standard issue for frontier operations.

RAD-SUIT*Walk through radioactive hellscape.*

STAT	VALUE
Tier	2
Burden	2
Protection	Complete radiation shielding
Duration	12 hours of continuous exposure
Cost	4 Credits

Description: A sealed suit with integrated radiation shielding, the rad-suit allows operation in environments with dangerous radiation levels, reactor accidents, fallout zones, certain stellar phenomena. The suit includes a filtered breathing system and limited thermal regulation. After 12 hours of exposure, the shielding becomes saturated and must be replaced or allowed to decay (approximately 1 week).

Tactical Application: Essential for exploring contaminated sites, salvaging from damaged reactors, or operating near unshielded energy sources. The suit is bulky and limits mobility but provides complete protection within its rating.

Availability: Industrial suppliers, salvage outfitters, military logistics.

HOSTILE ENVIRONMENT SUIT (HES)*The complete survival package.*

STAT	VALUE
Tier	3
Burden	3
Protection	Vacuum, toxic atmosphere, radiation, temperature (-100°C to 150°C)
Life Support	48 hours
Armor Equivalent	Light armor (4/10 Thresholds, Armor Slots 3)
Cost	9 Credits

Description: The hostile environment suit is a comprehensive survival system designed for the most dangerous environments, planetary surfaces with no atmosphere, extreme radiation, or temperatures that would destroy conventional equipment. The suit is fully sealed with redundant life support, integrated waste recycling, and radiation-hardened components. It provides light armor protection as a side benefit of its construction.

Tactical Application: Required equipment for planetary exploration, salvage operations in extreme environments, or any situation where standard voidsuits are insufficient. The HES is the suit you wear when you expect the environment to actively try to kill you.

Availability: Military and exploration suppliers. Standard equipment for House expeditionary forces.

FOOD AND WATER RATION PACK (STANDARD)*Sustenance without pleasure.*

STAT	VALUE
Tier	1
Burden	0.5 (for 7 days of rations)
Duration	1 day per pack
Cost	0.5 Credits (7-day supply = 1 Burden, 1 Credit)

Description: Compact nutrient packages providing complete daily nutrition in shelf-stable form. Ration packs contain compressed food bars, nutrient paste, and powdered drink mix requiring minimal water. The taste ranges from "acceptable" to "technically edible" depending on manufacturer and storage conditions. Shelf life is effectively indefinite if packaging remains intact.

Tactical Application: Emergency food supply for any operation. Crews typically maintain several weeks of ration packs as backup against supply disruption, even when better food is available.

Availability: Universal.

WATER PURIFIER (PERSONAL)*Clean water from almost anything.*

STAT	VALUE
Tier	1
Burden	0.5
Capacity	5 liters per hour
Filter Life	500 liters
Cost	1 Credit

Description: A compact filtration and purification system that converts contaminated water into potable water. The purifier handles biological contamination, most chemical pollutants, and particulate matter. It cannot process salt water (requires separate desalination attachment) or severely radioactive water (requires the heavy purifier model).

Tactical Application: Essential survival equipment for planetary operations. Natural water sources are rarely safe to drink; the purifier removes the guesswork.

Availability: Universal.

WATER RECLAIMER*Every drop recycled.*

STAT	VALUE
Tier	2
Burden	2
Capacity	Supports 4 people indefinitely
Power	Requires external power
Cost	4 Credits

Description: A closed-loop water recycling system that recovers moisture from all sources, respiration, perspiration, waste, and processes it back into potable water. The reclaimer requires power but no water input beyond what the users produce biologically.

Efficiency is approximately 95%; the remaining 5% loss means the system works indefinitely only with occasional small water inputs.

Tactical Application: Long-term survival in environments without accessible water. Essential equipment for any extended planetary operation or emergency survival situation.

Availability: Universal. Standard equipment for exploration vessels.

SURVIVAL RATIONS (PREMIUM)*Emergency food that's actually worth eating.*

STAT	VALUE
Tier	2
Burden	1 (for 7 days of rations)
Duration	1 day per pack
Cost	2 Credits (7-day supply)

Description: High-quality emergency rations that provide complete nutrition while being genuinely palatable. Premium rations include variety, different flavors, textures, and meal types, along with small luxuries like coffee and chocolate. They're designed for extended deployments where morale matters.

Tactical Application: Morale matters. Crews on long operations perform better with decent food. Premium rations are the compromise between "emergency survival" and "actual meals."

Availability: Military suppliers, expedition outfitters.

SHELTER AND CAMP EQUIPMENT SURVIVAL TENT (BASIC)*Shelter from the elements.*

STAT	VALUE
Tier	1
Burden	1
Deployment Time	5 minutes
Capacity	2 people
Protection	Weather, wind, moderate temperatures
Cost	1 Credit

Description: A lightweight portable shelter providing protection from weather, wind, and moderate temperature extremes. The tent is not sealed, it exchanges air with the environment, but it blocks wind, rain, and direct sunlight. Setup requires no tools and can be accomplished by one person.

Tactical Application: Basic camping and emergency shelter. The tent keeps you dry and out of the wind, which is sufficient for many planetary environments.

Availability: Universal.

SURVIVAL TENT (ENVIRONMENTAL)*Sealed shelter for hostile worlds.*

STAT	VALUE
Tier	2
Burden	2
Deployment Time	10 minutes
Capacity	4 people
Protection	Sealed atmosphere, temperature regulation, radiation shielding
Life Support	Requires Atmosphere Processor for sealed operation
Cost	4 Credits

Description: A sealed shelter designed for hostile environments, the environmental tent provides complete atmospheric isolation when connected to an atmosphere processor. Integrated thermal regulation maintains comfortable temperatures, and the fabric includes radiation-resistant layers. The tent can operate unsealed in breathable atmospheres, functioning as an upgraded basic tent.

Tactical Application: Base camp for hostile environment operations. The environmental tent allows crews to establish a livable space on worlds where outdoor exposure is dangerous.

Availability: Exploration and military suppliers.

PREFAB SHELTER MODULE*Instant outpost.*

STAT	VALUE
Tier	3
Burden	10 (requires vehicle transport)
Deployment Time	1 hour
Capacity	8 people
Protection	Full environmental sealing, power generation, water reclamation
Duration	Indefinite with solar/fusion power
Cost	9 Credits

Description: A self-contained habitat module that expands from a transport-sized package into a fully functional living space. The prefab includes sleeping quarters, basic hygiene facilities, a small common area, and integrated life support systems. Power is provided by deployable solar collectors or a small fusion cell. The module can function as a permanent installation or be repackaged for relocation.

Tactical Application: Establishing a base of operations on uninhabited worlds, temporary housing for extended projects, or emergency shelter for large groups.

Availability: Exploration and colonization suppliers.

NAVIGATION AND ORIENTATION NAVIGATION COMPUTER (HANDHELD)*Know where you are, and how to get where you're going.*

STAT	VALUE
Tier	1
Burden	0.5
Features	GPS equivalent, stored maps, route calculation
Cost	1 Credit

Description: A handheld device providing location services through satellite triangulation (in charted systems), inertial tracking (in uncharted areas), and stored map data. The computer calculates routes, tracks waypoints, and records travel for later reference. Map data must be obtained separately; the device comes with basic data for major systems.

Tactical Application: Essential for any planetary operation. Even familiar territory can become disorienting in poor visibility or emergency situations.

Availability: Universal.

BEACON (EMERGENCY)*Call for help when nothing else works.*

STAT	VALUE
Tier	1
Burden	0.5
Range	System-wide
Duration	30 days continuous broadcast
Cost	1 Credit

Description: An emergency distress beacon that broadcasts on standard rescue frequencies. The beacon transmits location data, identification codes, and a brief distress message. It's designed for simplicity and reliability, minimal features, maximum battery life, robust construction.

Tactical Application: Last-resort survival equipment. When everything else has failed, the beacon calls for rescue. Standard practice is to carry a beacon whenever operating in dangerous areas.

Availability: Universal. Required equipment for many operations.

COMPASS (UNIVERSAL)*Find north, anywhere.*

STAT	VALUE
Tier	1
Burden	0
Features	Magnetic, gravitational, and stellar orientation
Cost	0.5 Credits

Description: A multi-mode orientation device that provides directional reference through multiple methods: magnetic field detection, gravitational orientation, and (with clear sky) stellar

position calculation. The compass works on any world with a magnetic field, and provides useful orientation even on worlds without one.

Tactical Application: Backup navigation when electronic systems fail. The universal compass has no moving parts or power requirements, it always works.

Availability: Universal.

9.2: MEDICAL EQUIPMENT

Medical equipment maintains crew health and addresses injuries when violence, accidents, or environmental hazards take their toll. The quality of available medical equipment often determines whether an injured character dies, survives with complications, or recovers fully.

FIRST AID AND FIELD MEDICINE FIRST AID KIT

Basic supplies for basic injuries.

STAT	VALUE
Tier	1
Burden	0.5
Uses	5
Cost	1 Credit

Description: A compact kit containing bandages, antiseptic, pain medication, wound closure strips, and basic tools. The kit handles minor injuries, cuts, burns, sprains, and provides initial treatment for more serious wounds. One use of the kit provides supplies for treating one significant injury or several minor ones.

Effect: Spend an Action and one use of the kit, then make a Knowledge (Medicine) Roll, DC 10. On success, the patient clears 1d4 HP and Bleeding. The kit has no effect on an injury that has already received First Aid during this scene, and it cannot heal a Dying or Final character before stabilization.

Availability: Universal.

ADVANCED TRAUMA KIT

For when first aid isn't enough.

STAT	VALUE
Tier	2
Burden	1
Uses	3
Cost	4 Credits

Description: A comprehensive field medical kit designed for serious injuries, gunshot wounds, major trauma, life-threatening conditions. The kit includes hemostatic agents, surgical tools, wound sealants, injectable painkillers, and basic diagnostic equipment. Using the full capabilities requires medical training; untrained users can still apply basic supplies.

Effect: A user with Knowledge +2 or a relevant Medicine Experience may spend an Action and one use, then make a Knowledge (Medicine) Roll, DC 15. On success, a stabilized patient clears 2d6 HP and Bleeding. Against a Dying or Final patient, the kit instead grants Advantage on the normal Stabilize Roll and restores no HP. Untrained use functions as a First Aid Kit.

Availability: Military and medical suppliers.

RECONSTRUCTIVE NANITES

The Synthetic field repair kit. Organic medicine does nothing for a Synthetic; these do.

STAT	VALUE
Tier	1 to 3 by grade
Burden	0
Cost	2 / 5 / 9 Credits (Mender Vial / Reconstructor / Apex Swarm)

Effect: Inject as an Action into a Synthetic or other mechanical body (self or a willing mechanical ally within Melee). The Mender Vial clears 1d4 HP, the Reconstructor clears 1d4+2 HP, and the Apex Reconstruction Swarm clears 2d4+2 HP and 1 Stress. Organic characters gain no benefit. A vial can instead patch a small object, restore 1 spent Armor Slot, or temporarily hold one small ship or vehicle system together in an emergency; it cannot perform full vehicle or hull repair.

Availability: Synthetic outfitters and tech markets.

MEDIC'S FIELD BAG

The mobile medical station.

STAT	VALUE
Tier	2
Burden	2
Uses	10 (restockable)
Cost	4 Credits (restocking: 2 Credits)

Description: A comprehensive medical kit for field medics, containing extensive supplies for treating multiple casualties, trauma treatment, diagnostic tools, drugs, and surgical equipment. The bag is designed for professional use and includes supplies that require training to use effectively.

Effect: Provides advantage on Knowledge Rolls using medical training for field treatment. Contains supplies for 10 significant treatments before restocking. Includes drugs and equipment not available in smaller kits.

Availability: Military medical suppliers.

EMERGENCY RESUSCITATION KIT

Bring them back.

STAT	VALUE
Tier	3
Burden	1
Uses	1 (single use)
Cost	9 Credits

Description: A one-use emergency system for a patient in cardiac arrest who is mechanically Dying or Final. The kit delivers stimulation, respiratory support, and emergency oxygenation. It cannot affect a character who has died or completed a Death Move.

Effect: Spend an Action and consume the kit while adjacent to a Dying or Final character. Make a Knowledge (Medicine) Roll, DC 20. On success, stabilize the target and return them at 1 HP with 3 Stress; on failure, they remain in their current state. The normal

Duality payout and Fear generation apply. The kit cannot revive the dead, reverse a Death Move, or be attempted twice on the same patient in one scene.

Availability: Military and emergency medical suppliers.

PHARMACEUTICALS STIM-PACK

Push through the pain.

STAT	VALUE
Tier	1
Burden	0
Uses	1
Cost	1 Credit

Description: A single-use injection delivering a cocktail of stimulants, painkillers, and mild healing accelerants. The stim-pack provides immediate relief and a temporary boost, followed by a comedown period.

Effect: As an Action, inject to recover 1d6 HP and ignore pain-based penalties and effects for 10 minutes. When the effect ends, suffer 1 Stress. A character can only benefit from one stim-pack per combat encounter; additional uses provide no benefit.

Availability: Universal.

COMBAT DRUG COCKTAIL

Chemical edge in a syringe.

STAT	VALUE
Tier	2
Burden	0
Uses	1
Duration	1 minute (combat timing)
Cost	4 Credits

Description: A combat performance enhancer providing temporary boosts to physical capability. Various formulations are available targeting different attributes.

Variants:

- **Surge:** +2 to Strength and melee damage
- **Flash:** +2 to Agility
- **Focus:** +2 to attack rolls and remove Disadvantage from aiming
- **Wall:** +2 to Damage Thresholds

Effect: Inject as Action (or as free effect with Combat Drug Injector augmentation). Effects last 1 minute. When effect ends, suffer 1d4 Stress. Additional doses within 24 hours cause cumulative +1d4 Stress per dose.

Availability: Military suppliers, Black Market.

STABILIZER

Keep them alive until real help arrives.

STAT	VALUE
Tier	2
Burden	0
Uses	1
Cost	4 Credits

Description: An emergency injection that stabilizes critical patients by slowing metabolism, reducing blood loss, and preserving organ function. The stabilizer doesn't heal, it delays death.

Effect: Inject into a Dying or Final character as an Action. Clear all Dying and Final Progress; the target is stable at 0 HP and remains Incapacitated until healed to at least 1 HP. It never reverses a completed Death Move and does not resume a hidden countdown later.

Availability: Medical suppliers.

ANTITOXIN (UNIVERSAL)

Counteract most poisons.

STAT	VALUE
Tier	2
Burden	0
Uses	1
Cost	4 Credits

Description: A broad-spectrum antitoxin effective against most common poisons, chemical toxins, biological venoms, and many pharmaceutical overdoses. The antitoxin works by binding to toxin molecules and accelerating their breakdown.

Effect: Inject as an Action. The character gains Advantage on their next Strength Reaction Roll against any poison currently affecting them, and ongoing poison damage is halted for 10 minutes.

Availability: Medical suppliers.

RADIATION TREATMENT

Purge the poison from your cells.

STAT	VALUE
Tier	2
Burden	0
Uses	1
Cost	4 Credits

Description: A treatment regimen (typically several injections over a few hours) that helps the body purge radiation damage and repair affected cells. The treatment is unpleasant, nausea, fatigue, and general malaise, but far better than the alternative.

Effect: Clear the Core Infected or Poisoned condition when its source has the Radiation tag and halt that source's ongoing damage. For the next 24 hours, Strength and Agility Rolls have Disadvantage. This exact modifier replaces any undefined Fatigued state.

Availability: Medical suppliers.

REGENERATIVE ACCELERANT*Heal faster, at a cost.*

STAT	VALUE
Tier	3
Burden	0
Uses	1
Cost	9 Credits

Description: A powerful healing drug that dramatically accelerates tissue regeneration. The

treatment is exhausting, the body's resources are consumed to fuel rapid healing, but results are impressive.

Effect: Inject as Action. Over the next hour, the character recovers 2d6 HP. However, they must consume food and water equivalent to a full day's rations during this time or suffer 2 Stress from metabolic exhaustion.

Availability: Military medical suppliers, high-end civilian medical facilities.

MEDICAL DEVICES DIAGNOSTIC SCANNER*Know what's wrong before you try to fix it.*

STAT	VALUE
Tier	2
Burden	0.5
Cost	4 Credits

Description: A handheld medical scanner that provides detailed information about a patient's condition, vital signs, injury assessment, toxicology, and basic imaging. The scanner doesn't treat anything; it tells you what needs treatment.

Effect: Using the scanner on a patient provides detailed information about their medical condition, including hidden injuries, diseases, and toxins. Grants +2 to Knowledge Rolls using medical training for diagnosis.

Availability: Medical suppliers.

AUTO-DOC (PORTABLE)*Surgery in a suitcase.*

STAT	VALUE
Tier	3
Burden	4
Cost	9 Credits

Description: A portable automated surgery system capable of performing complex medical procedures with minimal operator intervention. The auto-doc includes surgical manipulators, diagnostic systems, drug delivery, and a small supply of medical nanites. It requires a stable surface and approximately 30 minutes to set up.

Effect: Allows full surgical treatment in field conditions. Can treat conditions that would normally require a medical facility. The auto-doc has limited supplies for 5 major treatments before restocking (4 Credits). Operator still makes Knowledge Rolls using

medical training, but gains advantage and can attempt procedures beyond their training (the DC moves up one rung).

Availability: Military and expedition medical suppliers.

CRYOGENIC STASIS POD*Stop time for the dying.*

STAT	VALUE
Tier	4
Burden	10 (not portable by hand)
Power	External power required
Cost	16 Credits

Description: A full-body containment system that places the occupant in cryogenic suspension, near-absolute-zero temperatures that halt all biological processes. A patient in stasis does not age, does not worsen, and does not die, they simply wait until they can be revived at a proper medical facility.

Effect: A patient placed in stasis remains in exactly their current state indefinitely. Critical patients will not die while in stasis. Revival requires 1 hour and access to the stasis pod's controls. The pod requires external power; if power fails, the patient has approximately 12 hours of residual cooling before they begin to thaw.

Availability: Medical facilities, ship equipment suppliers.

MEDICAL SERVICES

In addition to equipment, characters may need medical services from professionals.

BASIC MEDICAL CARE

Availability: Any settlement with medical facilities

Cost: 1 Credit

Effect: Full recovery of all HP over 1 day of rest. Treatment of minor diseases and injuries.

TRAUMA SURGERY

Availability: Medical facilities with surgical capability

Cost: 4 Credits

Effect: Treatment of severe injuries, restoration of lost HP, treatment of conditions requiring surgery. Recovery time: 1-7 days depending on severity.

AUGMENTATION INSTALLATION

Availability: Qualified medical facilities (see Chapter 8)

Cost: Varies by augmentation

Effect: Installation of cybernetic augmentations. Recovery time varies.

REGENERATIVE TREATMENT

Availability: Advanced medical facilities

Cost: 9 Credits

Effect: Regrowth of lost limbs or organs over 1-4 weeks. Requires specialized facilities.

EXPERIMENTAL RESUSCITATION**Availability:** House Kurogane specialized facilities only**Cost:** 25 Credits

Effect: This service can treat only a character who is mechanically Final and has not died. With the patient in the facility, a specialist makes a Knowledge (Medicine) Roll, DC 20. On success, stabilize the patient at 1 HP and 3 Stress; on failure, the patient remains Final. It cannot revive a dead character, reverse a completed Death Move, or alter personality or memory without the player's consent.

9.3: TOOLS AND TECHNICAL EQUIPMENT

Technical equipment keeps ships flying, equipment functioning, and problems solved. In a galaxy where supply chains are unreliable and replacement parts may be weeks away, the ability to repair and maintain equipment is essential.

BASIC TOOLS OMNI-TOOL*The essential multi-purpose device.*

STAT	VALUE
Tier	1
Burden	0.5
Cost	1 Credit

Description: The omni-tool is a standardized multi-function device combining numerous capabilities: communication, basic scanning, computation, flashlight, data storage, and interface port. Every spacer carries one; it's the baseline assumption for technological interaction in the Veilfarers galaxy.

Features:

- Short-range communication (10 km)
- Basic scanning (environmental sensors, simple analysis)
- Computation and data storage
- Integrated flashlight
- Universal interface port for connecting to systems
- Basic diagnostic capability for simple equipment

Effect: Having an omni-tool allows basic interaction with technology, communication with others, and simple repairs. It's required for many technical tasks and assumed for character competence.

Availability: Universal.**TOOLKIT (BASIC)***The minimum for mechanical work.*

STAT	VALUE
Tier	1
Burden	1
Cost	1 Credit

Description: A set of mechanical tools for basic maintenance and repair, wrenches, screwdrivers, pliers, diagnostic gauges, and similar hand tools. The kit allows work on most mechanical systems but lacks specialized equipment for advanced repairs.

Effect: Required for mechanical repairs. Allows maintenance and basic repairs on Tier 1-2 equipment. Repairs on higher-tier equipment require better tools.

Availability: Universal.**TOOLKIT (ADVANCED)***Professional-grade equipment.*

STAT	VALUE
Tier	2
Burden	2
Cost	4 Credits

Description: A comprehensive toolkit including precision instruments, specialized tools, diagnostic equipment, and materials for complex repairs. The kit covers mechanical, electronic, and basic cybernetic work.

Effect: Allows repairs on equipment up to Tier 4. Grants +2 to repair checks. Includes spare parts for common repairs.

Availability: Technical suppliers.**TOOLKIT (MASTER)***The best tools money can buy.*

STAT	VALUE
Tier	3
Burden	3
Cost	9 Credits

Description: The finest available toolkit, including precision instruments, micro-manipulators, advanced diagnostics, and specialized equipment for virtually any technical task. The kit includes its own power supply and computational support for complex procedures.

Effect: Allows repair Rolls on equipment of any Tier and grants +4 on Knowledge (Tech) Rolls made to repair. A field repair that normally requires a workshop may be attempted at DC 25 if the necessary replacement part is present; success restores one degradation step or 1 Integrity, as applicable. The item must be named and feasibility fixed before the Roll.

Availability: High-end technical suppliers.**SPECIALIZED EQUIPMENT WELDING RIG***Join metal to metal.*

STAT	VALUE
Tier	1
Burden	2
Fuel	8 hours of welding
Cost	1 Credit

Description: A portable welding system for joining metal components. The rig includes cutting and welding torches, fuel supply, and protective gear. It's essential for structural repairs, fabrication, and emergency hull patching.

Effect: Required for welding and cutting operations. Can cut through standard metal barriers given time (1 minute per centimeter of thickness for steel; tougher materials take longer).

Availability: Universal.

PLASMA CUTTER (INDUSTRIAL)*Cut through anything.*

STAT	VALUE
Tier	2
Burden	2
Power	2 hours continuous use
Cost	4 Credits

Description: An industrial-grade plasma cutting tool capable of slicing through most materials. The cutter is designed for salvage and construction work, not combat, it's unwieldy as a weapon, but its cutting capability exceeds conventional tools.

Effect: Cuts through standard materials at 1 centimeter per Action. Can cut through armored materials given time. Not usable as an effective weapon (improvised weapon stats if attempted).

Availability: Industrial suppliers.

PORTABLE FABRICATOR*Make what you need.*

STAT	VALUE
Tier	3
Burden	4
Power	External power required
Cost	9 Credits

Description: A compact manufacturing system capable of producing basic components from raw materials. The fabricator includes 3D printing, basic machining, and materials processing. It can produce replacement parts, simple tools, and basic equipment given appropriate raw materials and design files.

Effect: Can fabricate replacement parts for Tier 1-2 equipment, simple tools, and basic items. Requires raw materials (metal, polymer, etc.) and time (1 hour per Credit value of produced item). More complex items require design files.

Availability: Technical suppliers, ship equipment dealers.

COMPUTER TERMINAL (PORTABLE)*Serious computing power on the go.*

STAT	VALUE
Tier	2
Burden	1
Cost	4 Credits

Description: A portable computer more powerful than an omni-tool, designed for serious computational work, programming, data analysis, complex simulation, and hacking. The terminal includes enhanced security features and encryption capability.

Effect: Required for complex hacking attempts and data operations. Grants +2 to computer-related checks. Can run software too demanding for an omni-tool.

Availability: Technical suppliers.

REMOTE DRONE (UTILITY)*Eyes and hands where you can't go.*

STAT	VALUE
Tier	2
Burden	1
Range	1 km
Duration	4 hours
Cost	4 Credits

Description: A small remote-controlled drone for scouting, inspection, and light manipulation. The drone includes cameras, sensors, basic manipulator arms, and communication relay capability. It can access areas too small, dangerous, or distant for crew members.

Effect: Can be remotely piloted to observe and perform simple tasks. Camera feed transmitted to controller. Manipulator arms can handle objects up to 1 kg. The drone has minimal combat capability (fragile, no weapons).

Availability: Technical suppliers.

ENGINEERING DRONE (HEAVY)*Serious work with serious equipment.*

STAT	VALUE
Tier	3
Burden	4
Range	500 m
Duration	8 hours
Cost	9 Credits

Description: A heavy-duty drone designed for engineering tasks, repairs, construction, and materials handling. The drone includes powerful manipulator arms, integrated tools, and the capability to perform complex repairs under remote guidance.

Effect: Can perform repair and construction tasks remotely. Manipulator strength equivalent to Strength +3. Includes integrated basic toolkit. Requires skilled operator to perform complex tasks (operator makes checks at -2 compared to doing the work themselves).

Availability: Engineering and salvage suppliers.

9.4: COMMUNICATIONS AND SENSORS**COMMUNICATIONS EQUIPMENT COMMUNICATOR (STANDARD)***Talk to anyone within range.*

STAT	VALUE
Tier	1
Burden	0
Range	50 km
Cost	1 Credit

Description: A handheld communication device for voice and data transmission. The standard communicator provides reliable communication within its range and can connect to networks for extended reach. Most spacers carry one in addition to their omni-tool, as dedicated communicators typically have better range and battery life.

Availability: Universal.

COMMUNICATOR (LONG-RANGE)

Reach across systems.

STAT	VALUE
Tier	2
Burden	1
Range	System-wide (with relay access)
Cost	4 Credits

Description: An enhanced communication device capable of reaching anywhere in a star system given appropriate relay infrastructure. The long-range communicator includes encryption, burst transmission capability, and improved signal processing.

Effect: System-wide communication where relays exist. +2 to checks involving communications (intercepting, jamming, enhancing).

Availability: Technical suppliers.

SIGNAL SCRAMBLER

Keep your communications private.

STAT	VALUE
Tier	2
Burden	0.5
Range	100 m radius
Cost	4 Credits

Description: A device that scrambles communications within its range, making interception and eavesdropping impossible. The scrambler can be set to scramble all signals or to encrypt only authorized communications.

Effect: Communications within range cannot be intercepted without defeating the scrambler first (Knowledge Roll, DC 15). Scrambler can also jam all communications in range if desired.

Availability: Security suppliers.

SENSORS AND SCANNERS SCANNER (GENERAL PURPOSE)

See what's there.

STAT	VALUE
Tier	1
Burden	0.5
Range	100 m
Cost	1 Credit

Description: A handheld scanner providing multiple detection modes, motion, thermal, electromagnetic, and chemical. The scanner is useful for basic reconnaissance and environmental awareness.

Effect: Can detect life signs, power sources, and environmental hazards within range. Grants +1 to Instinct Rolls in scanner range.

Availability: Universal.

SCANNER (ADVANCED)

See what shouldn't be seen.

STAT	VALUE
Tier	2
Burden	1
Range	500 m
Cost	4 Credits

Description: A sophisticated sensing device with enhanced range, resolution, and detection modes. The advanced scanner includes penetrating sensors that can detect through thin barriers and analytical capabilities that identify detected objects.

Effect: Extended range and penetration (see through walls up to 1m thick). Can identify detected objects with detailed information. Grants +2 to Instinct Rolls; can detect cloaked or hidden targets at -2.

Availability: Military and security suppliers.

LIFE SIGN DETECTOR

Find the living, and the recently dead.

STAT	VALUE
Tier	2
Burden	0.5
Range	200 m
Cost	4 Credits

Description: A specialized scanner optimized for detecting biological life signs, heartbeats, respiration, bioelectric signatures. The detector can find living creatures through most obstacles and distinguish between different types of life forms.

Effect: Automatically detects all living creatures within range unless specifically shielded. Can determine species type, general health, and whether subjects are alive, dying, or recently deceased.

Availability: Medical and security suppliers.

GEOLOGICAL SCANNER

Know the ground beneath your feet.

STAT	VALUE
Tier	2
Burden	1
Range	1 km penetration
Cost	4 Credits

Description: A specialized scanner for analyzing geological formations, mineral deposits, underground structures, seismic activity, and terrain stability. Essential equipment for mining operations and planetary exploration.

Effect: Provides detailed information about underground features, mineral content, and geological hazards. Can locate underground caves, bunkers, and similar structures.

Availability: Mining and exploration suppliers.

SURVEILLANCE EQUIPMENT RECORDING DEVICE (CONCEALED)

Remember everything that was said.

STAT	VALUE
Tier	1
Burden	0
Duration	24 hours storage
Cost	1 Credit

Description: A tiny device that records audio and/or video for later playback. The device is small enough to be concealed virtually anywhere, clothing, jewelry, or planted in a location.

Effect: Records audio and low-quality video for 24 hours. DC 15 to detect when concealed on a person; DC 20 when planted in a location.

Availability: Universal.

SURVEILLANCE DRONE

Watch from afar.

STAT	VALUE
Tier	2
Burden	0.5
Range	2 km
Duration	12 hours
Cost	4 Credits

Description: A small, quiet drone designed specifically for surveillance. The drone includes high-resolution cameras, directional microphones, and low-observable design. It's meant to watch without being noticed.

Effect: Provides remote observation with high-quality recording. DC 15 to notice the drone when it's trying to remain hidden; DC 20 in darkness or poor visibility.

Availability: Security suppliers.

BUG SWEEPER

Find what's watching you.

STAT	VALUE
Tier	2
Burden	0.5
Range	20 m radius
Cost	4 Credits

Description: A detection device that scans for hidden surveillance equipment, cameras, microphones, transmitters, and other monitoring devices. The sweeper detects active and passive devices through various means including RF detection, magnetic field analysis, and optical detection.

Effect: Detects ordinary surveillance devices within Close range automatically. A concealed, military, or actively masked device requires a Knowledge (Tech) Roll, DC 15; on Failure with Fear, the device records the sweep.

Availability: Security suppliers.

9.5: SECURITY AND INFILTRATION GEAR

BYPASS EQUIPMENT LOCK PICK SET (MANUAL)

The old ways still work.

STAT	VALUE
Tier	1
Burden	0
Cost	1 Credit

Description: A set of mechanical picks, tension tools, and bypass devices for defeating traditional locks. While most modern security uses electronic systems,

mechanical locks remain common in older facilities, low-tech areas, and as backup systems.

Effect: Required for picking mechanical locks. Allow Agility Roll to open locks without key.

Availability: Tool suppliers (legal); Black Market for restricted sets.

ELECTRONIC BYPASS KIT

Convince the lock you belong.

STAT	VALUE
Tier	2
Burden	0.5
Cost	4 Credits

Description: A set of tools for defeating electronic security, card cloners, code analyzers, bypass modules, and interface devices. The kit allows a skilled operator to defeat most commercial-grade electronic security.

Effect: Required for bypassing electronic locks. Allows Knowledge Roll to defeat electronic security. Kit provides +2 to such checks.

Availability: Security suppliers (restricted); Black Market.

HACKING RIG

Break into any system.

STAT	VALUE
Tier	3
Burden	1
Cost	9 Credits

Description: A sophisticated computer system designed specifically for intrusion, processing power for cracking encryption, software for exploiting vulnerabilities, and interfaces for connecting to diverse systems. The hacking rig represents serious capability for serious intrusion.

Effect: Required for complex hacking operations. Provides +4 to hacking checks. Can attempt intrusions that would be impossible

with lesser equipment. Includes defensive capability against counter-intrusion.

Availability: Black Market (highly restricted).

DETECTION EVASION STEALTH SUIT (BASIC)

Be harder to notice.

STAT	VALUE
Tier	2
Burden	1
Cost	4 Credits

Description: A suit designed to minimize the wearer's detectable signature, dark, non-reflective materials; thermal masking; and sound-dampening construction. The suit provides no armor protection but significantly improves stealth capability.

Effect: +2 to Agility Rolls to avoid detection. Reduces thermal signature, making thermal detection more difficult.

Availability: Security suppliers.

IDENTITY MASK

Be someone else.

STAT	VALUE
Tier	3
Burden	0
Cost	9 Credits

Description: An advanced mask that perfectly mimics another person's face. The mask uses synthetic materials that adjust to match a target's features based on recorded data or uploaded specifications. It also includes voice modulation to match the target's speech patterns.

Effect: Wearer is another specific person. Requires either direct scanning of the target or detailed reference data. Presence Rolls to deceive to maintain the disguise are made at +4. Close inspection (DC 20) may reveal the mask.

Availability: Black Market.

SENSOR GHOST

Not invisible, just not there.

STAT	VALUE
Tier	3
Burden	0.5
Cost	9 Credits

Description: A device that generates a false sensor signature at a location up to Far range from the wearer. Security systems detect the ghost rather than the actual person. The device can generate signatures mimicking the wearer or pre-programmed patterns.

Effect: Create a false sensor return at chosen location. Sensor systems must beat DC 15 to recognize the ghost as false. Duration: 10 minutes per use; 3 uses before recharge (1 hour).

Availability: Black Market.

RESTRAINTS AND CONTROL RESTRAINTS (STANDARD)

Keep them from going anywhere.

STAT	VALUE
Tier	1
Burden	0.5
Cost	0.5 Credits

Description: Basic restraints for securing prisoners, handcuffs, zip ties, or similar devices. Standard restraints are effective against unaugmented humans but can be defeated by sufficient strength or cybernetic enhancement.

Effect: Restrained characters cannot use their hands or move faster than a slow walk. Escaping requires Strength Roll (DC 15) or Agility Roll (DC 15). Augmented strength may reduce DC.

Availability: Universal.

RESTRAINTS (REINFORCED)

For the augmented and the stubborn.

STAT	VALUE
Tier	2
Burden	1
Cost	4 Credits

Description: Heavy-duty restraints designed for augmented subjects, reinforced construction, electronic locks, and optional shock deterrent. These restraints resist the enhanced strength that defeats standard restraints.

Effect: Escape DC 20 (Strength) or DC 20 (Agility). Shock deterrent can be activated to inflict 1d4 Stress on struggling subject.

Availability: Security suppliers.

NEURAL INHIBITOR

Control the mind, control the body.

STAT	VALUE
Tier	3
Burden	0
Cost	9 Credits

Description: A device (usually a collar or implant) that limits or blocks neural activity, preventing the subject from taking voluntary actions. The inhibitor can be set to various levels, from mild sedation to complete paralysis.

Effect: Subject cannot take voluntary actions while inhibitor is active. Removing the inhibitor requires specific authorization or a successful bypass check (DC 20). Forcing removal without bypass causes 2d6 damage to the subject.

Availability: Military and security suppliers (highly restricted); Black Market.

9.6: PERSONAL ITEMS AND MISCELLANEOUS

LIGHTING FLASHLIGHT (STANDARD)

See in the dark.

STAT	VALUE
Tier	1
Burden	0
Duration	24 hours
Cost	0.5 Credits

Description: A simple light source. The standard flashlight is robust, long-lasting, and provides reliable illumination. While omni-tools include flashlight functions, dedicated flashlights are typically brighter and longer-lasting.

Effect: Illuminates 30m cone. Lasts 24 hours continuous use.

Availability: Universal.

GLOW-STICKS (PACK)

Light you can leave behind.

STAT	VALUE
Tier	1
Burden	0.5
Duration	8 hours each
Cost	0.5 Credits (pack of 10)

Description: Chemical light sources that require no power and function anywhere. Glow-sticks are useful for marking locations, creating ambient lighting, and providing light in environments where electronics fail.

Effect: Each stick provides dim light (5m radius) for 8 hours. Available in multiple colors for coding and marking.

Availability: Universal.

PORTABLE LAMP

Light for camp or work.

STAT	VALUE
Tier	1
Burden	0.5
Duration	48 hours
Cost	1 Credit

Description: A portable area light source for camps, workspaces, or emergency shelter. The lamp provides diffuse lighting suitable for reading, work, and general illumination rather than the focused beam of a flashlight.

Effect: Illuminates 10m radius. Can be hung, placed, or attached to surfaces.

Availability: Universal.

CONTAINERS AND CARRYING BACKPACK (STANDARD)

Carry what you need.

STAT	VALUE
Tier	1
Burden	0
Capacity	+4 Burden capacity
Cost	1 Credit

Description: A standard carrying pack suitable for general use. The backpack distributes weight effectively and includes multiple compartments for organization.

Effect: Increases carrying capacity by 4 Burden. Items in the backpack are not immediately accessible (require an Action to retrieve in combat).

Availability: Universal.

TACTICAL VEST

Keep essential items at hand.

STAT	VALUE
Tier	1
Burden	0
Capacity	+2 Burden capacity
Cost	1 Credit

Description: A vest with numerous pockets and attachment points for carrying essential items within easy reach. Unlike a backpack, items in a tactical vest can be accessed quickly.

Effect: Increases carrying capacity by 2 Burden. Items in the vest can be retrieved as part of another action (no Action cost to draw items).

Availability: Universal.

SEALED CONTAINER

Keep your stuff safe, from everything.

STAT	VALUE
Tier	1
Burden	0.5
Capacity	2 Burden
Cost	1 Credit

Description: A waterproof, pressure-sealed, impact-resistant container for protecting sensitive equipment. The sealed container keeps contents safe from environmental hazards and rough handling.

Effect: Contents protected from water, vacuum, impact, and most environmental hazards. Container is lockable.

Availability: Universal.

SECURITY CASE*Protect the really valuable stuff.*

STAT	VALUE
Tier	2
Burden	1
Capacity	2 Burden
Cost	4 Credits

Description: A hardened container with integrated security features, biometric lock, tamper detection, and optional destruction mechanism for contents if unauthorized access is attempted.

Effect: Contents protected as sealed container. Biometric lock (DC 20 to bypass). Optional destruction mechanism destroys contents if bypass fails.

Availability: Security suppliers.

CLOTHING AND PERSONAL EFFECTS CLOTHING (STANDARD SET)*Look like you belong.*

STAT	VALUE
Tier	1
Burden	0.5
Cost	0.5 Credits

Description: A basic set of clothing appropriate for general wear, the kind of thing that doesn't stand out or attract attention. Multiple sets in different styles allow characters to dress appropriately for various environments.

Effect: Standard clothing provides no mechanical benefits but is assumed for normal social interaction. Not having appropriate clothing may impose social penalties.

Availability: Universal.

FORMAL WEAR*Dress for success.*

STAT	VALUE
Tier	2
Burden	0.5
Cost	4 Credits

Description: High-quality formal clothing suitable for diplomatic functions, corporate meetings, and social events among the elite. Good formal wear signals wealth and status.

Effect: Presence Rolls have Advantage when the formal attire materially supports a high-status approach. It may be required for access to certain events or locations.

Availability: Clothiers in major settlements.

DISGUISE KIT*Be anyone you need to be.*

STAT	VALUE
Tier	2
Burden	1
Cost	4 Credits

Description: A collection of materials for altering appearance, makeup, prosthetics, wigs, colored contacts, and similar supplies. The kit allows significant changes to apparent age, gender, and features without technological assistance.

Effect: +2 to Presence Rolls to deceive involving disguise. Allows disguise as generic different person (not specific individuals, that requires identity mask or similar technology).

Availability: Theater suppliers; Black Market for restricted versions.

MISCELLANEOUS EQUIPMENT ROPE (50M)*Solve problems the old-fashioned way.*

STAT	VALUE
Tier	1
Burden	1
Cost	0.5 Credits

Description: High-strength synthetic rope for climbing, restraining, hauling, and general utility. Modern rope materials provide strength far beyond natural fibers at a fraction of the weight.

Effect: Supports up to 500 kg. Various uses limited by creativity and circumstances.

Availability: Universal.

GRAPPLING HOOK*Get up there, or across there.*

STAT	VALUE
Tier	1
Burden	0.5
Cost	1 Credit

Description: A hook designed to anchor on surfaces for climbing or traversal. Modern grappling hooks include magnetic option for metal surfaces and expanding prongs for irregular surfaces.

Effect: Throw it with Agility: Very Close DC 5, Close DC 10, or Far DC 15; an unstable or unusually hard surface moves the DC one standard rung higher. On success it anchors for climbing or crossing gaps.

Availability: Universal.

BINOCULARS (ENHANCED)*See far, see clearly.*

STAT	VALUE
Tier	1
Burden	0.5
Cost	1 Credit

Description: Optical magnification devices with stabilization, low-light enhancement, and range finding. Enhanced binoculars provide clear vision at distances far beyond natural human capability.

Effect: 20x magnification with image stabilization. Low-light capability. Integrated range finder accurate to 2km.

Availability: Universal.

FIRE STARTING KIT*Warmth, light, and cooking wherever you go.*

STAT	VALUE
Tier	1
Burden	0
Cost	0.5 Credits

Description: Materials and tools for starting fires in the field, ignition sources, tinder, and fire-starting chemicals. The kit works in adverse conditions where natural ignition would be difficult.

Effect: Can reliably start fires in any condition where fire is physically possible. Burns even damp material.

Availability: Universal.

PERSONAL HYGIENE KIT*Stay clean, stay healthy.*

STAT	VALUE
Tier	1
Burden	0.5
Cost	0.5 Credits

Description: Basic hygiene supplies, soap, dental care, grooming tools, and similar necessities. Extended operations without hygiene maintenance create discomfort, social issues, and eventually health problems.

Effect: Prevents hygiene-related complications. Assumed equipment for normal living.

Availability: Universal.

ENTERTAINMENT DEVICE*Stay sane during downtime.*

STAT	VALUE
Tier	1
Burden	0
Cost	1 Credit

Description: A personal entertainment device, games, media, reading, or whatever the character uses to relax.

Long voyages and extended deployments require something to occupy downtime.

Effect: Prevents morale degradation during extended downtime. May provide +1 to recovery during long rests if specifically relevant to character's interests.

Availability: Universal.

9.7: EQUIPMENT PACKAGES

For quick character equipping, the following packages provide appropriate starting equipment for common roles.

EXPLORER'S KIT (10 CREDITS)*For those who go where others haven't.*

ITEM	BURDEN
Omni-Tool	0.5
Thermal Regulation Suit	1
Survival Tent (Basic)	1
Ration Pack (7 days)	0.5
Water Purifier	0.5
Navigation Computer	0.5
Scanner (General)	0.5
Flashlight	0
Rope (50m)	1
Binoculars	0.5
First Aid Kit	0.5
Fire Starting Kit	0
Total Burden	6.5

TECHNICIAN'S KIT (12 CREDITS)*For those who keep things running.*

ITEM	BURDEN
Omni-Tool	0.5
Toolkit (Advanced)	2
Computer Terminal (Portable)	1
Remote Drone (Utility)	1
Diagnostic Scanner	0.5
Welding Rig	2
Sealed Container	0.5
Flashlight	0
First Aid Kit	0.5
Total Burden	8

MEDIC'S KIT (14 CREDITS)*For those who keep the crew alive.*

ITEM	BURDEN
Omni-Tool	0.5
Medic's Field Bag	2
Diagnostic Scanner	0.5
Stim-Packs (x5)	0
Stabilizers (x3)	0
Advanced Trauma Kit	1
Antitoxin (x2)	0
First Aid Kits (x3)	1.5
Flashlight	0
Total Burden	5.5

INFILTRATOR'S KIT (15 CREDITS)*For those who go where they're not wanted.*

ITEM	BURDEN
Omni-Tool	0.5
Stealth Suit (Basic)	1
Electronic Bypass Kit	0.5
Lock Pick Set	0
Recording Device (x3)	0
Scanner (Advanced)	1
Bug Sweeper	0.5
Disguise Kit	1
Grappling Hook	0.5
Rope (50m)	1
Total Burden	6

SOLDIER'S KIT (8 CREDITS)*For those who expect a fight.*

ITEM	BURDEN
Omni-Tool	0.5
Tactical Vest	0
Advanced Trauma Kit	1
Stim-Packs (x3)	0
Ration Pack (7 days)	0.5
Emergency Breather	0.5
Flashlight	0
Restraints (x3)	1.5
Glow-Sticks (pack)	0.5
First Aid Kit	0.5
Total Burden	5

SPACER'S KIT (8 CREDITS)*For those who live between the stars.*

ITEM	BURDEN
Omni-Tool	0.5
Emergency Breather (x2)	1
Toolkit (Basic)	1
Ration Pack (7 days)	0.5
Beacon (Emergency)	0.5
Communicator (Standard)	0
First Aid Kit	0.5
Flashlight	0
Sealed Container	0.5
Personal Hygiene Kit	0.5
Entertainment Device	0
Total Burden	5

CHAPTER 10

WEAPON & ARMOR MODIFICATIONS

"Any fool can buy a weapon off the rack. It'll work, factory specifications guarantee that much. But factory specifications are designed for the average user in the average situation, and you're not average, and your situations certainly aren't. The weapon that fits your hand, compensates for your weaknesses, emphasizes your strengths, that weapon doesn't come from a factory. It comes from understanding what you need and having the skill to make it happen.

Modification is an art. It's also a risk. Every change you make is a deviation from tested, proven design. Get it right, and you have something unique, something that works better for you than anything mass-produced ever could. Get it wrong, and you have an expensive paperweight. Or worse, something that looks like it works until the moment it doesn't, and then you're dead because your gun jammed or your armor failed or your scope was half a degree off at exactly the wrong time.

So learn the craft. Understand the principles. Respect the risks. And when you're ready, make your equipment truly yours."

Master Armorer Chen Wei-Lin, House Kurogane Technical Academy

INTRODUCTION: THE ART OF CUSTOMIZATION

Mass-produced gear is built for the average user in the average situation, and you are rarely either. This chapter covers customizing weapons and armor to fit a specific person and a specific role, closing the gap between good enough for most people and perfect for this one.

This chapter provides comprehensive rules for customizing weapons and armor to meet specific needs:

The Improvement System governs how many modifications equipment can accept. Every weapon and armor piece has a limited number of hardpoints, attachment locations and system capacity for modifications. This limit prevents the creation of impossibly over-modified equipment while still allowing significant customization.

Installation Rules determine how modifications are attached. Some modifications are simple enough for field installation; others require professional workshops, specialized tools, or rare expertise. The installation check determines success or failure, and failure carries consequences.

Weapon Modifications enhance, alter, or specialize weapons for particular roles. From simple additions like extended magazines to complex overhauls like barrel replacements and firing mechanism upgrades, weapon modifications allow personalization of offensive capability.

Armor Modifications customize protective equipment for specific needs, enhanced environmental protection, integrated systems, specialized resistance, and improved performance in particular situations.

Illegal Modifications push equipment beyond legal limits or add capabilities forbidden by law. These Black Market options offer powerful advantages but carry legal risks and often technical dangers.

Cosmetic Modifications allow personalization that doesn't affect statistics but creates character, custom finishes, personal symbols, and aesthetic touches that make equipment uniquely yours.

Throughout this chapter, the underlying philosophy is balance: modifications should allow meaningful customization without breaking game balance, creating interesting choices rather than obvious optimal builds.

10.1: MODIFICATION RULES

THE IMPROVEMENT SYSTEM

Every weapon and armor piece retains its canonical **Hardpoints** from the Core Rules: Hardpoints equal the item's Tech Tier. Rust and Steel also gives equipment an **Improvement Capacity**, a granular budget representing the combined complexity of installed modifications.

These restrictions coexist. Each installed modification consumes one Hardpoint and its listed Improvement Cost. Modifications share a Hardpoint only when a named **Shared Mount** rule explicitly permits that exact combination. A build is legal only when it fits both limits; fictional bundling never bypasses either budget.

WEAPON IMPROVEMENT CAPACITY

Weapon improvement slot capacity is determined by weapon type and tier:

WEAPON CATEGORY	BASE IMPROVEMENT CAPACITY
Pistols	2
SMGs	3
Rifles (Assault, Battle, Hunting)	4
Shotguns	3
Sniper Rifles	4
Heavy Weapons	3
Melee Weapons (One-Handed)	2
Melee Weapons (Two-Handed)	3
Exotic Weapons	Varies (see weapon entry)

Tier Modifier: Higher-tier weapons are typically built with more sophisticated architecture that accepts modifications more readily:

- Tier 1-2: Base improvement slots as listed
- Tier 3: Base improvement slots + 1
- Tier 4: Base improvement slots + 2
- Tier 5 (Precursor): Special rules apply (see Chapter 18)

Example: A standard assault rifle (Tier 2) has 4 base improvement slots. A military-grade assault rifle (Tier 3) has 5 improvement slots. An experimental prototype assault rifle (Tier 4) has 6 improvement slots.

ARMOR IMPROVEMENT CAPACITY

Armor improvement slot capacity is determined by armor weight class and tier:

ARMOR CLASS	BASE IMPROVEMENT CAPACITY
Light Armor	2
Medium Armor	4
Heavy Armor	6
Powered Armor (Light)	5
Powered Armor (Heavy)	8

Tier Modifier: As with weapons, higher-tier armor accepts more modifications:

- Tier 1-2: Base improvement slots as listed
- Tier 3: Base improvement slots + 1
- Tier 4: Base improvement slots + 2 **Example:** A standard combat shell (Medium Armor, Tier 2) has 4 improvement slots. An elite combat shell (Tier 3) has 5 improvement slots.

MODIFICATION IMPROVEMENT COSTS

Each modification has a **Improvement Cost** representing how much of the equipment's capacity it consumes. Costs range from 0 (minor modifications that don't significantly impact capacity) to 3 or more (major overhauls that reshape the equipment's fundamental nature).

IMPROVEMENT COST	MODIFICATION SCALE
0	Cosmetic or minimal (paint, grips, minor adjustments)
1	Standard modification (scopes, extended magazines, basic upgrades)
2	Significant modification (barrel replacements, integrated systems, major upgrades)
3+	Major overhaul (fundamental redesign, exotic systems, comprehensive enhancement)

Calculating Available Improvement Slots:

Available Improvement Slots = Total Improvement Capacity - Sum of Installed Modification Costs

A weapon or armor piece cannot accept modifications whose total Improvement Cost exceeds its capacity. Attempting to over-modify equipment automatically fails.

Example: Kira has an assault rifle with 4 improvement slots. She installs an extended magazine (1 improvement slot) and a reflex sight (1 improvement slot). She has 2 improvement slots remaining. She wants to add a suppressor (1 improvement slot) and an underbarrel grenade launcher (2 improvement slots), but their combined cost (3) exceeds her remaining capacity (2). She must choose one or the other.

INSTALLATION CHECKS

Installing a modification requires appropriate tools, adequate time, and a **Knowledge (Tech)** Roll when uncertainty and a meaningful consequence remain. Each entry's Installation DC is drawn from the Core ladder.

INSTALLATION REQUIREMENTS

Each modification states its required tools, time, and Installation DC. A value of **None** means a competent character can install it without a roll when the requirements are met.

MAKING THE INSTALLATION ROLL

Superior tools, a professional workshop, detailed instructions, extra time, or long familiarity with the equipment grant Advantage when materially relevant. Inferior tools, rushing, an unfamiliar modification, or poor working conditions impose Disadvantage. Multiple sources do not stack; one of each cancels.

INSTALLATION OUTCOMES

- **Critical Success:** The modification is installed, apply the normal critical payout, and choose one: halve the listed time or preserve one consumable component for later use.
- **Success with Hope:** The modification is installed; choose one: halve the listed time or learn one concrete future optimization for this item.
- **Success with Fear:** The modification is installed, but choose one consequence supported by the work: it takes twice the listed time, consumes one replacement component, or leaves a visible trace/warranty flag.
- **Failure with Hope:** It is not installed; materials remain reusable and the installer learns what tool, component, or preparation would permit a new attempt.
- **Failure with Fear:** It is not installed; the modification is damaged and unusable until repaired with Knowledge (Tech) DC 15. The base item remains usable unless the declared procedure required cutting into a core function, in which case that function is offline until the same repair. One roll causes at most one such result.

WHEN A ROLL IS NOT REQUIRED

Do not roll for an entry marked None, for cosmetic work, or for a safe routine installation whose nominal DC is 10. A qualified professional with full facilities also completes a DC 15-or-lower installation automatically when no pressure or opposition exists. A player cannot roll a consequence-free task merely to fish for a Critical Success.

REMOVING MODIFICATIONS

Modifications can be removed from equipment, freeing improvement slots for different modifications.

STANDARD REMOVAL

Removing a modification requires:

- Appropriate tools (same as installation)
- Time (typically half the installation time)
- No check required for standard removal

The removed modification is intact and can be installed elsewhere (assuming compatibility).

DIFFICULT REMOVAL

Some modifications are harder to remove:

- **Integrated Modifications:** Removal uses Knowledge (Tech) at the original Installation DC. Critical Success or either success removes it intact. Failure with Hope leaves it installed and intact. Failure with Fear leaves it installed and damages only the modification, which is unusable until repaired with Knowledge (Tech), DC 15, during a rest; the base item remains usable.
- **Damaged Equipment:** Repair the base item first. Attempting removal before repair uses Knowledge (Tech), DC 10: on success

remove the modification intact; Failure with Hope leaves it installed; Failure with Fear leaves it installed and degrades the base item one step under the adopted Condition Track, or takes its core function offline until Knowledge (Tech), DC 15, restores it if the module is inactive.

- **Incompatible Removal:** An entry that requires specialist equipment cannot be rolled without it. Once the listed equipment is present, use the Integrated Modification procedure above; absence of equipment creates no Roll or hidden damage.

MODIFICATION COMPATIBILITY

Not all modifications work with all equipment. Compatibility restrictions include:

WEAPON COMPATIBILITY

Weapon Type: Some modifications only work with specific weapon types.

- *Example: A "Rifle Scope" only works on rifles, not pistols or melee weapons.*

Firing Mechanism: Some modifications require specific firing mechanisms.

- *Example: A "Burst Fire Conversion" only works on weapons that fire discrete projectiles, not beam weapons.*

Physical Requirements: Some modifications have physical requirements.

- *Example: An "Extended Barrel" requires a weapon with a replaceable barrel.*

ARMOR COMPATIBILITY

Armor Class: Some modifications only work with specific armor weights.

- *Example: "Servo Enhancement" only works on Medium or Heavy armor with sufficient structure.*

Existing Properties: Some modifications require or conflict with existing properties.

- *Example: "Vacuum Seal Enhancement" requires the Environmental property; "Integrated Cooling" conflicts with thermal-signature mods.*

Physical Space: Some modifications require physical space that lighter armor lacks.

- *Example: "Integrated Medical System" requires Medium or heavier armor.*

STACKING AND CONFLICTS STACKING MODIFICATIONS

In general, different modifications stack, their benefits combine.

- *Example: A weapon with both "Accuracy Enhancement (+1)" and "Targeting Laser (+1)" gains +2 to attack rolls.*

However, **identical modifications do not stack**. You cannot install the same modification twice on the same equipment.

- *Example: You cannot install two "Extended Magazines" on the same weapon.*

MODIFICATION CONFLICTS

Some modifications conflict with each other, they cannot be installed on the same equipment simultaneously.

- **Physical Conflicts:** Modifications that occupy the same physical space.
- *Example: "Suppressor" and "Muzzle Brake" both attach to the barrel; only one can be installed.*
- **System Conflicts:** Modifications with incompatible systems.

- *Example: "Thermal Dampening" and "Heat Vent System" have conflicting heat management approaches.*

- **Property Conflicts:** Modifications that create contradictory properties.

- *Example: "Loud Enhancement" and "Suppressor" create opposite acoustic effects.*

Conflicts are noted in modification entries. Attempting to install conflicting modifications automatically fails.

PROFESSIONAL INSTALLATION SERVICES

Characters without technical skills or appropriate tools can hire professionals to install modifications.

PROFESSIONAL ARMORER

Availability: Most settlements with technical services

Cost: 25% of modification cost (minimum 1 Credit)

Capability: Can install any modification up to Tier 3 with no risk of failure (automatic success)

Time: Standard installation time

MASTER ARMORER

Availability: Major settlements, House facilities

Cost: 50% of modification cost (minimum 2 Credits)

Capability: Can install any modification up to Tier 4; provides +2 to equipment performance for 1 month (fine-tuning bonus)

Time: Standard installation time or rushed (half time) with no penalty

HOUSE TECHNICAL SPECIALIST

Availability: House facilities only

Cost: Varies (often requires House affiliation or significant payment)

Capability: Can install any modification including Experimental and House-specific; can attempt modifications that would normally be impossible

Time: As needed

10.2: WEAPON MODIFICATIONS

The following catalog presents weapon modifications organized by category. Each entry includes complete statistics, compatibility requirements, and tactical applications.

OPTICAL SYSTEMS

Optical modifications enhance aiming capability through magnification, targeting assistance, or alternative vision modes.

IRON SIGHTS (IMPROVED)*Better than factory default, but nothing fancy.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Any weapon with sights
Cost	0.5 Credits

Effect: +1 to attack rolls at Close range. No benefit at Far range or beyond.

Description: Upgraded iron sights with better visibility, tritium inserts for low-light conditions, and improved sight picture. A simple, reliable upgrade that doesn't add complexity or failure points.

Availability: Universal.

REFLEX SIGHT*Quick acquisition for fast engagements.*

STAT	VALUE
Improvement Cost	1
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	15 minutes
Compatible With	Any ranged weapon
Cost	1 Credit

Effect: Gain +1 on attack Rolls with the weapon. Once per Spotlight, drawing it as part of the attack is a free effect.

Description: A non-magnifying optical sight that projects an aiming point onto a lens, allowing rapid target acquisition with both eyes open. The reflex sight is the standard combat optic, fast, reliable, and effective at typical engagement ranges.

Availability: Universal.

HOLOGRAPHIC SIGHT*The next generation of combat optics.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	20 minutes
Compatible With	Any ranged weapon
Requires	Power (integral battery, 1000 hours)
Cost	4 Credits

Effect: +2 to attack rolls at Close range. +1 at Far range.

Description: A holographic projection system that creates a three-dimensional aiming reticle visible only to the shooter. The holographic sight offers faster acquisition than traditional scopes while providing more precise aiming than reflex sights. Battery life is excellent; most users never need to replace it.

Availability: Military suppliers, quality arms dealers.

TELESCOPIC SCOPE (VARIABLE)*See them before they see you.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Rifles, Sniper Rifles
Cost	4 Credits

Effect: +2 to attack rolls at Far range and beyond. -1 to attack rolls at Very Close range (too much magnification).

Description: A variable-magnification optical scope (typically 3-12x) for precision shooting at extended ranges. The scope includes adjustable magnification, windage and elevation adjustment, and range-finding reticle. Essential equipment for designated marksmen and snipers.

Availability: Universal.

SNIPER SCOPE (ADVANCED)*The precision shooter's best friend.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Sniper Rifles, Designated Marksman Rifles
Requires	Power (integral battery, 500 hours)
Cost	9 Credits

Effect: +3 to attack rolls at Far range and beyond. Ignore penalties for environmental conditions (wind, rain) at range. -2 to attack rolls at Very Close or Close range.

Description: A high-end optical system with integrated rangefinder, ballistic computer, and environmental compensation. The scope calculates bullet drop, wind deflection, and Coriolis effect, displaying the adjusted aim point in the reticle. For dedicated snipers, this is essential equipment.

Availability: Military suppliers, specialist dealers.

THERMAL IMAGING SIGHT*See heat, not light.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	30 minutes
Compatible With	Any ranged weapon
Requires	Power (integral battery, 8 hours continuous)
Cost	4 Credits

Effect: Can see and target creatures by heat signature regardless of lighting conditions. Ignores concealment from darkness or smoke. No benefit against targets with thermal masking or in thermally noisy environments.

Description: A thermal imaging system that detects infrared radiation, displaying targets by their heat signature. Invaluable for night operations, smoke-filled environments, and detecting hidden enemies. The display overlays thermal data on normal vision, allowing simultaneous use.

Availability: Military suppliers.

SMART-LINK INTERFACE*Your weapon knows where you're looking.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any ranged weapon
Requires	User must have Optical Enhancement or Tactical HUD augmentation
Cost	9 Credits

Effect: +2 to attack rolls. Additionally, the weapon can be fired accurately without bringing it to eye level (from hip, around corners, etc.) at only -1 penalty instead of normal penalties for blind fire.

Description: A direct interface between the weapon's targeting system and the user's optical augmentation. The weapon projects its aim point directly into the user's field of vision, and eye-tracking allows aiming without traditional sight alignment. This enables firing from unconventional positions with accuracy normally impossible.

Availability: House Kurogane suppliers, high-end military dealers.

MULTI-SPECTRUM SIGHT*See across the entire spectrum.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Any ranged weapon
Requires	Power (integral battery, 4 hours per mode)
Cost	9 Credits

Effect: User can switch between normal vision, low-light amplification, thermal imaging, and ultraviolet modes. +1 to attack rolls in any mode. Can detect cloaked targets using thermoptic camouflage at -2 to normal detection DC.

Description: An integrated optic system that combines multiple vision modes into a single sight. The user can switch modes instantly, adapting to changing conditions. The sight's sensor fusion can detect anomalies that defeat single-mode detection, including some stealth systems.

Availability: Military elite suppliers, Black Market.

BARREL AND MUZZLE MODIFICATIONS

These modifications alter the weapon's barrel or muzzle device, affecting accuracy, sound, recoil, and projectile behavior.

SOUND SUPPRESSOR (STANDARD)

The sound of silence.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	10 minutes
Compatible With	Pistols, SMGs, Rifles (not shotguns or energy weapons)
Conflicts With	Muzzle Brake, Flash Hider, Compensator
Cost	4 Credits

Effect: The weapon gains [NEW] Silent. Subtract 1 from its damage total, minimum 0. The attack remains aggressive and ends Hidden normally.

Description: A sound suppressor reduces the sound of firing by capturing and slowly releasing propellant gases. Modern suppressors are effective and durable, adding minimal length and weight. The damage reduction reflects the slightly lower muzzle velocity from the suppressor's back-pressure.

Availability: Licensed military suppliers (restricted), Black Market.

SOUND SUPPRESSOR (ADVANCED)

Whisper-quiet, at a price.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	30 minutes
Compatible With	Pistols, SMGs, Rifles (not shotguns or energy weapons)
Conflicts With	Muzzle Brake, Flash Hider, Compensator
Cost	9 Credits

Effect: The weapon gains [NEW] Silent and its damage is unchanged. The attack remains aggressive and ends Hidden normally.

Description: An advanced sound suppressor using superior materials and gas-capture technology. The advanced design eliminates the velocity loss of standard sound suppressors while achieving even better sound reduction. Combined flash suppression makes the shooter virtually undetectable when firing.

Availability: Military special operations suppliers, Black Market.

MUZZLE BRAKE

Tame the recoil.

STAT	VALUE
Improvement Cost	1
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	15 minutes
Compatible With	Rifles, Sniper Rifles, Heavy Weapons
Conflicts With	Suppressor, Flash Hider
Cost	1 Credit

Effect: Negates the [NEW] High-Recoil property. If the weapon lacks High-Recoil, its second and later attacks during the same Spotlight gain +1 on the attack Roll.

Description: A muzzle device that redirects propellant gases to counteract recoil. Essential for high-powered rifles and anyone who wants faster follow-up shots. The device makes the weapon louder, it cannot be combined with suppressors.

Availability: Universal.

COMPENSATOR

Stay on target.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	15 minutes
Compatible With	Pistols, SMGs, Rifles
Conflicts With	Suppressor
Cost	4 Credits

Effect: +1 to attack rolls with automatic fire. Reduces muzzle climb for more accurate sustained fire.

Description: A compensator vents gases upward to counteract muzzle rise during automatic fire. It's designed specifically for weapons used in full-auto, keeping the point of aim from climbing with each shot.

Availability: Military suppliers.

FLASH HIDER*Fire without revealing yourself.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Any kinetic ranged weapon
Conflicts With	Suppressor, Muzzle Brake
Cost	0.5 Credits

Effect: Weapon produces no visible muzzle flash. Does not affect sound.

Description: A simple device that cools and disperses propellant gases before they exit the barrel, preventing the bright flash that would otherwise reveal the shooter's position. Standard equipment for night operations.

Availability: Universal.

EXTENDED BARREL*More velocity, more range.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Pistols, Rifles (not energy weapons)
Cost	4 Credits

Effect: Add +1 damage and increase the weapon's range by one Core band: Melee to Very Close, Very Close to Close, Close to Far, or Far to Very Far. Very Far cannot increase. Apply -2 to Agility Rolls made to conceal the weapon, and it no longer fits a standard holster.

Description: A longer barrel allows more complete propellant burn and higher muzzle velocity, increasing both damage and effective range. The trade-off is increased length, making the weapon less suitable for concealment or close-quarters work.

Availability: Universal.

HEAVY BARREL*Accuracy through mass.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Rifles, Sniper Rifles
Cost	4 Credits

Effect: +1 to attack rolls. Weapon gains +1 Burden. The heavier barrel resists heating, allowing sustained fire without accuracy degradation.

Description: A thicker, heavier barrel that absorbs heat better and provides greater rigidity for improved accuracy. The weight penalty is significant, but for precision shooting or sustained fire, the accuracy benefit is worth it.

Availability: Universal.

PORTED BARREL*Control through venting.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Pistols, SMGs
Cost	4 Credits

Effect: +1 to attack rolls with rapid fire or multiple shots. -1 damage at Far range (gas venting reduces velocity). Weapon cannot be suppressed.

Description: Ports cut into the barrel vent gases upward, reducing muzzle flip for faster follow-up shots. Effective for combat shooting but reduces long-range performance and makes suppression impossible.

Availability: Universal.

MAGAZINE AND AMMUNITION SYSTEMS

These modifications affect ammunition capacity, reload speed, and ammunition handling.

EXTENDED MAGAZINE*More rounds before reloading.*

STAT	VALUE
Improvement Cost	1
Tier	1
Tools Required	None
Installation DC	None (simple replacement)
Time	1 Action
Compatible With	Any weapon with detachable magazine
Cost	1 Credit

Effect: Magazine capacity increased by 50% (round up). Extended magazine may protrude from the weapon, affecting concealment (-1 to conceal checks).

Description: A larger magazine holding more ammunition. Extended magazines are a simple, effective way to increase ammunition capacity at the cost of some additional bulk.

Availability: Universal.

DRUM MAGAZINE*When you really don't want to reload.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	None
Installation DC	None (simple replacement)
Time	1 Action
Compatible With	SMGs, Rifles, Shotguns
Cost	4 Credits

Effect: Magazine capacity doubled (or more, typically 50-100 rounds for rifles). Weapon gains +1 Burden while drum is attached. Weapon cannot be concealed. Reload time increased to 2 Actions.

Description: A high-capacity drum magazine for sustained fire. The drum is bulky and heavy, but provides ammunition capacity that standard magazines cannot match. Popular for suppression fire and fixed defensive positions.

Availability: Military suppliers.

QUICK-CHANGE MAGAZINE SYSTEM*Reload in the blink of an eye.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Any weapon with detachable magazine
Cost	4 Credits

Effect: Reloading becomes a free effect once per round (normally an Action). Magazine ejection is automatic; insertion is streamlined.

Description: A modified magazine well and release mechanism that allows extremely fast magazine changes. The system automatically ejects empty magazines and guides new ones into position, allowing reloads without taking attention from the target.

Availability: Military suppliers.

INTEGRATED MAGAZINE COUPLER*Two magazines, one reload.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	None
Installation DC	None
Time	1 minute
Compatible With	Any weapon with detachable magazine
Cost	0.5 Credits

Effect: Two magazines are coupled together. When one is empty, switching to the second is a free effect. Both magazines must then be reloaded normally.

Description: A simple clamp that holds two magazines together, allowing rapid transition from one to the other. An inexpensive way to double immediate ammunition availability.

Availability: Universal.

SELECTIVE AMMUNITION FEED

The right round for the right target.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Rifles, Shotguns (requires weapon modification)
Cost	9 Credits

Effect: Weapon can hold two different ammunition types simultaneously. Switching between them is a free effect. Each ammunition type has its own capacity (split from normal capacity, typically 50/50 or user's choice).

Description: A dual-feed system that maintains separate ammunition supplies, allowing instant switching between different ammunition types, armor-piercing and standard, lethal and non-lethal, different specialized rounds.

Availability: Military specialty suppliers.

INTERNAL MAGAZINE EXPANSION

Hidden capacity.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Weapons with internal magazines (some shotguns, revolvers)
Cost	4 Credits

Effect: Internal magazine capacity increased by 2-4 rounds (depending on weapon). No external profile change.

Description: Modification of the weapon's internal structure to accommodate additional rounds without changing external dimensions. Requires careful work to maintain reliability.

Availability: Specialist gunsmiths.

STOCK AND GRIP MODIFICATIONS

These modifications affect weapon handling, stability, and ergonomics.

ERGONOMIC GRIP

Comfort breeds accuracy.

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	15 minutes
Compatible With	Any weapon with a grip
Cost	0.5 Credits

Effect: +1 to attack rolls after the first round of sustained fire (improved control over extended shooting).

Description: A grip designed for comfortable, consistent hand position. Ergonomic grips reduce fatigue during extended use and improve control over multiple shots.

Availability: Universal.

CUSTOM-FIT GRIP

Made for your hand alone.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	10
Time	2 hours
Compatible With	Any weapon with a grip
Cost	4 Credits

Effect: +1 to attack rolls for the character the grip was fitted for. -1 for anyone else using the weapon (the grip is specifically shaped for one hand).

Description: A grip custom-molded to fit a specific user's hand. The perfect fit provides superior control and comfort, but only for the intended user. A valuable personalization for a primary weapon.

Availability: Quality armorers.

FOLDING STOCK*Compact when you need it.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Rifles, SMGs, Shotguns
Cost	1 Credit

Effect: Weapon can be folded to reduce length by approximately 1/3. Folded weapon can be concealed more easily (+2 to concealment). Firing with stock folded imposes -2 to attack rolls.

Description: A stock that folds to the side or underneath the weapon for storage and transport. Essential for weapons that must fit in confined spaces or be concealed.

Availability: Universal.

ADJUSTABLE STOCK*Fit any shooter.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Rifles, SMGs, Shotguns
Cost	1 Credit

Effect: Stock adjusts for length of pull and cheek height. +1 to attack rolls when properly adjusted. Adjustment takes 1 minute; adjustment is specific to one shooter.

Description: A stock with adjustable length and cheek rest position, allowing the weapon to fit shooters of different sizes. Proper adjustment significantly improves accuracy.

Availability: Universal.

RECOIL-ABSORBING STOCK*Shoot all day without fatigue.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Rifles, Shotguns, Sniper Rifles
Cost	4 Credits

Effect: Negates [NEW] High-Recoil. If the weapon lacks High-Recoil, this modification has no further mechanical effect.

Description: A stock incorporating mechanical or hydraulic recoil absorption. The system captures recoil energy and dissipates it over time, dramatically reducing felt recoil.

Availability: Universal.

PISTOL GRIP CONVERSION*Compact handling for CQB.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Shotguns, some Rifles
Cost	4 Credits

Effect: Weapon gains +1 to attack rolls at Very Close range. -1 at Close range and beyond. Weapon becomes more compact (-1 Burden, minimum 1).

Description: Replacing a full stock with a pistol grip creates a more compact weapon suited for close-quarters combat. The trade-off is reduced stability for longer-range shooting.

Availability: Universal.

VERTICAL FOREGRIP*Control for automatic fire.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Rifles, SMGs with rail system
Cost	0.5 Credits

Effect: +1 to attack rolls with automatic fire.**Description:** A vertical grip attachment that provides better control during automatic fire. The grip allows the support hand to pull down, counteracting muzzle rise.**Availability:** Universal.**BIPOD***Stability for precision.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Rifles, Sniper Rifles, LMGs
Cost	1 Credit

Effect: When deployed (requires prone or supported position), +2 to attack rolls. Deployment/retraction is a free effect.**Description:** Folding legs that provide a stable shooting platform. Essential for precision shooting and sustained fire from supported positions.**Availability:** Universal.**FIRING MECHANISM MODIFICATIONS**

These modifications alter how the weapon fires, affecting rate of fire, trigger characteristics, and firing modes.

MATCH TRIGGER*Feel every shot.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Any weapon with a trigger
Cost	4 Credits

Effect: +1 to attack rolls. Trigger pull is lighter and crisper, improving precision.**Description:** A precision trigger mechanism with reduced pull weight, minimal travel, and clean break. Match triggers improve accuracy but may be too sensitive for rough handling, they're designed for precision shooting, not combat tumbling.**Availability:** Quality gunsmiths.**HAIR TRIGGER***Speed above all.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Pistols, Rifles
Cost	4 Credits

Effect: +1 to the first attack Roll you make in each combat. On a **Failure with Fear** with this weapon, it fires accidentally only when a target in the established line of fire makes that consequence plausible; matched dice remain Critical Success.**Description:** An extremely light trigger for maximum speed. Hair triggers allow incredibly fast first shots but require careful handling, the slightest pressure can cause discharge.**Availability:** Specialist gunsmiths.

SELECTIVE FIRE CONVERSION*The right mode for the right situation.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Semi-automatic weapons
Cost	4 Credits

Effect: Weapon gains the [CR] Automatic property. This modification may be illegal depending on jurisdiction.

Description: Converting a semi-automatic weapon to selective fire, allowing burst or full automatic fire. This modification requires significant internal changes and is heavily restricted in most jurisdictions.

Availability: Black Market. Licensed military armorers.

BINARY TRIGGER*Two shots, one pull.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Semi-automatic weapons
Cost	4 Credits

Effect: Weapon fires once on trigger pull and once on release. Each attack action effectively makes two attacks at -2 each.

Description: A trigger mechanism that fires on both the pull and release strokes, effectively doubling fire rate while technically remaining semi-automatic. Legal in some jurisdictions that restrict automatic fire.

Availability: Specialty gunsmiths.

BURST LIMITER REMOVAL*Unlock full automatic.*

STAT	VALUE
Improvement Cost	0
Tier	2
Tools Required	Advanced Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Burst-fire weapons
Cost	1 Credit

Effect: Weapon converts from burst-only to full automatic (gains [CR] Automatic property). Illegal modification in most jurisdictions.

Description: Removing the mechanical limiter that restricts a weapon to burst fire. A simple modification that dramatically increases the weapon's firepower and equally dramatically increases its legal restrictions.

Availability: Black Market.

INTEGRATED SYSTEMS

These modifications add secondary capabilities to weapons.

INTEGRATED FLASHLIGHT*See what you're shooting.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Any weapon with rail system
Cost	0.5 Credits

Effect: Weapon-mounted flashlight illuminates target area. Can be used to dazzle opponents (target must make a DC 10 Agility Reaction Roll or be Blinded until end of their next Spotlight; only works in darkness).

Description: A bright LED flashlight mounted to illuminate the target area. The flashlight serves both tactical purposes (target identification, intimidation, dazzling) and practical ones (navigating dark environments while ready to fire).

Availability: Universal.

LASER SIGHT*Point and shoot.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	15 minutes
Compatible With	Any ranged weapon
Cost	1 Credit

Effect: +1 to attack rolls at Close range. Laser is visible to targets (may serve as warning or intimidation).

Description: A laser projected onto the target, allowing intuitive aiming without using sights. The visible dot also serves a psychological function, seeing a red dot appear on your chest is disconcerting.

Availability: Universal.

INTEGRATED LASER (INFRARED)*Target without warning.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	15 minutes
Compatible With	Any ranged weapon
Requires	User needs low-light or thermal vision to see the laser
Cost	4 Credits

Effect: +1 to attack rolls. Laser is invisible to targets without appropriate vision enhancement.

Description: An infrared laser that provides targeting assistance without revealing the aiming point to the target. Requires night vision equipment or appropriate augmentation to use.

Availability: Military suppliers.

UNDERBARREL GRENADE LAUNCHER*Add area effect capability.*

STAT	VALUE
Improvement Cost	2
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Rifles
Cost	4 Credits

Effect: Adds grenade launcher capability (see Chapter 6). Launcher holds 1 grenade; firing and reloading each require an Action. Weapon gains +1 Burden.

Description: A single-shot grenade launcher mounted beneath the rifle barrel. Provides area-effect capability without requiring a dedicated launcher weapon.

Availability: Military suppliers.

UNDERBARREL SHOTGUN*Door-breacher and backup.*

STAT	VALUE
Improvement Cost	2
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Rifles
Cost	4 Credits

Effect: Adds shotgun capability (Tier 1 shotgun statistics). Shotgun holds 3 rounds; firing and reloading each require an Action. Weapon gains +1 Burden.

Description: A compact shotgun mounted beneath the rifle barrel. Provides breaching capability and close-range firepower as a secondary weapon.

Availability: Military suppliers.

INTEGRATED BAYONET MOUNT*When bullets run out.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	10 minutes
Compatible With	Rifles
Cost	0.5 Credits (mount only; bayonet additional)

Effect: Allows attachment of a bayonet (Tier 1 melee weapon, 1d6 Physical damage). Attaching or detaching it is part of a weapon swap when the fiction permits; otherwise it is a Maneuver.

Description: A mounting lug that accepts standard bayonets. An old solution to an old problem, what to do when enemies close to melee range.

Availability: Universal.

WEAPON LINK SYSTEM*Share targeting data.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Any ranged weapon
Requires	Communications system (implant or carried device)
Cost	4 Credits

Effect: Weapon shares targeting data with linked allies. When you hit a target, linked allies gain +1 to attack that target until the end of their next Spotlight.

Description: A data-link system that transmits targeting information, range, wind, target location, to allies with compatible systems. Enables coordinated fire even without verbal communication.

Availability: Military suppliers.

FRAME AND STRUCTURE MODIFICATIONS

These modifications alter the weapon's physical construction.

REINFORCED FRAME*Built to last.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any weapon
Cost	4 Credits

Effect: Ignore the first environmental degradation trigger affecting this weapon between Long Rests. +1 Burden. This does not grant the Core Reliable property.

Description: Strengthened construction using premium materials. The reinforced weapon is heavier but significantly more durable, resisting damage that would ruin lesser weapons.

Availability: Quality armorers.

LIGHTWEIGHT FRAME*Speed over durability.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any weapon
Cost	4 Credits

Effect: Weapon's Burden reduced by 1 (minimum 0.5). Weapon gains the [NEW] Fragile property (degrades faster).

Description: Construction with lighter materials, alloy frames, polymer components, skeletonized structures. The reduced weight improves handling at the cost of durability.

Availability: Quality armorers.

CORROSION RESISTANCE

Function in any environment.

STAT	VALUE
Improvement Cost	0
Tier	2
Tools Required	Advanced Toolkit
Installation DC	10
Time	2 hours
Compatible With	Any weapon
Cost	2 Credits

Effect: Weapon is immune to environmental degradation from corrosive atmospheres, salt water, and similar hazards. Does not affect degradation from use.

Description: Specialized coatings and sealed construction that protect against environmental damage. Essential for operation in corrosive environments.

Availability: Industrial suppliers.

MODULAR CONSTRUCTION

Reconfigure for any mission.

STAT	VALUE
Improvement Cost	1
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Rifles
Cost	9 Credits

Effect: Weapon can be reconfigured between different forms: rifle, carbine, and designated marksman configurations. Reconfiguration takes 10 minutes and changes effective range and handling characteristics. The weapon essentially becomes three weapons in one.

Description: A weapon built around a modular core that accepts different barrel lengths, stocks, and optic mounts. One weapon can be configured for close-quarters, standard, or precision work depending on mission requirements.

Availability: Military and quality gunsmiths.

COLLAPSIBLE DESIGN

Hidden until needed.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	SMGs, Rifles
Cost	9 Credits

Effect: Weapon can collapse to approximately half its normal size, fitting in a briefcase or under a coat. Collapsing/deploying takes 1 Action. Weapon gains [NEW] Concealable property when collapsed.

Description: A weapon designed for covert transport, quick-connect barrel, folding stock, and compact action allow it to disassemble into an innocuous package and reassemble rapidly when needed.

Availability: Black Market, special operations suppliers.

ENERGY WEAPON MODIFICATIONS

These modifications apply specifically to energy weapons (plasma, laser, etc.).

POWER CELL EXPANSION

More shots per cell.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Energy weapons
Cost	4 Credits

Effect: Weapon's power cell capacity increased by 50%. Weapon gains +0.5 Burden.

Description: An expanded power cell housing that accepts larger capacity cells. The trade-off is additional weight and bulk.

Availability: Energy weapon suppliers.

QUICK-CHANGE POWER SYSTEM*Reload as fast as kinetic weapons.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Energy weapons
Cost	4 Credits

Effect: Power cell replacement becomes a free effect once per round (normally an Action).

Description: A modified cell housing with automatic ejection and snap-in insertion. Energy weapon users can reload as fast as kinetic weapon users.

Availability: Military suppliers.

BEAM SPLITTER*Multiple targets, one shot.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Laser weapons
Cost	9 Credits

Effect: Weapon can fire in split-beam mode, attacking up to 3 targets within Very Close range of each other with a single attack. Each target takes half damage (round down). Consumes 2x normal power.

Description: Optical systems that divide the beam into multiple targeting paths. Each beam is weaker than the original, but the ability to engage multiple targets simultaneously can be decisive.

Availability: House Kurogane suppliers, high-end military dealers.

OVERCHARGE CAPACITOR*Maximum power when you need it.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Energy weapons
Cost	9 Credits

Effect: Weapon gains the [NEW] Overcharge property. Can mark 1 Stress to add +1d6 damage; if the attack misses, weapon degrades one step.

Description: An auxiliary capacitor system that stores additional power for release in a single devastating shot. The overcharge stresses the weapon, but the damage potential may be worth it.

Availability: Military and specialty energy weapon suppliers.

HEAT SINK UPGRADE*Fire longer, fire faster.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Energy weapons
Cost	4 Credits

Effect: Weapon ignores penalties from sustained fire and heat buildup. +1 to attack rolls with automatic fire (for energy weapons with that capability).

Description: Enhanced cooling systems that manage the heat buildup from rapid fire. Essential for sustained energy weapon use.

Availability: Energy weapon suppliers.

VARIABLE YIELD SYSTEM*Dial your damage.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Energy weapons
Cost	9 Credits

Effect: Weapon can be adjusted between low, standard, and high power settings:

- Low: Half damage, double shots per cell
- Standard: Normal damage and consumption
- High: +1d6 damage, half shots per cell

Switching settings is a free effect.

Description: A power regulation system that allows the user to adjust weapon output. Low power for conserving ammunition or non-lethal suppression; high power for armored targets or maximum damage.

Availability: House Kurogane suppliers, military energy weapon dealers.

MELEE WEAPON MODIFICATIONS

These modifications apply specifically to melee weapons.

MONO-MOLECULAR EDGE*Cut through anything.*

STAT	VALUE
Improvement Cost	1
Tier	3
Tools Required	Specialist Equipment
Installation DC	15
Time	4 hours
Compatible With	Bladed melee weapons
Cost	9 Credits

Effect: Weapon gains [CR] AP (2). The edge is so fine it slips between armor molecules.

Description: A blade edge honed to mono-molecular thickness, a single molecule wide. The edge is extraordinarily sharp but also fragile; it must be maintained regularly or it degrades (check after each combat; on 1 on d6, edge dulls and requires resharpener at 25% mod cost).

Availability: House Kurogane specialists, high-end weapon smiths.

POWERED ENHANCEMENT*Augmented striking power.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Melee weapons
Requires	Power cell (8 hours continuous)
Cost	9 Credits

Effect: Weapon gains +1d6 damage when powered. Power cell lasts 8 hours of combat use (much longer if only activated for strikes).

Description: Servo-enhanced striking power or vibration systems that multiply the weapon's impact. The powered weapon hits significantly harder than a mundane equivalent.

Availability: Military suppliers, specialty weapon smiths.

SHOCK EMITTER*Stun with every strike.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Melee weapons
Requires	Power cell (20 charges)
Cost	4 Credits

Effect: On hit, can expend 1 charge to force the target to make a Strength Reaction Roll (DC 15) or be Stunned until end of their next Spotlight. 20 charges per cell.

Description: Electrical discharge system that delivers a stunning shock on contact. Effective for capture operations or disabling enemies without lethal force.

Availability: Security suppliers.

THERMAL EDGE*Cut and burn.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Bladed melee weapons
Requires	Power cell (2 hours continuous)
Cost	4 Credits

Effect: The weapon gains [NEW] Thermal and uses the normal Thermal procedure against its Feature DC. It never creates a second fixed-DC Reaction.

Description: A superheated edge that burns as it cuts. The wound cauterizes as it's inflicted, no bleeding, but severe burn damage.

Availability: Military suppliers.

TOXIN RESERVOIR*A blade that poisons.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Bladed melee weapons
Cost	4 Credits (reservoir only; toxin additional)

Effect: Weapon can deliver one dose of toxin per hit. Reservoir holds 5 doses. Refilling requires appropriate toxin and 1 minute.

Description: A concealed reservoir that delivers poison through channels in the blade. The reservoir automatically doses the blade when a strike lands.

Availability: Black Market.

RETRACTABLE MECHANISM*A blade that appears from nowhere.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Small bladed melee weapons
Cost	4 Credits

Effect: Blade can retract into handle/forearm guard, becoming concealable (DC 15 to detect). Deployment is a free effect.

Description: A mechanism that stores the blade in a compact configuration. Useful for concealment and surprise.

Availability: Specialty weapon smiths, Black Market.

EXTENDED REACH*Strike from further away.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Melee weapons
Cost	4 Credits

Effect: Weapon gains the Core Reach property and may attack at Very Close range without entering Melee.

Description: Extended handle, telescoping shaft, or chain/cord attachment that allows the weapon to strike at greater distances.

Availability: Weapon smiths.

DEFENSIVE CONFIGURATION*Attack and defense in one.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Melee weapons
Cost	4 Credits

Effect: Weapon gains the [NEW] Defensive property (+1 Evasion against melee attacks while wielding).

Description: Guard modifications, blade geometry changes, or integrated parrying surfaces that improve the weapon's defensive capability.

Availability: Weapon smiths.

DEFENSIVE CONFIGURATION

WEAPON MODIFICATION SUMMARY	HP	TIER	DC	EFFECT	COST
Optical Systems					
Iron Sights (Improved)	0	1	10	+1 attack (Close)	0.5
Reflex Sight	1	1	10	+1 attack, fast draw	1
Holographic Sight	1	2	15	+2 attack (Close), +1 (Far)	4
Telescopic Scope	1	2	15	+2 attack (Far+), -1 (Close)	4
Sniper Scope (Advanced)	2	3	20	+3 attack (Far+), ignore environment	9
Thermal Imaging Sight	1	2	15	See heat signatures	4
Smart-Link Interface	2	3	20	+2 attack, blind fire at -1	9
Multi-Spectrum Sight	2	3	20	Multiple vision modes, detect stealth	9
Barrel/Muzzle					
Sound Suppressor (Standard)	1	2	15	Silent property, -1 damage	4
Sound Suppressor (Advanced)	2	3	20	Silent, no damage penalty	9
Muzzle Brake	1	1	10	Negate High-Recoil	1
Compensator	1	2	15	+1 attack (auto fire)	4
Flash Hider	0	1	10	No muzzle flash	0.5
Extended Barrel	1	2	15	+1 damage, +1 range	4
Heavy Barrel	1	2	15	+1 attack, +1 Burden	4
Ported Barrel	1	2	15	+1 attack (rapid fire)	4
Magazine/Ammo					
Extended Magazine	1	1	-	+50% capacity	1
Drum Magazine	1	2	-	Double capacity, +1 Burden	4
Quick-Change Mag	1	2	15	Reload as free effect	4
Magazine Coupler	0	1	-	Two magazines linked	0.5
Selective Feed	2	3	20	Two ammo types	9
Stock/Grip					
Ergonomic Grip	0	1	10	+1 attack (sustained)	0.5
Custom-Fit Grip	1	2	15	+1 attack (owner only)	4
Folding Stock	0	1	10	Compact storage	1
Adjustable Stock	0	1	10	+1 attack (adjusted)	1
Recoil-Absorbing Stock	1	2	15	Negate High-Recoil	4
Vertical Foregrip	0	1	10	+1 attack (auto fire)	0.5
Bipod	0	1	10	+2 attack (deployed)	1
Firing Mechanism					

DEFENSIVE CONFIGURATION (continued)

WEAPON MODIFICATION SUMMARY	HP	TIER	DC	EFFECT	COST
Match Trigger	1	2	15	+1 attack	4
Hair Trigger	1	2	15	+1 to the first attack Roll in each combat	4
Selective Fire	1	2	15	Add Automatic property	4
Binary Trigger	1	2	15	Double shots per action	4
Integrated Systems					
Flashlight	0	1	10	Illumination, dazzle	0.5
Laser Sight	0	1	10	+1 attack (Close)	1
IR Laser	1	2	15	+1 attack, invisible	4
UB Grenade Launcher	2	2	15	Add grenade capability	4
UB Shotgun	2	2	15	Add shotgun capability	4
Bayonet Mount	0	1	10	Melee backup	0.5
Weapon Link	1	2	15	Share targeting data	4
Frame/Structure					
Reinforced Frame	1	2	15	Ignore first environmental degradation trigger; +1 Burden	4
Lightweight Frame	1	2	15	-1 Burden, Fragile property	4
Corrosion Resistance	0	2	15	Environmental protection	2
Modular Construction	1	3	20	Reconfigurable	9
Collapsible Design	2	3	20	Concealable when folded	9
Energy Weapon					
Power Cell Expansion	1	2	15	+50% capacity	4
Quick-Change Power	1	2	15	Reload as free effect	4
Beam Splitter	2	3	20	Multiple targets	9
Overcharge Capacitor	2	3	20	Overcharge property	9
Heat Sink Upgrade	1	2	15	Sustained fire capability	4
Variable Yield	2	3	20	Adjustable power	9
Melee Weapon					
Mono-Molecular Edge	1	3	20	AP (2)	9
Powered Enhancement	2	3	20	+1d6 damage	9
Shock Emitter	1	2	15	Stun on hit	4
Thermal Edge	1	2	15	Thermal property	4
Toxin Reservoir	1	2	15	Poison delivery	4
Retractable Mechanism	1	2	15	Concealable blade	4
Extended Reach	1	2	15	Reach property	4
Defensive Configuration	1	2	15	Defensive property	4

10.3: ARMOR MODIFICATIONS

Armor modifications customize protective equipment for specific needs, enhanced environmental protection, integrated systems, specialized resistance, and improved performance in particular situations. Unlike weapon modifications that enhance offense, armor modifications expand defensive options and utility capabilities.

PROTECTIVE ENHANCEMENTS

These modifications improve the armor's basic protective function.

REINFORCED PLATING

More protection where it matters.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Medium and Heavy armor
Cost	4 Credits

Effect: +1 to Major and Severe Damage Thresholds. +0.5 Burden.

Description: Additional armor plating installed over vital areas, heart, spine, throat. The extra protection adds weight but significantly improves survival against penetrating hits.

Availability: Military suppliers, quality armorers.

ABLATIVE LAYER

Sacrifice material to save lives.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Cost	9 Credits

Effect: Armor gains [NEW] **Ablative (2)**: two separate charges, each able to lower one incoming hit one severity step after severity is determined. Spend at most one per hit; Repair All Armor restores both.

Description: Sacrificial outer layers designed to absorb extreme damage by vaporizing on impact. The ablative material is consumed but protects the wearer from hits that would otherwise be devastating.

Availability: Military suppliers, House Joric specialists.

TRAUMA PADDING

Absorb the impact.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	1 hour
Compatible With	Any armor
Cost	4 Credits

Effect: +2 to Damage Thresholds against bludgeoning damage specifically. Additionally, fall damage reduced by 1d6.

Description: Impact-absorbing gel or foam layers beneath the armor surface. The padding distributes blunt force impacts, reducing trauma from bludgeoning weapons and falls.

Availability: Universal.

HARDENED PLATING (ENERGY)

Reflect the beam.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Cost	9 Credits

Effect: Armor gains resistance to Energy damage (half damage before applying to thresholds).

Description: Reflective and ablative coatings designed to scatter and absorb energy weapon fire. The treatment is effective against plasma, laser, and other directed energy weapons.

Availability: Military suppliers.

HARDENED PLATING (KINETIC)*Turn the bullet.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Cost	9 Credits

Effect: Armor gains resistance to Physical damage (halve the damage before applying thresholds).

Description: Sloped armor surfaces and ultra-hard materials designed to deflect and resist projectile impacts. Effective against ballistic weapons, shrapnel, and physical impacts.

Availability: Military suppliers.

REACTIVE ARMOR LAYER*Fight fire with fire.*

STAT	VALUE
Improvement Cost	2
Tier	4
Tools Required	Specialist Equipment
Installation DC	20
Time	6 hours
Compatible With	Heavy armor only
Cost	16 Credits

Effect: When hit by an attack that exceeds the Major Threshold, the reactive layer detonates outward, reducing damage by 50% (after threshold calculation). Each use consumes one reactive panel; armor has 4 panels. Panels can be replaced (4 Credits per panel).

Description: Explosive panels that detonate outward when penetrated, disrupting the incoming projectile or energy beam. Originally designed for vehicle armor, miniaturized versions now exist for personal armor.

Availability: House Joric specialists, military heavy armor suppliers.

EXTRA ARMOR SLOTS*More capacity to absorb punishment.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: Armor gains +2 maximum Armor Slots.

Description: Additional armor capacity through improved structural design, redundant protection layers, or energy-absorbing materials. The armor can sustain more damage before becoming depleted.

Availability: Universal.

REACTIVE PLATING RETROFIT*Hold the line.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Heavy armor
Cost	9 Credits

Effect: Armor gains the [NEW] Reactive Plating property. Once per scene after a hit's severity is determined but before HP is marked, lower that hit one severity step without spending an Armor Slot. It cannot reduce direct HP damage and applies at most once to a hit.

Description: Comprehensive structural reinforcement that allows the armor to absorb exceptional impacts without degrading. The reactive layer holds together under stress that would compromise lesser protection.

Availability: House Joric suppliers, military heavy armor specialists.

ENVIRONMENTAL SYSTEMS

These modifications enhance the armor's environmental protection capabilities.

VACUUM SEAL ENHANCEMENT*Better void protection.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Life support duration doubled. Additionally, seal integrity improved, armor maintains seal against minor punctures (automatic sealing of holes up to 1cm diameter).

Description: Improved seals, redundant life support, and self-sealing capability. Essential upgrades for armor that may face extended void operations or combat in vacuum.

Availability: Space equipment suppliers.

RADIATION HARDENING*Walk through the fire.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Complete protection against radiation up to extreme levels. Without this modification, standard Environmental armor provides only moderate radiation protection.

Description: Lead-equivalent shielding and radiation-absorbing materials that block even severe radiation exposure. Essential for nuclear cleanup, certain stellar phenomena, and operations near unshielded reactors.

Availability: Industrial and military suppliers.

THERMAL REGULATION (ADVANCED)*Comfortable anywhere.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: Wearer is comfortable in temperatures from -100°C to 150°C. Additionally, gain +2 to Damage Thresholds against Energy damage carrying the Thermal or Fire tag.

Description: Active heating and cooling systems that maintain comfortable internal temperature across extreme environmental conditions. The thermal management also provides protection against weapons designed to burn.

Availability: Environmental equipment suppliers.

HAZARD SEALING*Protection against contamination.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Armor gains the [NEW] Hazard-Sealed property, immunity to contact or inhalation-based poisons, diseases, and radiation while sealed.

Description: Enhanced sealing and filtration systems that protect against biological, chemical, and radiological hazards. Essential for operations in contaminated environments.

Availability: Industrial and medical suppliers.

UNDERWATER OPERATIONS PACKAGE*Fight beneath the waves.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Armor functions underwater without a penalty and permits normal personal range-band movement while submerged. Its life support extracts oxygen from water.

Description: Modifications for underwater operation, pressure compensation, underwater propulsion, and aquatic life support. Allows the wearer to operate in oceanic environments as effectively as on land.

Availability: Naval suppliers, aquatic environment specialists.

PRESSURE COMPENSATION*Go deeper.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Armor withstands extreme pressure differentials, deep ocean, gas giant atmospheres, or similar high-pressure environments (up to approximately 100 atmospheres).

Description: Reinforced structural design and internal pressure management for extreme pressure environments. Without this modification, standard Environmental armor is limited to near-surface operations.

Availability: Industrial and exploration suppliers.

MOBILITY SYSTEMS

These modifications enhance movement and mobility.

SERVO-ASSISTANCE*Let the armor do the heavy lifting.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Requires	Power (integral cell, 24 hours)
Cost	9 Credits

Effect: Armor's effective Burden is reduced by 2 (minimum 1). Gain +1 to Strength Rolls involving physical exertion and to carrying capacity while wearing the armor. This does not modify weapon damage.

Description: Integrated servo motors that assist the wearer's movements, compensating for armor weight and enhancing strength. The servos require power but transform heavy armor from a burden to an asset.

Availability: Military suppliers, House Kurogane.

JUMP JETS*Take the high ground.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Requires	Fuel (10 uses)
Cost	9 Credits

Effect: As movement, spend 1 of 10 fuel uses to jump up to Far range horizontally or Close range vertically. A jump ending on a stable surface causes no falling damage. Refuel all uses during Downtime.

Description: Compact thrusters that provide assisted jumping capability. Not true flight, but enough lift to clear obstacles, reach raised positions, or cross gaps.

Availability: Military suppliers.

THRUSTER PACK*True mobility in three dimensions.*

STAT	VALUE
Improvement Cost	3
Tier	4
Tools Required	Specialist Equipment
Installation DC	20
Time	6 hours
Compatible With	Medium and Heavy armor
Requires	Fuel (30 minutes flight, 4 hours maneuvering)
Cost	16 Credits

Effect: The wearer moves normally using personal range bands while airborne. Fuel supports 4 hours in zero-G or 30 minutes in gravity before refueling.

Description: A substantial thruster system providing true flight capability. The pack is bulky but allows three-dimensional mobility that transforms tactical options.

Availability: Military special operations suppliers.

MAG-LOCK SYSTEM*Walk on any surface.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	10
Time	1 hour
Compatible With	Any armor
Cost	4 Credits

Effect: Armor gains the [NEW] Magnetic property. Wearer can walk on metallic surfaces regardless of gravity orientation. Additionally, +2 to resist knockback effects when engaged with a metal surface.

Description: Powerful magnetic grips in the boots (and optionally gloves) that allow the wearer to walk on metal surfaces in any orientation. Essential for zero-G EVA operations and useful for surprising enemy positioning in artificial environments.

Availability: Space equipment suppliers.

SPEED ENHANCEMENT*Move faster than unarmored.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Light and Medium armor
Requires	Power (integral cell, 8 hours)
Cost	9 Credits

Effect: Move one additional personal range band during each Spotlight.

Description: Powered systems that enhance leg movement, allowing faster running than would be possible unarmored. The enhancement is noticeable, the wearer moves with inhuman speed and responsiveness.

Availability: Military elite suppliers.

GRAPPLING SYSTEM*Go anywhere.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: The integrated line may anchor within Far range. Ascend one range band as normal movement; it supports the wearer and one willing human-scale creature or equivalent carried load.

Description: A retractable grappling system built into the armor, typically in the forearm or hip. Allows rapid ascent, crossing gaps, or pulling objects toward the wearer.

Availability: Military and security suppliers.

STEALTH AND CONCEALMENT

These modifications enhance the armor's stealth capabilities.

SOUND DAMPENING*Move in silence.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Light and Medium armor
Cost	4 Credits

Effect: Armor gains the [NEW] Silent property. +2 to Agility Rolls to avoid detection related to sound.

Description: Sound-absorbing materials, redesigned joints, and movement-damping technology that reduces the armor's acoustic signature to near-zero.

Availability: Security and military suppliers.

LOW-PROFILE DESIGN*Harder to see.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Light armor
Cost	4 Credits

Effect: +1 to Agility Rolls to avoid detection related to visual detection. Armor can be worn under loose clothing without obvious detection.

Description: Slim-line construction, matte surfaces, and shape-breaking design that minimize the armor's visual profile. The armor is designed to not look like armor.

Availability: Security suppliers.

THERMAL SIGNATURE MASKING*Invisible to heat seekers.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Requires	Power (integral cell, 4 hours)
Cost	4 Credits

Effect: The wearer cannot be detected by thermal imaging beyond Very Close range. Within Very Close, thermal detection uses its normal Instinct Roll.

Description: Active cooling and heat-distribution systems that mask the wearer's thermal signature. Effective against thermal imaging, heat sensors, and heat-seeking weapons.

Availability: Military stealth suppliers.

ACTIVE CAMOUFLAGE*Blend with any background.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Light and Medium armor
Requires	Power (integral cell, 2 hours active)
Cost	9 Credits

Effect: The armor displays the surrounding environment. Its wearer gains +4 to Agility Rolls to avoid visual detection while stationary, +2 after moving one band, or +1 after moving two or more bands during the current Spotlight.

Description: Camera and display systems that capture the surrounding environment and project it onto the armor surface. The wearer becomes difficult to see against any background.

Availability: Military special operations suppliers.

THERMOPTIC CAMOUFLAGE

True invisibility.

STAT	VALUE
Improvement Cost	3
Tier	4
Tools Required	Specialist Equipment
Installation DC	20
Time	6 hours
Compatible With	Light armor only
Requires	Power (integral cell, 1 hour active)
Cost	16 Credits

Effect: Armor gains the [NEW] Thermoptyc Camouflage property. While stationary or after moving no more than one range band during the current Spotlight, the wearer is effectively invisible. Moving two bands or taking an aggressive Action causes visible distortion, replacing automatic concealment with Advantage on Agility Rolls to avoid visual detection.

Description: Meta-material panels that bend light around the wearer, creating near-perfect invisibility. The technology is power-hungry and delicate, limiting it to light armor applications.

Availability: House Valerius suppliers, Black Market.

SENSOR BAFFLING

Ghost the machines.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: Armor gains the [NEW] Sensor-Baffling property. Electronic sensors (radar, motion detectors, life-sign detectors) have Disadvantage against detecting the wearer.

Description: Countermeasures against electronic detection, radar-absorbing materials, electromagnetic dampening, and signal-scattering surfaces. Effective against automated detection systems.

Availability: Military stealth suppliers.

INTEGRATED SYSTEMS

These modifications add functionality beyond basic protection.

INTEGRATED COMMUNICATIONS

Stay connected.

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Any armor
Cost	1 Credit

Effect: Armor includes built-in communication systems (10km range, encrypted).

Description: Integrated radio and communication systems with helmet microphone and earpiece. Standard equipment for any professional military or security force.

Availability: Universal.

TACTICAL HUD

Information at a glance.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with helmet
Cost	4 Credits

Effect: Helmet visor displays tactical information, compass, waypoints, ammunition count (for linked weapons), ally positions (for linked allies), and targeting data. Gain +1 to Knowledge Rolls to identify or analyze an established threat while working with linked allies.

Description: A heads-up display system integrated into the helmet, providing real-time tactical information. Essential for coordinated operations.

Availability: Military suppliers.

MEDICAL MONITORING SYSTEM*Know when you're dying.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: Armor monitors wearer's vital signs and injuries. Provides precise information about health status to wearer and (optionally) linked allies. Can alert medics when wearer is critically injured.

Description: Biometric sensors throughout the armor that track vital signs, detect injuries, and assess overall health status. Invaluable for squad medical response.

Availability: Military and medical suppliers.

AUTO-INJECTOR SYSTEM*Automatic medical response.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits (system only; drugs additional)

Effect: The armor holds 4 named doses. After each Long Rest, configure one trigger: immediately after the wearer becomes Incapacitated, after taking Severe-or-higher damage, or on manual command. The trigger automatically injects one configured dose; changing it requires another Long Rest.

Description: An automated injection system that delivers drugs on demand or when specified conditions are met. Can hold stimulants, painkillers, stabilizers, or combat drugs.

Availability: Military medical suppliers.

INTEGRATED MEDICAL KIT*First aid always ready.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	1 hour
Compatible With	Medium and Heavy armor
Cost	4 Credits

Effect: Armor includes integrated first aid supplies (equivalent to Trauma Kit, 3 uses). Additionally, +1 to Knowledge Rolls using medical training when using the integrated supplies.

Description: Medical supplies stored in accessible compartments throughout the armor, bandages,

hemostatic agents, painkillers, and basic surgical tools. Everything needed for field medicine, always at hand.

Availability: Military medical suppliers.

POWER SUPPLY (EXTENDED)*More energy for more systems.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	10
Time	1 hour
Compatible With	Powered systems
Cost	4 Credits

Effect: All powered armor systems have their duration doubled. Additionally, can provide power to external devices.

Description: An enhanced power cell or additional power storage that extends the operation time of all powered armor systems.

Availability: Technical suppliers.

TOOL INTEGRATION

Built-in equipment.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits

Effect: Armor includes integrated tools equivalent to Basic Toolkit. Tools deploy from forearm panels or finger tips.

Description: A variety of tools built into the armor, screwdrivers, wrenches, diagnostic probes, and other equipment. Always available, never lost.

Availability: Technical suppliers.

SENSOR INTEGRATION

See what others can't.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with helmet
Cost	4 Credits

Effect: Armor includes motion, thermal, and electromagnetic sensors. Gain +2 on Instinct Rolls to detect threats within Far range.

Description: Sensors built into the helmet that provide enhanced awareness of the surrounding environment, motion tracking, thermal imaging, and electromagnetic detection.

Availability: Military and security suppliers.

ENHANCED SENSOR SUITE

Miss nothing.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Armor with helmet
Cost	9 Credits

Effect: Armor includes comprehensive sensors. While conscious, the wearer cannot be surprised and gains +3 on Instinct Rolls to detect Hidden creatures or electronic devices within Far range.

Description: A full sensor suite providing comprehensive environmental awareness, motion tracking, life-sign detection, thermal imaging, electromagnetic detection, and threat analysis.

Availability: Military special operations suppliers.

DRONE UPLINK

Command your eyes in the sky.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with helmet
Cost	4 Credits

Effect: Wearer can control linked drones through armor systems. Drone camera feeds display in helmet HUD. Can control up to 3 drones simultaneously.

Description: Control and interface systems for remote drone operation. The wearer can see through drone cameras and issue commands without separate control equipment.

Availability: Military and security suppliers.

DEFENSIVE SYSTEMS

These modifications provide active defensive capabilities.

PERSONAL SHIELD GENERATOR*A wall of force.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Medium and Heavy armor
Requires	Power (integral cell, special, see below)
Cost	9 Credits

Effect: Shield provides 10 points of damage absorption. Activating costs a Reaction but shield remains active until depleted.

Regenerates 2 points per round when not taking damage. When depleted, requires 1 minute to restart. **Cross-Scale Protection:** This absorption applies normally against ship-scale weapon damage.

Absorb incoming damage before resolving the remaining damage under the Core Rules' Ship Weapons Against Personnel procedure.

Description: A miniaturized shield generator that projects a protective force field around the wearer. The field absorbs incoming damage before it reaches the armor.

Availability: House Kurogane suppliers, military elite suppliers.

COUNTERMEASURE SUITE*Confuse incoming threats.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Requires	Countermeasures (6 uses, 2 Credits to reload)
Cost	4 Credits

Effect: As a Reaction when targeted by a personal-scale Guided missile or Smart weapon, release one use and make Knowledge (Tech) DC 15. On success, that attack has Disadvantage. On failure, it resolves normally. This does not establish or break a starship Sensor Lock.

Description: Flares, chaff, electronic jammers, and decoys that confuse guided weapons. Essential against advanced military hardware.

Availability: Military suppliers.

DECOY PROJECTOR*There's more than one of you.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Any armor
Requires	Power (integral cell, 3 uses then recharge 1 hour)
Cost	9 Credits

Effect: As an Action, project a holographic decoy into an unoccupied point within Close range. It lasts 1 minute, until dismissed, or until touched. A creature studying it makes an Instinct Roll, DC 15, to identify it; its shots are harmless and it cannot block movement.

Description: A holographic projector that creates a convincing duplicate of the wearer. Useful for distraction, confusion, or drawing fire away from your actual position.

Availability: Military special operations suppliers, Black Market.

EMERGENCY DISPLACEMENT*Not there anymore.*

STAT	VALUE
Improvement Cost	3
Tier	4
Tools Required	Specialist Equipment
Installation DC	20
Time	6 hours
Compatible With	Light and Medium armor
Requires	Power (single use then 24-hour recharge)
Cost	16 Credits

Effect: Once per Long Rest, as a Reaction when hit, teleport to a visible unoccupied point within Close range. The triggering attack misses; costs and any other targets of the attack remain unchanged.

Description: An emergency teleportation system that moves the wearer a short distance to avoid an attack. The technology is exotic and power-hungry, limiting it to a single use per day.

Availability: Precursor-derived technology, Black Market.

COMFORT AND UTILITY

These modifications improve comfort and add utility functions.

CLIMATE CONTROL*Comfortable anywhere.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Any armor
Cost	1 Credit

Effect: Armor maintains comfortable internal temperature across normal environmental ranges (-20°C to 50°C).

Description: Basic heating and cooling systems that keep the wearer comfortable. Standard equipment for any armor intended for extended wear.

Availability: Universal.

COMFORT PADDING*Wear it all day.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	30 minutes
Compatible With	Any armor
Cost	0.5 Credits

Effect: Armor can be worn comfortably for extended periods without fatigue or chafing.

Description: Improved padding and ergonomic design that makes the armor comfortable for all-day wear. Essential for extended operations.

Availability: Universal.

WASTE RECLAMATION*Stay sealed indefinitely.*

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Armor with Environmental property
Cost	4 Credits

Effect: Armor includes waste processing systems that allow the wearer to remain sealed indefinitely without removal for biological needs. Water is reclaimed; waste is stored for later disposal.

Description: Comprehensive biological waste management. Not pleasant to think about, but essential for extended sealed operations.

Availability: Military and space equipment suppliers.

STORAGE COMPARTMENTS*Carry more gear.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	None (routine installation; no roll)
Time	30 minutes
Compatible With	Medium and Heavy armor
Cost	1 Credit

Effect: Armor includes numerous pouches and compartments. Carrying capacity for small items increased (equivalent to +1 Burden capacity for small items only).

Description: Pouches, pockets, and attachment points throughout the armor for carrying equipment. Keeps essential gear accessible without filling hands.

Availability: Universal.

QUICK-RELEASE SYSTEM*Get out fast.*

STAT	VALUE
Improvement Cost	0
Tier	1
Tools Required	Basic Toolkit
Installation DC	10
Time	30 minutes
Compatible With	Any armor
Cost	1 Credit

Effect: Emergency doffing time reduced to 1 Action. Armor is not damaged but must be properly refastened before wearing again (standard donning time).

Description: Quick-release mechanisms that allow emergency removal of the armor. Essential if armor becomes compromised or wearer needs immediate medical attention.

Availability: Universal.

QUICK-RELEASE SYSTEM

ARMOR MODIFICATION SUMMARY	HP	TIER	DC	EFFECT	COST
Protective					
Reinforced Plating	1	2	15	+1 Thresholds	4
Ablative Layer	2	3	20	Ablative (2) property	9
Trauma Padding	1	2	15	+2 vs. bludgeoning	4
Hardened (Energy)	2	3	20	Resist Energy damage	9
Hardened (Physical)	2	3	20	Resist Physical damage	9
Reactive Armor	2	4	25	Reduce damage 50% (4 uses)	16
Extra Armor Slots	1	2	15	+2 maximum Armor Slots	4
Reactive Plating Retrofit	2	3	20	Reactive Plating property	9
Environmental					
Vacuum Seal Enhancement	1	2	15	Double life support, self-seal	4
Radiation Hardening	1	2	15	Complete radiation protection	4
Thermal Regulation	1	2	15	Extended temp range, +2 vs. thermal	4
Hazard Sealing	1	2	15	Hazard-Sealed property	4
Underwater Package	1	2	15	Full underwater capability	4
Pressure Compensation	1	2	15	Extreme pressure tolerance	4
Mobility					
Servo-Assistance	2	3	20	-2 Burden, +1 Strength	9
Jump Jets	2	3	20	10m vertical / 20m horizontal jump	9
Thruster Pack	3	4	25	Flight capability	16

QUICK-RELEASE SYSTEM (continued)

ARMOR MODIFICATION SUMMARY	HP	TIER	DC	EFFECT	COST
Mag-Lock System	1	2	15	Magnetic property	4
Speed Enhancement	2	3	20	+1 movement band per Spotlight	9
Grappling System	1	2	15	30m grapple	4
Stealth					
Sound Dampening	1	2	15	Silent property	4
Low-Profile Design	1	2	15	+1 to Agility Rolls to avoid detection; concealable	4
Thermal Masking	1	2	15	Invisible to thermal	4
Active Camouflage	2	3	20	+1 to +4 on Agility Rolls to avoid visual detection, as its entry states	9
Thermoptic Camouflage	3	4	25	Near-invisibility	16
Sensor Baffling	1	2	15	Sensor-Baffling property	4
Integrated Systems					
Communications	0	1	10	Built-in comms	1
Tactical HUD	1	2	15	Info display; +1 Knowledge to analyze an established threat with linked allies	4
Medical Monitoring	1	2	15	Vital signs tracking	4
Auto-Injector	1	2	15	Automatic drug delivery	4
Integrated Medical	1	2	15	Trauma Kit (3 uses)	4
Extended Power	1	2	15	Double system duration	4
Tool Integration	1	2	15	Built-in toolkit	4
Sensor Integration	1	2	15	+2 to Instinct Rolls to detect threats	4
Enhanced Sensors	2	3	20	+3 to Instinct Rolls to detect threats; cannot be surprised	9
Drone Uplink	1	2	15	Control up to 3 drones	4
Defensive					
Personal Shield	2	3	20	10-point damage shield	9
Countermeasures	1	2	15	Defeat guided weapons	4
Decoy Projector	2	3	20	Holographic duplicate	9
Emergency Displacement	3	4	25	Teleport to avoid attack	16
Comfort/Utility					
Climate Control	0	1	10	Temperature comfort	1
Comfort Padding	0	1	10	Extended wear comfort	0.5
Waste Reclamation	1	2	15	Indefinite sealed operation	4
Storage Compartments	0	1	10	Extra small item storage	1
Quick-Release	0	1	10	1 Action emergency doff	1

10.4: ILLEGAL MODIFICATIONS (BLACK MARKET)

Some modifications push equipment beyond legal limits, bypassing safety restrictions, adding forbidden capabilities, or incorporating technology too dangerous for civilian use. These Black Market modifications offer significant advantages but carry substantial risks: legal consequences if discovered, technical dangers from corner-cutting or unstable technology, and social stigma among those who recognize illegal hardware.

LEGALITY AND RISK

Legal Status: Black Market modifications are illegal in most jurisdictions. Possession of illegally modified equipment typically results in confiscation, fines, and possible imprisonment. In strict jurisdictions (most Core Worlds, House territories during martial law), the penalties can include significant prison sentences or worse.

Detection Risk: Many illegal modifications are obvious to trained observers, modified firing mechanisms, concealed weapons, or equipment that simply shouldn't exist outside military arsenals. Others are more subtle but can be detected by detailed inspection (DC 15 to notice most illegal mods on casual inspection; DC 20 for well-concealed modifications).

Technical Risk: Black Market modifications often bypass safety systems, use unreliable components, or push equipment beyond design limits. They're more prone to malfunction than legal modifications, and failures can be dangerous.

Heat Generation: Acquiring and using Black Market modifications generates Heat (see Chapter 2). Simply purchasing generates +1 to +3 Heat depending on the modification's severity. Being caught with illegal modifications generates additional Heat.

BLACK MARKET WEAPON MODIFICATIONS FULL-AUTO CONVERSION (MILITARY)

Unrestricted automatic fire.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Semi-automatic weapons
Cost	4 Credits (Black Market price)
Legality	ILLEGAL (Tier 2 offense)
Heat Generated	+1 (purchase), +2 (if caught)

Effect: The weapon gains the Core Automatic property. Removed safety interlocks grant no additional attack, damage, ammunition, or action-economy benefit.

Risk: After an attack using Automatic resolves Failure with Fear, the weapon goes offline. The wielder may spend an Action on a later Spotlight to clear it. Matching dice remain a Critical Success; there is no consecutive-round counter or second overheating Roll.

Description: Complete removal of fire rate restrictions, enabling full automatic fire from semi-automatic weapons. Unlike military selective fire (which includes safety interlocks), this modification is a crude conversion that stresses the weapon.

Availability: Black Market.

ARMOR-PIERCING BARREL

Defeat protected targets.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Kinetic ranged weapons
Cost	9 Credits (Black Market price)
Legality	ILLEGAL (Tier 3 offense)
Heat Generated	+2 (purchase), +3 (if caught)

Effect: Weapon gains [CR] AP (3). All ammunition fired is treated as armor-piercing regardless of type.

Risk: The modified barrel is stressed by higher velocities. After every combat, roll d6; on 1, the barrel is damaged and must be replaced (4 Credits, 1 hour to install).

Description: A barrel optimized for high-velocity armor-piercing ammunition, with tight tolerances and hardened materials that significantly increase penetration at the cost of barrel life.

Availability: Black Market, illegal weapons dealers.

SOUND SUPPRESSOR (ILLEGAL)

No registration, no restrictions.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Basic Toolkit
Installation DC	10
Time	10 minutes
Compatible With	Kinetic ranged weapons
Cost	2 Credits (Black Market price, cheaper than legal)
Legality	ILLEGAL (Tier 1-2 offense depending on jurisdiction)
Heat Generated	+1 (purchase), +1 (if caught)

Effect: Identical to standard sound suppressor: weapon gains Silent property, -1 damage.

Risk: None beyond legal.

Description: A standard sound suppressor obtained without registration or legal purchase. Functionally identical to legal suppressors but obtained through Black Market channels, avoiding the paperwork and restrictions that legal purchases require.

Availability: Black Market.

EXPLOSIVE AMMUNITION CONVERSION*Turn every shot into a bomb.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Kinetic ranged weapons (magazine-fed)
Cost	9 Credits (conversion) + 4 Credits per magazine of explosive ammo
Legality	ILLEGAL (Tier 3 offense)
Heat Generated	+2 (purchase), +4 (if caught)

Effect: Modified firing mechanism can safely fire explosive ammunition. On a hit, add 1d6 damage to the primary target. Every other creature in a Very Close zone around the impact makes an Agility Reaction Roll, DC 10; on failure take half the final added die, rounded down, and on success take none.

Risk: Explosive ammunition is unstable. On a **Failure with Fear** attack, the round detonates in the weapon, dealing 2d6 Physical damage to the wielder and destroying the weapon.

Description: Modification that allows the weapon to fire specialized explosive-tipped ammunition. Each round contains a small explosive charge that detonates on impact. Incredibly dangerous but effective.

Availability: Black Market, illegal arms dealers.

CONCEALED WEAPON INTEGRATION*The gun they never see.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Specialist Equipment
Installation DC	15
Time	4 hours
Compatible With	Pistols, small SMGs
Cost	9 Credits
Legality	ILLEGAL (Tier 3 offense)
Heat Generated	+2 (purchase), +3 (if caught)

Effect: Weapon is concealed within an innocent-looking object (briefcase, prosthetic limb, electronic device). Detection requires DC 20 Instinct Roll or specific scanning. Weapon can be deployed and fired in the same Action.

Risk: During each Long Rest, spend 1 hour maintaining the concealment or mark it Neglected. The next Failure with Fear while attacking with the Neglected weapon makes it go offline until an Action and Knowledge (Tech), DC 10, restores it; then clear Neglected. Other results, including matching dice, do not malfunction.

Description: Expert concealment that hides a weapon within an ordinary object. The disguise is convincing enough to pass casual inspection and most security screening.

Availability: Black Market specialists.

KILL-SWITCH OVERRIDE*Defeat the safety measures.*

STAT	VALUE
Improvement Cost	0
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	1 hour
Compatible With	Weapons with electronic safety systems
Cost	2 Credits
Legality	ILLEGAL (Tier 2 offense)
Heat Generated	+1 (purchase), +2 (if caught)

Effect: Removes or bypasses any electronic safety systems on the weapon, biometric locks, kill-switches, tracking systems, or remote disable capability.

Risk: Make no second safeguard Roll. On Failure with Fear on the required Knowledge (Tech) installation Roll, the weapon's electronic firing function goes offline in addition to the standard damaged-modification result. Restore it during a rest with suitable tools and Knowledge (Tech), DC 15.

Description: Defeating the electronic systems that weapons manufacturers and authorities install to control weapon use. Essential for anyone using stolen or controlled weapons.

Availability: Black Market.

OVERCHARGE SYSTEM (DANGEROUS)*Maximum power, maximum risk.*

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Energy weapons
Cost	9 Credits
Legality	ILLEGAL (Tier 3 offense, dangerous modification)
Heat Generated	+2 (purchase), +3 (if caught)

Effect: An overcharged shot adds +2d6 Energy damage. If its attack Roll resolves Failure with Fear, the weapon becomes Broken and discharges: the wielder and every other creature within Very Close range make Agility Reaction Rolls, DC 15, taking 3d6 Energy damage.

on failure or half on success. Matching dice remain a Critical Success and never discharge the weapon.

Risk: The fixed discharge trigger is Failure with Fear on the overcharged attack Roll; no secondary die or die face creates it.

Description: A modification that bypasses safety limiters on energy weapons, allowing vastly increased power output. The modification is unstable; the power surge can cause the weapon's systems to fail catastrophically.

Availability: Black Market, desperate or reckless buyers.

BLACK MARKET ARMOR MODIFICATIONS MILITARY SHIELD GENERATOR (RESTRICTED)

House-grade protection, illegally obtained.

STAT	VALUE
Improvement Cost	3
Tier	4
Tools Required	Specialist Equipment
Installation DC	20
Time	6 hours
Compatible With	Medium and Heavy armor
Cost	16 Credits (Black Market price)
Legality	ILLEGAL (Tier 4 offense, military technology)
Heat Generated	+3 (purchase), +5 (if caught)

Effect: Gain a separate **4-Slot Shield track**. Against personal-scale damage, after severity is determined, spend at most one Shield Slot to lower that hit one severity step before ordinary Armor Slots. Against ship-scale weapon damage, this Shield track remains available: after the Core cross-scale calculation and halved personal thresholds determine severity, spend at most one Shield Slot to lower that severity one step before ordinary Armor Slots, then continue the Core **Ship Weapons Against Personnel** procedure. At the end of a round in which the wearer lost no HP, restore 1 Shield Slot. At 0 it grants no benefit; 30 seconds without taking damage restores all 4.

Risk: Create a visible 4-segment Trace clock when the shield is installed. At the end of a session in which it was exposed to a House scan, mark 1 segment. When the clock fills, the original owners dispatch a recovery team and clear the clock.

Description: Military-grade shield generators stolen from House armories or salvaged from destroyed units. Far superior to civilian models but marked for recovery.

Availability: Black Market, military contraband dealers.

OVERCLOCK SYSTEM

Push the armor past its limits.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Powered armor systems
Cost	9 Credits
Legality	ILLEGAL (Tier 2 offense, dangerous modification)
Heat Generated	+1 (purchase), +2 (if caught)

Effect: As a free effect, overclock powered armor systems for 1 minute:

- Servo-assisted armor: +2 Strength instead of +1
- Speed enhancement: move two additional personal range bands instead of one
- Shield generator: restores 2 Slots on its printed Shield track at the end of an eligible round instead of 1

When overclock ends, the chosen powered system goes offline. Restore it with 1 hour of work and 2 Credits of parts; no Roll is required outside pressure. If the Risk trigger below made it Broken, this ordinary repair is insufficient and the system requires full replacement.

Risk: When an Action using an overclocked benefit resolves Failure with Fear, the chosen powered system becomes Broken at the end of the Action and requires full replacement; matching dice remain a Critical Success.

Description: Software and hardware modifications that allow armor systems to be pushed beyond safe operating limits. Effective but hard on equipment.

Availability: Black Market.

IDENTITY MASK SYSTEM

Be anyone.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Advanced Toolkit
Installation DC	15
Time	4 hours
Compatible With	Armor with helmet
Cost	9 Credits
Legality	ILLEGAL (Tier 3 offense)
Heat Generated	+2 (purchase), +3 (if caught)

Effect: Helmet incorporates an identity mask system. Can appear as any humanoid face (requires reference image or scan). Additionally, broadcasts false biometric data to scanners.

Risk: Sophisticated security systems may detect the false data (DC 20 opposed check vs. security system rating).

Description: A comprehensive identity-spoofing system that changes facial appearance and defeats biometric security measures. Essential for infiltration operations where identity must be concealed.

Availability: Black Market, House Valerius black ops suppliers.

NEURAL JAMMER

Disable augmented targets.

STAT	VALUE
Improvement Cost	2
Tier	3
Tools Required	Specialist Equipment
Installation DC	20
Time	4 hours
Compatible With	Any armor
Cost	9 Credits
Legality	ILLEGAL (Tier 4 offense, weapon against civilians)
Heat Generated	+3 (purchase), +5 (if caught)

Effect: As an Action, spend 1 of 3 charges to emit a pulse within Close range. Each creature with augmentations makes a Strength Reaction Roll, DC 15; on failure choose one augmentation to go offline until the end of its next Spotlight and mark 1d6 Stress, on success mark half Stress and lose no augmentation. Recharge all uses over 1 hour with power.

Risk: The jammer affects the user's own augmentations if any. Roll DC 15 or user's augmentations are also affected.

Description: A focused electromagnetic pulse designed specifically to disable cybernetic systems.

Highly effective against augmented targets, completely illegal due to the indiscriminate danger it poses.

Availability: Black Market, anti-augmentation extremists.

CONCEALED BLADE SYSTEM

Always armed.

STAT	VALUE
Improvement Cost	1
Tier	2
Tools Required	Advanced Toolkit
Installation DC	15
Time	2 hours
Compatible With	Any armor
Cost	4 Credits
Legality	ILLEGAL (Tier 2 offense)
Heat Generated	+1 (purchase), +2 (if caught)

Effect: Armor includes concealed retractable blades (forearm, knuckles, or elbow). Deploying them is part of a weapon swap when the fiction permits; otherwise it is a Maneuver. They deal 1d6 Physical damage, plus 1d6 if the target was unaware of the blades.

Risk: None beyond legal.

Description: Hidden blades built into the armor, deploying on command for surprise attacks or as a backup weapon. The concealment defeats most searches.

Availability: Black Market.

BLACK MARKET SERVICES

Beyond specific modifications, the Black Market offers services that support illegal equipment use.

REGISTRATION SCRUBBING

Cost: 2 Credits per item

Effect: Removes or alters weapon/armor registration data, making the item untraceable to its origin. Does not affect physical appearance.

Risk: Detection by sophisticated analysis (DC 20) reveals the scrubbing.

SERIAL NUMBER REPLACEMENT

Cost: 1 Credit per item

Effect: Physical replacement of identifying serial numbers with false ones. The item is a different specific unit.

Risk: Close inspection (DC 15) reveals the modification.

CLEAN DOCUMENTATION

Cost: 4 Credits per item

Effect: False documentation (purchase records, registration, permits) for an item. The documentation appears genuine and traces to fictional or deceased owners.

Risk: An Instinct or Knowledge Roll by authorities, DC 15, reveals the fraud.

HEAT REDUCTION SERVICES

Cost: 5 Credits per point of Heat

Effect: The Black Market can help reduce Heat through various means, bribery, false evidence, frame jobs. Each 5 Credits spent reduces Heat by 1 point.

Risk: If the acquisition Roll for the service resolves Failure with Fear, no Heat is removed and the crew gains 1 Heat instead.

10.5: QUIRKS & CHARACTER (COSMETIC OPTIONS)

Not all modifications affect statistics. Cosmetic modifications personalize equipment, creating character and history through visual elements that don't change mechanical function. These modifications are generally legal, inexpensive, and unlimited by the improvement slot system, they occupy no improvement slots and can be added freely.

THE VALUE OF PERSONALIZATION

Why invest in cosmetic modifications when they provide no mechanical benefit? Several reasons:

Character Identity: A weapon or armor with history and personality becomes part of who a character is, not just what they own. The scratches, symbols, and modifications tell a story.

Recognition: Distinctive equipment is remembered. Allies recognize you; enemies remember you. This can be advantage or disadvantage depending on circumstances.

Morale: There's psychological value in equipment that feels like yours rather than generic mass-production. Many soldiers throughout history have personalized their equipment.

Roleplay Hooks: Cosmetic modifications create opportunities for storytelling. Why does your rifle have those notches? What does that symbol mean? Who gave you that blade?

COSMETIC MODIFICATION CATEGORIES FINISHES AND COATINGS

Standard Finish (No Cost): Factory default appearance, typically matte black, gray, or tan.

Custom Color (0.5 Credits): Any solid color finish. Professional application that won't chip or fade.

Camouflage Pattern (0.5 Credits): Military camouflage patterns (woodland, desert, urban, arctic, etc.). Provides no mechanical stealth benefit, purely aesthetic.

Metallic Finish (1 Credit): Chrome, gold, bronze, or other metallic appearances. Distinctive and attention-getting.

Artistic Finish (2-4 Credits): Custom artwork, murals, or complex patterns. Price depends on complexity. Anything from flames and skulls to masterwork artistic designs.

House Heraldry (1 Credit): Decoration incorporating House colors, symbols, and heraldic elements. May indicate affiliation (actual or claimed).

Weathered Look (0.5 Credits): Artificial aging that makes new equipment look battle-worn. Paradoxically popular among both veterans (who want their equipment to match their experience) and newcomers (who want to appear more experienced).

ENGRAVINGS AND MARKINGS

Name Engraving (0.5 Credits): Personal name, nickname, or designation engraved on the equipment.

Kill Markers (No Cost): Traditional marks indicating notable kills. Format varies by culture, notches, tally marks, or symbols.

Memorial Inscriptions (0.5 Credits): Names or dates commemorating fallen comrades, significant events, or personal meaning.

Cultural Symbols (0.5 Credits): Religious symbols, cultural markers, or philosophical insignia.

Unit Markings (0.5 Credits): Military unit designations, mercenary company logos, or corporate identifiers.

Personal Motto (0.5 Credits): A meaningful phrase or motto engraved on the equipment.

Artistic Engraving (1-4 Credits): Complex decorative engraving, scrollwork, scenes, or detailed imagery.

WEAPON CUSTOMIZATION

Custom Grips (0.5-2 Credits): Grips in different materials, wood, bone, synthetic, exotic materials. Purely aesthetic; the grip's functionality is unchanged.

Lanyard/Retention Cord (0.5 Credits): A cord attaching the weapon to the user's belt or armor. Prevents dropping; can be cut in emergency.

Weapon Charms (0.5 Credits): Small decorative items attached to the weapon, religious symbols, lucky tokens, trophies.

Trophy Elements (Varies): Materials taken from kills incorporated into the weapon, teeth, claws, scales, or other parts. Popular among frontier hunters and Volkov warriors.

Family Heirloom Elements (No Cost): Components from an ancestor's weapon incorporated into a modern one. The old trigger guard, the grandfather's grip panels, the original sight. Meaningful to the owner, invisible to others without explanation.

ARMOR CUSTOMIZATION

Paint Scheme (0.5-4 Credits): Custom colors and patterns, from simple recoloring to complex artistic designs.

Shoulder Insignia (0.5 Credits): Patches or painted insignia on shoulder plates indicating rank, unit, or affiliation.

Helmet Decoration (0.5-2 Credits): Custom helmet visors, crests, horns, or other decorative elements.

Cape or Cloak Attachment (1 Credit): Mounting points for a cape, cloak, or half-cape. Purely aesthetic in most cases, though some ceremonial contexts expect them.

Trophy Display (0.5 Credits): Mounting points for displaying trophies, enemy equipment fragments, creature parts, or other mementos.

Battle Damage Preservation (No Cost): Rather than repairing cosmetic damage, preserving it as evidence of battles survived. The scar in the breastplate, the gouge in the shoulder, the dent that would have been your head.

EQUIPMENT HISTORY AND NAMING

Many warriors name their weapons and armor, treating them as partners rather than tools. This tradition spans cultures and eras; the practice of naming significant equipment appears in virtually every martial tradition.

NAMING CONVENTIONS

Descriptive Names: Based on appearance or function. "Whisper" for a suppressed rifle. "Thundercrack" for a heavy pistol. "The Wall" for a tower shield.

Memorial Names: Named for someone significant. "Sarah's Reach" for a sniper rifle carried by a soldier whose sister was killed. "For the 47th" for armor commemorating a fallen unit.

Kill Names: Named for notable kills. "Giant-Slayer" for a weapon that killed a particularly dangerous enemy. "House-Breaker" for equipment used in a significant battle.

Ironic Names: Deliberately contradictory. "Mercy" for a brutal weapon. "Gentle Touch" for a particularly heavy hammer.

Traditional Names: Names from mythology, literature, or cultural tradition. "Excalibur," "Durandal," "Gram", old names for new weapons.

Technical Designations: Some prefer functional over poetic. "Primary Carbine Mark III" or "Heavy Assault Armor Config 7."

EQUIPMENT STORIES

Consider establishing answers to these questions for significant equipment:

Origin: Where did this equipment come from? Was it purchased, issued, inherited, captured, or built? The best equipment has a story.

Notable Events: What has this equipment been through? What battles? What close calls? What successes and failures?

Modifications Over Time: Equipment changes with use. What has been added, removed, or altered? Why?

Future Plans: What would you change if you could? What modifications are you working toward?

SAMPLE COSMETIC CONFIGURATIONS "THE VETERAN'S RIFLE"

A battle rifle showing years of service:

- Worn finish with natural scratches and wear marks
- Kill notches on the stock (seventeen marks)
- Memorial inscription on receiver: "For the Twenty-Third"
- Grip tape wrapped and re-wrapped many times
- Sight housing dented but functional
- Hand-carved symbol from bearer's homeworld on the forearm

Story: Carried through three campaigns, this rifle has been the soldier's constant companion. The kills are real, the memorial refers to a unit lost at Arcturus Station, and the symbol is the only connection to a home they'll never see again.

"THE SHOWPIECE"

A flashy pistol designed to impress:

- Gold-plated finish, polished to mirror shine
- Ivory-equivalent grips with carved dragon design
- Owner's name engraved in elaborate script
- Custom crystal sight post (purely decorative)
- Velvet-lined presentation holster

Story: More status symbol than weapon, this pistol declares wealth and success. It works perfectly well, but it's never seen combat. The owner probably hasn't either.

"THE HEIRLOOM BLADE"

A modern sword incorporating ancient elements:

- Blade is contemporary mono-molecular steel
- Guard is two hundred years old, hand-forged by an ancestor
- Grip wrapped in leather from the family estate
- Pommel contains a stone from the homeworld
- Worn in a traditional-style scabbard with family crest

Story: This weapon bridges generations. The blade is new, sharp, and deadly, but the guard was carried in wars long forgotten, and the stone in the pommel came from ground that no longer exists. The carrier fights with their ancestors' blessing and burden.

"THE SCAVENGER'S ARMOR"

Mismatched armor assembled from multiple sources:

- Left pauldron: House Joric markings (captured or salvaged)
- Right pauldron: Crude welding repair, bare metal
- Chest plate: Faded corporate logo, painted over but visible
- Helmet: Different manufacturer than rest of suit
- Various patches and field repairs throughout
- Carved good-luck charm wired to collar

Story: This armor was never issued, it was built piece by piece from salvage, battlefield recovery, and whatever could be bought cheap. Each piece has its own history, and together they've kept the wearer alive against odds.

QUIRKS AND CHARACTER TABLE

CUSTOMIZATION	COST	NOTES
Finishes		
Custom Color	0.5	Any solid color
Camouflage Pattern	0.5	Various patterns available
Metallic Finish	1	Chrome, gold, bronze, etc.
Artistic Finish	2-4	Custom artwork
House Heraldry	1	Official or claimed affiliation
Weathered Look	0.5	Artificial aging
Engravings		
Name Engraving	0.5	Personal identifier
Kill Markers	-	Traditional tracking
Memorial Inscription	0.5	Commemorative text
Cultural Symbols	0.5	Religious or cultural
Unit Markings	0.5	Military/mercenary
Personal Motto	0.5	Meaningful phrase
Artistic Engraving	1-4	Complex decorative
Weapon		
Custom Grips	0.5-2	Various materials
Lanyard	0.5	Retention cord
Weapon Charms	0.5	Decorative items
Trophy Elements	Varies	Kill trophies
Armor		
Paint Scheme	0.5-4	Custom colors
Shoulder Insignia	0.5	Rank/unit patches
Helmet Decoration	0.5-2	Crests, visors, etc.
Cape Attachment	1	For capes/cloaks
Trophy Display	0.5	Mounting points

"In the void between stars, your ship is everything. It's your home, your fortress, your freedom. Without it, you're nothing, a speck of organic matter floating in infinite emptiness. The greatest weapon in the galaxy is useless if you can't get it where it needs to go. The finest armor won't save you from hard vacuum. But a ship, a good ship, maintained with care, crewed with competence, a ship can take you anywhere, outrun anything you can't

outfight, and outlast anything you can't outrun. Choose your hull carefully. You'll live or die by that choice."

Admiral Yuki Tanaka (Ret.), Free Fleet Naval Academy

CHAPTER 11

DRONES AND OPTIMIZATIONS

What This Chapter Is For

The Corebook teaches what a drone is and how its signal lives or dies. This section is for crews who turn drones into a craft of their own: smugglers running relay chains through customs, House security chiefs with armored patrol frames, salvagers flying black-site rigs that should not exist, and pilots who can make a machine the size of a pack animal dance through a collapsing station.

Everything here builds on the Corebook rule:

Drones are equipment, not characters. They extend what a character can attempt, but they do not grant the crew extra Spotlights.

Rust & Steel adds heavier frames, drone warfare, signal warfare, hacking, counter-drone tools, legal complications, and optimizations that push a chassis past what its makers intended.

Advanced Drone Frames

The Corebook provides Common, Military, and Experimental drones. Beyond those, specialized frames appear once a crew has money, licenses, faction ties, or the wrong friends.

Frame	Tier	Cost	HP	Evasion	Thresholds	Armor Slots	Slots	Notes
Industrial Hauler	3	10 Cr	5	9	Major 8 / Severe 15	1	4	Slow, loud, heavy lift; not stealth-capable
House Sentinel	3	12 Cr	4	11	Major 8 / Severe 15	2	4	Licensed, transponder-locked, faction traceable
War-Frame	4	20 Cr	6	12	Major 10 / Severe 18	3	5	Restricted military hardware; illegal in most ports
Swarm Cell	2	2 Cr each	1	12	Major 4 / Severe none	0	1	Useless alone; dangerous in numbers
Black-Site Chimera	4	24+ Cr	6	13	Major 10 / Severe 18	2	5	Prototype, wanted, unstable, hidden cost

Module Compatibility

Rust & Steel follows the Corebook's module compatibility rule.

Drone Grade	Modules It Can Install
Common Drone	Common modules only
Military Drone	Common or Military modules
Experimental Drone	Common, Military, or Experimental modules

Advanced frames usually count as the highest relevant category in their description.

Module Compatibility

Frame	Module Access
Industrial Hauler	Common, plus Industrial modules if available
House Sentinel	Common and Military
War-Frame	Common and Military
Swarm Cell	Common only unless specially built
Black-Site Chimera	Common, Military, and Experimental

Installing higher-grade modules into lower-grade frames follows the Corebook modification rules and should carry legal, technical, and narrative consequences.

Range, Mesh, and Signal

Drones use the same range bands as the rest of the system: **Melee**, **Very Close**, **Close**, **Far**, **Very Far**, and wider narrative distances used for vehicle or ship scenes.

Rust & Steel does not add a new drone-only range system. It adds ways to fight over the signal.

Link Modes

Link Mode	Advantage	Cost
Local Mesh	Better range in inhabited worlds, ports, stations, cities, and supervised habitats	Logged, geofenced, auditable, subject to local rules
Direct RF Link	Private and independent	Limited by range, structure, terrain, electromagnetic emissions, and interference
Private Relay Chain	Extends Direct RF without public infrastructure	Relays can be detected, destroyed, stolen, spoofed, or traced

Public infrastructure gives reach. Direct signal gives privacy. Relays give options. None of them give safety.

Signal Quality

Signal State	Meaning	Effect
Stable	The connection is clear enough for real-time command.	The drone works normally.
Unstable	The signal is delayed, noisy, partially blocked, or vulnerable.	Simple commands work normally. Every complex command makes its normal Roll with Disadvantage; the DC, Stress cost, and legal Actions do not otherwise change.
Lost	No useful command link remains.	The drone follows its one loaded protocol. If it has no protocol, it freezes and takes no Actions until signal improves.

Default Signal by Range

Use this table for Direct RF Link or other private links without strong infrastructure.

Drone Range from Operator	Default Signal in Open Conditions
Melee / Very Close	Stable
Close	Stable
Far	Stable if line of signal is reasonable; Unstable if structure or interference is present
Very Far	Unstable; Stable only with Extended Link, a surviving Relay Node, ship support, or a declared clear open route
Beyond Very Far	Lost unless supported by a relay chain, ship systems, or special equipment

A supervised Local Mesh treats Melee through Very Far as Stable unless a printed restriction applies, and logs the drone. Before deployment in a protected space, use the signal-obstruction table to declare its starting state; do not worsen it retroactively.

Signal Warfare

Once people start fighting over the signal itself, it becomes a battlefield of its own.

Jamming

Active jamming worsens signal by one step in the affected area.

Starting State	Under Jamming
Stable	Unstable
Unstable	Lost
Lost	Remains Lost

A directed jammer may affect only an arc or a zone. A broad jammer may affect every drone in a scene, including friendly drones.

Relays

A Relay Node or dedicated relay drone can improve signal by one step while it survives, if the problem is distance, ordinary structure, or routing.

Relays do not automatically defeat military vaults, Faraday cages, black-site architecture, hard jamming, active hostile takeover, or Veil events that are not just interference.

Cut the relay and the far drone goes dark.

Spoofing

Spoofing feeds false, stale, delayed, or looped data to the operator. The drone may still appear to be functioning.

When spoofing matters, the attacker makes Knowledge (Tech) in an opposed Roll against the defender's Knowledge (Tech) or Instinct, as their method establishes.

On a successful spoof, the operator receives the attacker's declared false feed. The operator may spend an Action to test it with Knowledge (Tech) or Instinct against the attacker's original total; if no total was recorded, use DC 15. Success identifies and ends the spoof; failure leaves it active.

Hijack

Hijack attempts seize control of the drone.

On a successful hijack, control shifts to the attacker. The defender may spend an Action on an opposed Knowledge (Tech) Roll to regain it; cutting the link, physically recovering the drone, or destroying it also ends the hijack. No control change occurs without this Roll or one of those actions.

Command Injection

Command injection slips one order into the drone's queue. The drone executes it literally, with no idea it has been turned.

A neural-linked operator defending against spoofing, hijack, or command injection marks 1 Stress after a Fear-dominant noncritical result. Matching dice remain a Critical Success.

Advanced Shared Control

The Corebook's **Neural Network Control** makes a drone into a shared crew tool. Rust & Steel adds hardened versions for crews, military teams, rescue units, and illegal operators who expect signal disruption.

Tactical Neural Mesh

Grade: Military

Cost: 6 Cr

Slots: 1

A hardened shared-control suite used by military teams, rescue units, and licensed security crews.

While the drone's signal is **Stable**, registered crew members may pass control freely as normal. While the signal is **Unstable**, the first control handoff each round does not require Stress or Disadvantage.

In addition, once per scene, when a crew member takes control immediately after another crew member used the drone, they may gain Advantage on a follow-up action that clearly builds on the previous action.

Examples:

- the Pilot gets the drone into position, then the Engineer hacks through its port;
- the Scoundrel places the drone under a desk, then the Diplomat speaks through its speaker;
- the Soldier marks a target, then the Medic uses the drone to reach a wounded ally;
- the Scholar scans a device, then the Pilot extracts the drone through a collapsing route.

On a Fear-dominant noncritical result while using the Tactical Neural Mesh, worsen the drone's signal by one step until the end of the next round and log every registered operator identity on the hostile or public network already carrying the signal.

Distributed Command Buffer

Grade: Experimental

Cost: 12 Cr

Slots: 1

An experimental command buffer that lets the drone hold partial intent from several registered users at once. Once per scene, when two characters use the drone in immediate sequence, the second character may treat the first character's successful setup as still active, even if the signal becomes Unstable between their actions.

This does not grant extra actions. It preserves a setup across a dangerous handoff.

On a Fear-dominant noncritical result while using the Distributed Command Buffer, the preserved setup ends before the second Action and the drone's signal becomes Unstable until the end of the next round.

Signal / Control Upgrades

Upgrade	Cost	Slots	Rule
Hardened Link	6 Cr	1	Treat Unstable as Stable for complex commands. Does not bypass Lost zones.
Fiber Spool	4 Cr	1	Physical cable link. Ignores jamming while cable remains intact, but limits movement and can be cut.
Burst Transmitter	4 Cr	1	Once per scene, resolve one command through Unstable signal without Disadvantage. If that Roll is Fear-dominant and noncritical, every established hostile sensor in the scene detects the drone's current zone until it moves.
Encrypted Control Suite	6 Cr	1	Advantage against hijack and command injection.
Spoof Filter	4 Cr	1	Once per scene, ask the Keeper if the drone's feed is false, stale, looped, or manipulated.
Dedicated Relay Mast	6 Cr	2	While stationary, improves signal for all allied drones in the scene by one step. Obvious to sensors.
Swarm Controller	8 Cr	2	Allows one operator to command a swarm as one unit. Requires the operator's whole Action.
Tactical Neural Mesh	6 Cr	1	Hardened shared-control suite. The first control handoff each round while signal is Unstable does not require Stress or Disadvantage.

Mobility and Flight Upgrades

Drones do not fly by default. Flight is a module, and flight has a cost.

Upgrade	Cost	Slots	Rule
Military Flight Module	6 Cr	1	Controlled tactical flight. While airborne, the operator gains +1 on rolls to maneuver, evade, chase, reposition, or pilot the drone . Does not apply to attacks, hacking, repairs, scanning, or other non-movement tasks. While flying, the drone takes -2 to Agility Rolls to avoid detection .
Tuned Servos	4 Cr	1	Once per scene, Advantage on drone movement through tight, hostile, or collapsing terrain.
Silent Treads	4 Cr	1	Movement makes no ordinary sound and stacks with Stealth Shell; while active, movement and chase Rolls have Disadvantage.
Grapple Line	4 Cr	1	Cross vertical gaps, anchor to surfaces, pull light objects, or create a temporary line for small gear.
Mag-Clamps	4 Cr	1	Attach to hulls, vehicles, metal walls, or moving machinery. Hard to remove without tools.
Micro-Thrusters	4 Cr	1	Maneuver in EVA or low gravity. Once per scene, gain Advantage on a movement roll in zero-g or low gravity. Does not grant normal atmospheric flight unless paired with a Flight Module or Military Flight Module.
EVA Kit	6 Cr	1	Full vacuum operation, radiation hardening, and micro-debris protection for short missions.
Submersible Kit	6 Cr	1	Underwater or liquid operation. Signal usually starts Unstable unless tethered.
Crash Frame	4 Cr	1	First environmental collision or fall in a scene does not damage the drone.
High-Speed Rotor Array	6 Cr	2	+1 Evasion during chases or open movement and Advantage on Agility or Finesse Rolls made to move or chase. Agility Rolls to avoid detection have Disadvantage while active.

Stealth Upgrades

Stealth modules add bonuses. They do not cancel the flight penalty directly.

Upgrade	Cost	Slots	Rule
Military Stealth Shell	8 Cr	1	Gain +2 on Agility Rolls to avoid detection while grounded or moving no more than one band and using no loud module. Attacking, cutting, boosting, a strong transmission, or moving more than one band ends the bonus until the drone spends a Spotlight meeting those requirements again. The flight penalty still applies.
Signal Ghost	8 Cr	1	Scans to detect drone take Disadvantage while passive. Loud action breaks concealment.
Thermal Ghost	8 Cr	1	Thermal detection against the drone has Disadvantage. After a Fear-dominant noncritical Roll using the module, it goes offline until the end of the operator's next Spotlight.
False Transponder	4 Cr	1	Identifies as maintenance/security unit from chosen faction or site. Requires plausible context.
Chameleon Skin	8 Cr	1	Gain Advantage on Agility Rolls to avoid visual detection while stationary. Moving, losing HP, or exposure to rain or dust ends the benefit until the drone spends a Spotlight stationary and cleaning or recalibrating the skin.
Mimic Profile	6 Cr	1	Copies sound/motion profile of local drones. Works until authorization is checked.
Dead Drop Cache	4 Cr	1	Hidden compartment for 1 Burden or small contraband. Standard scans take Disadvantage unless searching.
Micromote Dispenser	8 Cr	2	Releases tiny passive bugs/sensors. They only record or transmit short-range.

Flight and Stealth

Flying is never as quiet as staying grounded.

While a drone is flying, hovering, boosting, or using exposed lift systems, it takes **-2 to Agility Rolls to avoid detection**. Stealth modules do not remove this penalty; they add their own bonus as normal.

A drone with **Military Flight Module** and **Military Stealth Shell** has **-2 from flying** and **+2 from Military Stealth Shell**, for a net **0** while flying carefully.

If that same drone stays grounded, it keeps the stealth bonus without the flight penalty.

Choosing whether to fly or stay grounded is always a tactical decision.

Sensor Upgrades

Upgrade	Cost	Slots	Rule
Multi-Spectrum Suite	6 Cr	2	Low-light, thermal, radiation, and EM sensing. Advantage to detect hidden tech, heat, or hazards.
Forensic Sampler	4 Cr	1	Collects biological, chemical, and particulate samples without contamination.
Motion Mapper	4 Cr	1	Maps movement through walls or cover if material is not shielded. With Fear, may show ghost movement or false positives.
Signal Sniffer	4 Cr	1	Detects active comms, relays, drones, trackers, and signal leaks. Does not decrypt.
Micro-LIDAR	4 Cr	1	Creates precise 3D maps. Dust, fog, reflective surfaces, or countermeasures can distort it.
Veil Static Reader	8 Cr	1	Detects established Veil interference or Power use from the current scene. On a Fear-dominant noncritical Roll using it, return no reading and the operator marks 1 Stress.
Emotional Pattern Scanner	8 Cr	1	Experimental biometrics for stress, panic, aggression, or shock. Does not read thoughts.
Blackbox Recorder	4 Cr	1	If destroyed, last few seconds of feed survive unless wiped or destroyed by appropriate damage.

Utility Upgrades

Upgrade	Cost	Slots	Rule
Heavy Manipulator	4 Cr	2	Lift, drag, or hold heavy objects. Can extract a wounded ally slowly if unopposed.
Precision Tool Arm	6 Cr	2	Advantage on delicate repair, lock, surgery-assist, or disarmament tasks remotely.
Breach Kit	6 Cr	2	Open standard doors, panels, locks, hatches. Military security requires roll and time.
Hull Patch Kit	4 Cr	1	Seal minor breaches, leaks, pressure failures. Not enough for catastrophic hull damage.
Sample Vault	4 Cr	1	Stores one hazardous sample. When a hit causes the drone HP loss, its operator may choose this module as the damaged component: the sample is destroyed and every creature within Very Close range makes a Strength Reaction Roll, DC 15; on failure become Poisoned, on success no Condition.
Field Printer Micro-Rig	8 Cr	2	Fabricates one small simple part during downtime. Requires feedstock.
Med Evac Harness	6 Cr	2	Drag or carry an unconscious ally slowly. Obvious target if attacked.
Surgical Assist Suite	8 Cr	2	Advantage to Medic for remote stabilization or emergency surgery. Never replaces Medic.

Defense / Survivability Upgrades

Upgrade	Cost	Slots	Rule
Reinforced Plating	6 Cr	1	+2 Major / +2 Severe thresholds; -1 Evasion. Cannot stack with Low-Profile Frame unless Experimental.
Redundant Core	8 Cr	1	First time destroyed in a scene, drops to Dead Weight instead and can be recovered.
Emergency Return Logic	4 Cr	1	When reduced to 1 HP or signal becomes Lost, attempts Return automatically unless commanded otherwise.
Armor Booster	8 Cr	1	+1 Armor Slot. Military or Experimental only.
EMP Hardening	6 Cr	1	EMP does not automatically disable the drone; roll normally or treat result as one severity lower.
Thermal Sink	4 Cr	1	Thermal detection against the drone has Disadvantage. After the drone takes a second Action in one round, its signal becomes Unstable until the end of the next round.
Self-Sealing Casing	8 Cr	1	Once per Short Rest, Long Rest, or Downtime, restore 1 lost drone HP without a Roll. It cannot revive a destroyed drone or repair an offline module.
Disposable Shell	2 Cr	0	One-use casing. When destroyed, internal data core survives unless hit by EMP, fire, acid, or similar damage.

Evasion Upgrades

Upgrade	Cost	Slots	Rule
Predictive Motion Suite	8 Cr	1	Military/Experimental only. Once per scene, gain +2 Evasion against one attack the drone can perceive. If the next drone Roll is Fear-dominant and noncritical, its signal worsens one step until the end of the operator's next Spotlight.
Chameleon Profile	8 Cr	1	+1 Evasion against Far or longer ranged attacks while moving slowly or near cover. Attacking, cutting, boosting, or transmitting strongly cancels until reposition.
Reflex Kernel	12 Cr	1	Experimental. Gain +1 Evasion, including while signal is Unstable. After a Fear-dominant noncritical drone Roll, lose this bonus until the start of the drone's next Spotlight.
Threat-Prediction Ghostware	12 Cr	2	Experimental/illegal. Once per scene, after an attacker resolves a hit or miss, impose Disadvantage on its next attack. After a Fear-dominant noncritical drone Roll, this module goes offline until an Action and Knowledge (Tech) Roll, DC 10, restores it; it never retargets a player Action.
Vector Bleed Jets	10 Cr	2	Experimental. +2 Evasion in zero-g/EVA; -1 Evasion in cramped interiors or gravity-heavy spaces.
Decentralized Motion Nodes	10 Cr	1	Ignore the first Evasion penalty from damaged mobility. Does not prevent Lost-signal penalty.

Combat / Tactical Upgrades

Upgrade	Cost	Slots	Rule
Target Painter	4 Cr	1	Operator Action. Mark target. Next ally attacking gains Advantage or system-equivalent bonus.
Suppressive Emitter	6 Cr	2	Operator Action. Enemies in small area choose: move safely, attack with Disadvantage, or expose themselves.
Point-Defense Spark	8 Cr	2	Reaction. Once per scene, attempt to intercept grenade, micromissile, or hostile drone.
EMP Pulse Pod	8 Cr	2	One use. Worsens nearby drone/electronic signal by one state or disables Cheap drones. Friendly drones included.
Net Launcher	4 Cr	2	Attack. On hit, pin small drone or slow humanoid until Action clears it.
Hardpoint Mount	8 Cr	2	Allows real light weapon. Uses operator Action. No Proficiency scaling unless explicitly permitted.
Shock Halo	6 Cr	1	First creature that grabs or physically attacks drone marks 1 Stress or lets go.
Breach Charge Mount	8 Cr	2	One shaped charge. Opens doors/hulls or destroys drone as part of detonation. Illegal.

Experimental / Dangerous Upgrades

Experimental systems should never feel like clean upgrades. They are power with a question attached.

Upgrade	Cost	Slots	Rule
Overclock Core	12 Cr	1	Once per scene, the drone takes one Action without spending the operator's Action. The operator then chooses exactly one: drone loses 1 direct HP; one operator-chosen module goes offline until an Action and Knowledge (Tech), DC 10, restores it; or signal worsens one state. If the drone's Action resolves Failure with Fear, also roll once on the Core Drone Complication table.
Field Reconfiguration	12 Cr	1	Once per session, swap one installed module with reserve during downtime. Requires tools and a safe scene.
Ghost-Signal Lattice	16 Cr	2	In Unstable signal, perform complex tasks normally. With Lost signal, send one final simple command. If that command resolves Failure with Fear, one established hostile receiver in the scene detects the operator's zone; if none exists, no receiver appears retroactively.
Prototype Autonomy Core	16 Cr	2	Load one routine of up to three named simple commands during a Long Rest. With Lost signal, execute them in order without improvisation. On a Fear-dominant noncritical Roll, the routine stops after that command and cannot resume until signal is restored.
Veil-Hardened Casing	12 Cr	1	Treat Veil interference as one signal state less severe. Also makes drone visible to things that notice Veil disturbance.
Probability Stabilizer	16 Cr	2	Once per scene after a nonmatching drone movement or signal Roll, reroll the Hope die and use the new face. It may create a Critical Success. If the new result is Failure with Fear, the drone loses Hidden and its signal worsens one state.

Experimental / Dangerous Upgrades (continued)

Upgrade	Cost	Slots	Rule
Memory Imprint Slot	16 Cr	1	Once per session, gain Advantage on one Roll directly tied to the stored echo. Afterward mark 1 Stress; the echo is a narrative prompt and never controls an Action or adds another consequence.
Black-Site Kill Switch	8 Cr	0	If captured/hijacked, drone can self-delete or self-destruct. Someone else may know trigger.
Phase Blink Array	18 Cr	2	Once per scene, the drone may phase-jump up to Close range. It can pass through ordinary solid matter, but not through active energy protection, phase locks, military shields, Veil wards, or similar countermeasures. After use, it needs several uninterrupted minutes to recharge. Blind phase-jumps are possible but dangerous.
Phase Capacitor	10 Cr	1	Requires Phase Blink Array. Stores one additional phase-jump charge per scene. Each installed Phase Capacitor adds +1 phase jump per scene . All spent charges require several uninterrupted minutes to recharge. Repeated jumps make heat, signal instability, and phase residue increasingly obvious.

Phase Blink Array

The drone briefly desynchronizes from local space and reappears up to **Close** range away. This is not normal movement: it is not flight, it is not a dash, and it does not make the drone invisible. It is a short spatial discontinuity.

A Phase Blink may cross ordinary walls, doors, floors, bulkheads, furniture, pipes, and other solid material if that material is not protected by active energy systems. The drone does not need an open path between its starting point and destination.

The Phase Blink Array cannot pass through active phase protection, military shielded walls, energy barriers, Veil-hardened containment, black-site spatial locks, or another barrier whose entry explicitly blocks phasing. An attempted crossing spends the charge, leaves the drone in its starting zone, and worsens its signal by one state, Stable to Unstable or Unstable to Lost. It causes no additional damage or alarm unless the barrier's own rule states one.

After a phase-jump, the array needs several uninterrupted minutes to recharge before it can be used again, unless the drone has Phase Capacitors.

Blind Phase-Jumps

If the drone phase-jumps to a place it can clearly perceive, scan, map, or has tagged with a beacon, resolve the jump normally.

If it phase-jumps blind, through a wall, into an unmapped room, beyond a blocked feed, or into a space the operator cannot verify, the jump is possible, but dangerous.

A blind Phase Blink spends the operator's Action and one charge, then requires a Knowledge (Tech) Roll, DC 15. On success, the drone arrives. On Failure with Hope, it returns to its starting zone. On Failure with Fear, it arrives but rolls once on the Direct Structural Damage table. Matching dice are a Critical Success: it arrives, its signal becomes Stable, and it takes no structural damage.

This damage ignores thresholds and shields.

d4	Direct Structural Damage
1	The drone loses 1 HP.
2	The drone loses 2 HP.
3	The drone loses 3 HP.
4	The drone loses 4 HP.

If this destroys the drone, it becomes Dead Weight and never explodes unless an installed module explicitly has the Volatile or Self-Destruct rule. Its physical description may be fused, crushed, split, or embedded without adding damage.

Phase Capacitors

Each installed Phase Capacitor stores one additional phase-jump charge per scene. A drone with a Phase Blink Array and two Phase Capacitors may phase-jump three times in a scene before requiring several uninterrupted minutes to recharge.

A drone may install multiple Phase Capacitors if it has enough slots. Immediately after its second and each later phase-jump in the same scene, roll once on the Phase Complication table; this fixed trigger costs no Fear and occurs even if the jump succeeds. Roll rather than choose.

d6	Phase Complication
1	Worsen the drone's signal by one state, Stable to Unstable or Unstable to Lost.
2	The drone loses Hidden and detection Rolls against it have Advantage until the end of the scene.
3	The operator chooses one installed module; it goes offline until an Action and a Knowledge (Tech) Roll, DC 10, restores it.
4	The next blind jump rolls damage twice and keeps the higher result.
5	The drone's signal becomes Lost until the end of the operator's next Spotlight, then returns to its prior state.
6	The Phase Blink Array goes offline for the rest of the scene; unused charges remain stored.

Phase Jump Limits

A phase jump moves only the drone and up to 1 Burden of secured cargo. It cannot carry a creature. A printed protected barrier uses the fixed blocked-jump procedure above; no unprinted scattering, logging, damage, or signal loss is added.

A drone that phase-jumps into a zone where its signal cannot survive arrives with **Lost** signal unless it has a module or relay that solves the problem.

Swarms

A crew may run a group of Swarm Cells as one controlled unit. A swarm acts on the operator's Action, not on its own, and counts as a single threat that grows more dangerous the more cells survive.

- A swarm of three or more cells can blanket an area, granting Advantage on a single coordinated action: reconnaissance, suppression, distraction, search, or signal relay.
- Each time the swarm takes meaningful damage or Fear enters the scene in a way that targets the swarm, it loses a cell.
- When the last cell drops, the swarm is gone.
- A swarm cannot be everywhere. Running it is the operator's whole attention.
- Swarms are loud to scanners. They win the moment and lose the deniability.

A swarm wins the moment and loses the deniability.

Drone Bays

A ship or large vehicle fitted with a drone bay can launch, recover, rearm, and repair drones between scenes.

A drone bay can:

- store a rated number of frames;
- recharge shields;
- reload pods;
- restore spent drone systems;
- repair drone HP during downtime;
- recover drones under fire with a Finesse (Pilot/Navigate) Roll;
- turn drones from one-shot risks into renewable assets.

A bay also turns the ship into a target worth boarding.

A drone bay turns drones from one-shot risks into renewable assets, and turns the ship into a target worth boarding.

Counter-Drone Tools

Where there are drones, there is the trade in killing them.

Tool	Effect
Net Gun	Fouls rotors and limbs; a hit pins a small drone, ending its movement until freed.
Directed Jammer	Worsens every drone signal in an arc by one step; sustained, it can sever a link entirely.
EMP Burst	Against drones, brutal: Cheap or Standard drones caught in it usually drop to Dead Weight. Friendly drones included.
Spoofers	Feeds a drone false data, turning its feed into a lie the operator must catch before acting on it.
Hunter-Killer	A drone built to kill drones. Fast, cheap, and the reason swarms do not rule the galaxy.
Signal Trap	Fake relay that logs, corrupts, or hijacks drone traffic.
Anti-Drone Filament	Corridor hazard that shreds small rotors, wings, and limb assemblies.
Thermal Decoy	Confuses thermal cameras, target painters, and heat-guided tools.

Faction Drone Doctrine

Faction	Drone Style
Kurogane	hunter-killers, kill switches, black-site chimeras, precision violence
Valerius	compliance drones, transponders, surveillance, contract enforcement
Joric	rescue drones, shields, triage, non-lethal control
Amaranth	archival motes, forensic drones, quiet witnesses
Ailuran black markets	spy motes, signal ghosts, false transponders, deniable tools
Kryllian guilds	repair drones, industrial haulers, immaculate tool frames
Frontier crews	patched Common drones, bad batteries, quirks, heroic scrap

Rust & Steel Design Principle

A good drone does one or two things well. A drone that does everything is no longer a drone at all; it is a problem wearing a chassis.

Each module should compete for slots. Each slot should force a decision. Every weapon should cost signal, stealth, survivability, or utility. Every powerful experimental system should bring a question the crew may regret answering.

CHAPTER 12

STARSHIP HULLS & CHASSIS

INTRODUCTION: VESSELS OF THE VOID

Before the Silence, starships numbered in the millions; the cataclysm that closed the Precursor gates left most of them lost, and the shipyards that built them fell silent. A century on, a working ship is among the most valuable things a person will ever encounter: a Tier 3 frigate is more concentrated wealth than many settlements, and even a humble Tier 1 shuttle represents years of labor. For scavengers, traders, and adventurers, understanding ships is survival. This chapter covers hulls across all tiers, from the smallest fighters to the mightiest dreadnoughts.

12.1: SHIP STATISTICS RECAP

Before examining specific hulls, this section reviews the statistics used to describe ships in Veilfarers.

THE SHIP STAT BLOCK

Every ship is defined by a stat block that is easy to read and use at a glance. The defensive layers are the same ones the Core Rules use for every body in the game, from a character's jacket to a dreadnought's shield array: **Armor Slots over Hull**, with **Heat** as the operating cost of pushing the machine.

Hull Classification & Tier (1-5): The ship's general size, role, and power level. Tier determines baseline capabilities and the scope of what the vessel can accomplish.

Core Power [OPTIONAL ADVANCED MODULE]: This subsystem is inactive in base Core play. If the table adopts it before play, a ship has Core Power equal to its Tier and allocates those points at the start of combat. Core Power entries in stat blocks are ignored when the module is not active. Allocate among four systems:

- **Weapons:** +1 damage per point allocated
- **Shields:** +1 Armor Slot per arc per point allocated
- **Engines:** +1 Maneuver (and thus Evasion) per point allocated
- **Sensors:** +1 Sensor Rating per point allocated

This single decision sets the crew's strategy. Are they going all-in on offense? Turtling up to survive? The Engineer can **Overcharge** once per combat, spending 1

personal Stress to immediately reallocate one Core Power point.

Hull Integrity (Hull): The ship's structural HP, on the Core Rules ship scale (a courier sits around 10, a line frigate around 30). At 0 Hull, the ship is **Dying** (see Damage Resolution, below).

Armor Slots (per arc): The ship's **shield array** provides its Armor Slots, organized in four firing arcs (Fore, Aft, Port, Starboard). A hit depletes the Slots of the arc it comes from before touching Hull. Arc Slots **regenerate 2 per arc at the end of each round**, up to their maximum; an Engineer can add to this. A ship with 0 Armor Slots in its stat block carries no shield array at all.

Heat (Heat Cap): Accumulated waste energy from weapons fire, hard maneuvers, shields, and some crew features. With no weapons fired, a ship dissipates 1 Heat per round. Reaching the Cap has no penalty. When an increase first takes Heat above the Cap, all systems lose 1 Integrity, the Pilot rolls Instinct Roll, DC 15 or the Primary Drive loses 1 additional Integrity, and the ship is Visible for one round. Further Heat does not retrigger this while already above the Cap;

Heat must first fall to the Cap or lower. Ship Heat never makes the crew Overwhelmed.

Evasion (Ev): The ship's base passive defense, the DC an attack must meet to strike it, determined by hull scale: **Tier 1 = 16, Tier 2-3 = 12, Tier 4-5 = 8**. The **Pilot adds +1 Evasion per +1 of their Instinct modifier** (up to any class maximum); maneuvers, Drive Modes, and explicit Features may modify it further. Small craft survive by being difficult firing solutions. Capital ships are easy to hit but rely on armor, shields, Hull, and superior firepower.

Mount Rating (MR): The physical output scale supported by the hull's weapon infrastructure: **Tier 1 = MR × 1, Tier 2-3 = MR × 2, Tier 4-5 = MR × 3**. MR represents weapon power delivery, cooling, recoil management, structural bracing, and mounting volume. It belongs to the hull, not to the Gunner and not to the weapon itself. Roll the weapon's complete printed damage expression and multiply the result by the firing hull's MR.

Slots: Capacity for equipment.

- **W (Weapon Hardpoints):** How many weapons the ship can mount. Hull Tier also limits weapon family: Tier 1 Light; Tier 2 Light / Medium; Tier 3 Light / Medium / Heavy; Tier 4 Light / Medium / Heavy / Spinal; Tier 5 as defined by the set-piece. Spinal weapons additionally consume their printed number of Hardpoints

- **S (System Slots):** How many system modules the ship can install

Maneuver: The ship's inherent agility bonus (or penalty), applied to the Pilot's maneuver rolls.

Sensors: The ship's rating for non-weapon scanning, electronic warfare, and detecting threats. It never determines Spotlight order and never modifies a Sensor Lock or attack Roll.

Active Scan: Spend the Sensors station Spotlight and roll Knowledge, adding the ship's Sensors rating. Use the target's current band: Adjacent DC 5, Engagement DC 10, Standard DC 15, Long DC 20, Extreme DC 25. A non-concealed ship at Standard or nearer is detected passively without a Roll. If a target is actively concealing itself, its Pilot makes an opposed Instinct Roll with the ship's Maneuver modifier; the scan must meet the range DC and exceed that opposed total. A tie leaves the target's presence known but its identity and precise position hidden. Concealment modules apply only the bonuses or penalties they print. A Sensor Array at 0 Integrity cannot Active Scan, jam, or establish Sensor Lock.

Sensor Lock remains separate: use the Core Sensor Lock procedure with an unmodified Knowledge Roll. Sensors rating, Active Scan, Guided, personal tracking, and ordinary target awareness never create or improve a Sensor Lock. **Sensor Lock can target only vehicle- or starship-scale stat blocks; personal-scale creatures and characters cannot carry one.**

Weapon Damage and Mount Rating: Ship weapons list a base damage expression, range band, tags, and installation class. Roll the complete printed expression once, including its flat modifier, then multiply that total by the firing hull's MR, exactly as Core Rules Chapter 17 requires. Do not apply personal weapon Proficiency to ordinary naval damage.

SHIP DAMAGE RESOLUTION

When an attack hits (Attack Roll $\geq$ Evasion), damage resolves in sequence:

Step 1, The Targeted Arc: Damage strikes the **Armor Slots of the arc the attack comes from** (Fore, Aft, Port, or Starboard) and depletes them point for point. Shields flare; the ship is unharmed. Slots regenerate 2 per arc at the end of the round.

Step 2, Into the Hull: Damage left over after the arc's Slots are gone reaches the Hull. Convert it to Hull loss with the ship-scale severity table from Core Rules Chapter 17:

HULL DAMAGE	HULL LOSS
1 to 5	1
6 to 12	2
13 to 20	3
21 to 30	4
31+ (Overkill)	5, +1 per 10 over

On a player attack Critical Success, double the printed weapon dice, add the flat modifier once, then multiply by the firing hull's **MR**. On a Keeper attack Critical Success, maximize the printed dice, add the flat modifier once, then multiply by the firing hull's **MR**. Before every attack Roll, name its targeted arc and at most one target System; the target crew confirms that System is reachable through that arc or names one reachable alternative before dice are rolled. If that Critical Success causes Hull loss, the declared System loses 1 Integrity once. If no System was declared before the Roll, no System Integrity is lost. A noncritical hit causes no System loss unless a printed property says so.

Step 3, The Dying Ship: At 0 Hull, the ship is **Dying**: critically damaged, dead in space, breaking apart. The crew faces a final choice:

- **Fight On:** One last spectacular action. Ram the enemy. Fire the overloaded guns. Go down fighting.
- **Abandon Ship:** Start a visible four-segment Escape clock and identify one printed ship or environment Feature that threatens the route. Each crew Spotlight may attempt one relevant Action; a success marks one segment, a Critical Success marks two, Failure with Hope reveals a safer route without progress, and Failure with Fear marks no segment and triggers the identified Feature through its normal procedure. The crew escapes at four segments; if a stated destruction clock fills first, resolve its established consequences.
- **Survive, Scarred:** Against odds, hold the ship together. She's saved but permanently crippled, gain a negative Quirk.

Ship-scale harm follows Core 12.03: a character reduced to 0 HP becomes Dying and retains the normal Final, stabilization, and voluntary Death Move procedures. The Dying Ship choice belongs to the vessel and crew as a whole and never removes an individual player's choice.

12.2: TIER 1: SMALL CRAFT

"Fragile but nimble. A nuisance in numbers."

Tier 1 Baseline:

- Core Power: 1
- Hull: 6-12 / Heat Cap: 6-10
- Armor Slots: 0-6 per arc
- Maneuver: +1 to +2, Sensors: +0 to +1

- Crew: 1-2

Tier 1 vessels are the smallest independent spacecraft, fighters, shuttles, and personal craft designed for specific roles rather than versatility. Most lack FTL capability; those that possess it sacrifice other capabilities for the privilege. These are system-bound vessels, either based on larger carriers or operating from planetary facilities.

In the pre-Silence era, Tier 1 craft were produced by the millions, standardized, disposable, replaceable. Today, even a simple shuttle represents significant investment. Fighter pilots become valuable assets rather than expendable resources. The loss of a single interceptor might represent years of a small community's industrial output.

ATMOSPHERIC SHUTTLE

Getting from orbit to ground and back, nothing more, nothing less.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	0	8	16	×1	0W / 2S	+0	+0

Core Power: 1

Feature: **Planetary Lander**, Optimized for atmospheric entry and surface landing on any solid terrain.

Crew: 1 pilot, 6-8 passengers

FTL: None

Wealth Tier: 1 | **Credits:** 1

Description: The atmospheric shuttle is the simplest void-capable craft in common operation, a pressurized cabin, thermal shielding, basic engines, and little else. No weapons, no shields, no pretension of combat capability. Just reliable transport between orbit and surface, repeated thousands of times across thousands of worlds.

Before the Silence, atmospheric shuttles were so common they were barely noticed, the equivalent of ground vehicles, mass-produced and ubiquitous. Today, they remain the most numerous spacecraft, but each one is maintained with care that would have seemed

obsessive to pre-Silence engineers. A working shuttle is a community's lifeline to orbit, to trade, to the wider galaxy.

Tactical Application: None. Shuttles are transport craft, not combat vessels. If a shuttle finds itself in combat, something has gone terribly wrong. The wise pilot runs; the desperate pilot prays.

The Scavenger's Notes: *"Never underestimate the humble shuttle. I've seen crews survive ambushes by diving into atmosphere where fighters couldn't follow, threading canyons and weather systems until their pursuers gave up. A shuttle can't fight, but in the right hands, it can run."*, Captain Yuki Tanaka

Variants:

- **Executive Shuttle:** Luxury accommodations for 4 VIPs, +1 System Slot. WT 2 / 3 Credits.
- **Cargo Shuttle:** Passengers replaced with cargo capacity. Same cost.
- **Rescue Shuttle:** Medical equipment, emergency supplies, extended life support. WT 2 / 2 Credits.

INTERCEPTOR

Speed is survival.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	3	8	16	×1	2W / 1S	+2	+0

Core Power: 1

Feature: **Dogfighter**, +1 to attack Rolls against other Small Craft.

Crew: 1

FTL: None

Wealth Tier: 2 | **Credits:** 4

Description: The interceptor is pure speed and aggression compressed into a single-pilot frame. These craft sacrifice armor, endurance, and payload for velocity and maneuverability that nothing else can match. An interceptor pilot lives on the edge of human reaction time, threading through debris fields and weapons fire through instinct more than thought.

Interceptors are the cavalry of void warfare, first to respond, first to engage, first to die. Their role is fleet defense: hunting bombers before they can release ordnance, running down fleeing scouts, and establishing space superiority against enemy small craft. Against anything larger, interceptors are gnats, annoying but ineffective.

The psychological pressure of interceptor duty is immense. Pilots fly alone, in craft so small that a single hit means death. The average combat life expectancy of an interceptor pilot in sustained fleet action is measured

in minutes. Those who survive develop either ice-cold calm or burning aggression; there's no room for middle ground.

Tactical Application: Anti-fighter and anti-bomber operations. Pursuit of fleeing small craft. First response to emerging threats.

Interceptors excel in their niche but are nearly useless outside it, no cargo, no range, no survivability against capital weapons.

The Scavenger's Notes: *"I flew interceptors for House Kurogane for three years. Lost eleven wingmates. The ones who lasted learned the same lesson: speed doesn't make you invincible, but hesitation makes you dead. You commit or you die. There's no third option."*, Former Flight Officer Kenji Watanabe

Variants:

- **House Solari "Sunlance":** Ev 15, gleaming gold finish, +1 to attack Rolls from integrated targeting. WT 3 / 6 Credits.
- **House Volkov "Fang":** 4 Armor Slots per arc, 3W / 0S slots, overgunned for its frame. Same cost.
- **Frontier "Scrapwing":** Hull 6, no shield array, improvised construction. WT 1 / 2 Credits. Common among desperate militias.
- **House Kurogane "Whisper":** +2 Sensors; its coating imposes -2 on opposing Active Scan Rolls. WT 3 / 6 Credits. Scout-hunter variant.

STEALTH POD

Invisible until it's too late.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
6	0	6	16	×1	0W / 3S	+1	+1

Core Power: 1

Feature: Silent Running, Advantage on Pilot Instinct Rolls to evade detection. Cannot be detected by passive sensors at ranges beyond Close.

Crew: 1-2

FTL: None

Wealth Tier: 2 | Credits: 4

Description: The stealth pod is a ghost in the void, a craft designed not to fight but to never be found. Thermal signature suppressed, electromagnetic emissions minimized, hull geometry optimized to scatter sensor returns. A stealth pod slipping through a system is a rumor, a sensor glitch, a shadow that might have been imagination.

These vessels serve those who must go unnoticed: scouts mapping enemy positions, spies infiltrating guarded installations, assassins approaching high-value targets. The stealth pod carries no weapons, adding them would compromise the signature reduction that is the craft's entire purpose. Operators must complete their mission and escape before anyone knows they were there.

The psychological toll of stealth operations is different from combat but no less severe. Pod operators spend hours or days in cramped quarters, moving slowly to avoid detection, knowing that discovery means death. The isolation and tension break some operators; others become addicted to the thrill of slipping past enemies who never knew they were there.

Tactical Application: Reconnaissance, infiltration, and extraction. Stealth pods excel at getting one or two operatives into places they shouldn't be. They're useless in straight combat, if detected, their only option is to run and pray.

The Scavenger's Notes: *"The pod pilot who trained me said the hardest part wasn't the danger, it was the waiting. Hours of creeping through enemy space at minimum power, watching patrols pass close enough to see their running lights. You learn patience or you learn to die."*, Agent Lyra Chen

Variants:

- **Infiltration Pod:** Includes cutting equipment and airlock bypass tools. WT 3 / 6 Credits.
- **Observation Pod:** Enhanced sensors (+3 total), recording equipment for long-term surveillance. WT 3 / 5 Credits.
- **Escape Pod Plus:** Emergency variant with basic FTL (one jump only). WT 3 / 7 Credits.

SPACE SUPERIORITY FIGHTER

The backbone of carrier operations.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	4	10	16	×1	2W / 2S	+1	+1

Core Power: 1

Feature: **Multi-Role**, Can engage both Small Craft and Light Vessels without penalty.

Crew: 1 (can accommodate 2)

FTL: None

Wealth Tier: 2 | **Credits:** 5

Description: The space superiority fighter represents the optimal balance of speed, firepower, and survivability in a small-craft package. Slightly slower than interceptors but better armored and more versatile, these fighters form the core of carrier strike groups. The second seat accommodates a weapons officer for complex engagements or a passenger for extraction operations.

This is the workhorse of naval aviation, the most common military small craft in the galaxy. Space superiority fighters patrol, escort, strike, and defend. Their versatility means they're never the best at any single role, but they're adequate for all of them. For resource-strapped forces that can only afford one fighter type, the space superiority design is the obvious choice.

In carrier operations, these fighters deploy in squadrons of four to twelve. Standard doctrine uses

mixed formations, some fighters configured for anti-fighter work, others carrying heavier weapons for anti-ship strikes. The flexibility of the platform allows rapid reconfiguration between missions.

Tactical Application: General-purpose fighter operations. Patrol, escort, strike, interception. The fighter lacks the interceptor's speed or the heavy fighter's punch, but it can perform either role adequately.

The Scavenger's Notes: *"Every House has their fancy named variants, but the basic space superiority design hasn't changed in centuries. Why? Because it works. You can teach a pilot to fly one in weeks. You can maintain them with common parts. You can configure them for any mission. Don't let anyone tell you boring equals bad."*, Flight Instructor Amara Okonkwo

Variants:

- **House Joric "Gladius":** 6 Armor Slots per arc, Hull 12, Maneuver +0. Built to survive sustained combat. WT 3 / 7 Credits.
- **House Kurogane "Type-7":** Heat Cap 12, Sensors +2. Technological superiority. WT 3 / 7 Credits.
- **Free Fleet "Defender":** Extended life support (72 hours vs 24). Long-endurance patrols. Same cost.
- **Trainer Variant:** Dual controls, reduced weapons (1W / 3S). WT 2 / 4 Credits.

HEAVY FIGHTER / GUNSHIP

When you need something dead.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
12	6	10	16	×1	3W / 1S	+0	+0

Core Power: 1

Feature: **Strike Craft**, +1d6 damage against ships of Tier 2 or higher.

Crew: 2 (pilot and gunner)

FTL: None

Wealth Tier: 3 | **Credits:** 7

Description: The heavy fighter occupies the boundary between fighter and gunboat, carrying weapons that can threaten vessels far larger than itself. Two-person crews are standard, pilot and gunner working in concert, though desperate situations sometimes see solo operation at severe penalty. These craft trade agility for armament, relying on their superior firepower to overwhelm targets before the enemy can exploit their sluggishness.

Heavy fighters lead assault runs against hardened targets. While interceptors and standard fighters engage enemy small craft, heavy fighters bore through to strike at corvettes, destroy weapons emplacements, and crack enemy defenses. Their heavier armor allows them to absorb fire that would destroy lighter craft, pushing through defensive screens to deliver killing blows.

The bond between heavy fighter crews is legendary. Pilot and gunner must function as one organism, anticipating each other's actions, trusting absolutely. The best crews develop near-telepathic coordination, the gunner tracking targets while the pilot maneuvers without verbal communication. These partnerships often last decades, and the loss of a crewmate can end careers.

Tactical Application: Strike missions against hardened targets. Close air support. Anti-shipping attacks against vessels up to Tier 3. Heavy fighters cannot

dogfight interceptors effectively, but anything slower is prey.

The Scavenger's Notes: *"My gunner Rashid and I flew together for twelve years. We didn't need words anymore, I felt what he was targeting, he felt how I was going to move. When he died at Sigma Cygni, I tried flying with other gunners. Couldn't do it. Some partnerships only happen once."* Retired Lieutenant Fatima Al-Hassan

Variants:

- **House Volkov "Ripper":** 4W / 0S, +2d6 damage vs. Tier 2+. Maximum aggression. WT 3 / 9 Credits.
- **House Valerius "Shade":** Stealth features (+2 Stealth), 2W / 2S. Infiltration strikes. WT 3 / 8 Credits.
- **Mercenary "Hammerhead":** Rugged construction (ignore the first point of Hull loss each scene). Popular with independents. Same cost.
- **Bomber Variant:** 4W / 0S, +2d6 vs. Tier 3+, -1 Maneuver. Anti-capital ship focus. WT 3 / 8 Credits.

PERSONAL TRANSPORT

Your own ship, small but yours.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	3	8	16	×1	1W / 3S	+0	+1

Core Power: 1

Feature: **Independent**, Has FTL capability despite Tier 1 classification.

Crew: 1-2, passengers 2-4

FTL: Standard

Wealth Tier: 3 | **Credits:** 8

Description: The personal transport is the smallest vessel commonly equipped with FTL capability, a genuine starship rather than a system-bound craft. These ships represent the dream of independence: the ability to go anywhere, beholden to no one. For individuals or small groups willing to accept cramped quarters, a personal transport can serve as home, workshop, and livelihood.

Before the Silence, personal transports were luxury items, expensive toys for the wealthy who wanted to travel without booking passage on larger vessels. Today, they've become something more: symbols

of freedom in a galaxy where most people never leave their home systems. Owning a personal transport means you can run from danger, seek opportunity, or simply explore. It means no one can trap you.

The reality of personal transport ownership is less romantic. These ships are cramped, uncomfortable, and require constant maintenance. Their FTL drives are

minimal, limiting jump distance. Their defensive capabilities are nearly nonexistent. But for those who value freedom above comfort, these limitations are acceptable prices.

Tactical Application: Escape, transport, and low-profile operations. Personal transports lack the firepower for serious combat and should avoid engagement whenever possible. Their value lies in going where larger ships can't follow, asteroid fields, debris zones, the spaces between.

The Scavenger's Notes: *"Bought my first personal transport with ten years of savings. Smallest, cheapest hull on the market. Named her 'Second Chance.' She was cramped, smelly, and the head broke twice a week. But she was mine. That's what matters."*, Captain Dmitri Volkov (no relation)

Variants:

- **Luxury Runabout:** Ev 13, OW / 4S, comfortable accommodations for 2. WT 4 / 12 Credits.
- **Scout Boat:** Sensors +2, extended range, reduced passenger space. WT 4 / 10 Credits.
- **Blockade Runner:** Ev 14, hidden compartments, stealth coating. WT 4 / 12 Credits.
- **Prospector:** Mining equipment, ore storage, OW / 4S. WT 3 / 9 Credits.

COURIER

Speed is survival.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	3	8	16	×1	1W / 2S	+2	+1

Core Power: 1

Feature: Fast FTL, FTL transit time reduced by 50%.

Crew: 1-2, passengers 2

FTL: Fast

Wealth Tier: 3 | **Credits:** 10

Description: The courier is built for one purpose: getting somewhere faster than anyone else. Enhanced FTL drives, streamlined hull geometry, and minimal non-essential mass combine to create the fastest small vessel in regular service. Couriers carry critical messages, time-sensitive cargo, and VIP passengers who need to be somewhere yesterday.

In the post-Silence galaxy, couriers serve a critical function. With the Precursor gates destroyed, information travels no faster than the fastest ship. Couriers bind the galaxy together, carrying news, orders, and financial data between systems. A day's advantage in information can mean fortunes made or lost, battles won or lost, lives saved or sacrificed.

Courier duty is surprisingly dangerous. Everyone knows couriers carry valuable information; everyone knows they travel alone and lightly armed. Pirates specifically target couriers, hoping to intercept sensitive communications or

ransom valuable passengers. Smart couriers cultivate reputations for having nothing worth stealing, while hiding their true cargo in their heads or in encrypted data cores.

Tactical Application: Avoid combat. Couriers can outrun almost anything, but they can't outfight anything. If interception is unavoidable, surrender or self-destruct are often better options than combat.

The Scavenger's Notes: *"I ran courier for House Valerius for five years. Three rules: never carry anything you can't dump in an emergency, never slow down for anything, and never, ever, tell anyone what you're actually carrying. Most trips are boring. The exciting ones, you don't want to talk about."*, Anonymous Courier

Variants:

- **Diplomatic Courier:** Enhanced communications, luxury passenger accommodations, official registry. WT 4 / 14 Credits.
- **Emergency Response:** Medical systems, rescue equipment, SAR capability. WT 4 / 12 Credits.
- **Data Courier:** Specialized for information transport with enhanced security. WT 4 / 12 Credits.
- **Pirate Courier:** Hidden compartments, false transponder, enhanced stealth. WT 4 / 14 Credits.

MINING SKIFF*Extracting wealth from the void.*

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
12	4	8	16	×1	0W / 4S	-1	+1

Core Power: 1**Feature: Extraction Suite,** Integrated mining lasers, ore processor, storage. +2 on resource extraction checks.**Crew:** 1-2**FTL:** None**Wealth Tier:** 2 | **Credits:** 5

Description: The mining skiff is a specialized industrial vessel designed for asteroid mining and salvage operations. Heavy construction protects against debris impacts; integrated equipment handles extraction and preliminary processing. These vessels are the foundation of the post-Silence resource extraction industry, small enough for independent operators, capable enough for serious work.

Mining skiffs operate in hazardous environments: asteroid fields where debris can shatter hulls, radiation zones around dying stars, salvage sites where unexploded ordnance waits for the careless. Their pilots

develop a cautious precision that seems at odds with the vessels' rugged construction. Speed kills in mining; patience pays.

The economics of skiff mining are marginal. Independent operators scrape by, selling their ore to refineries and hoping for lucky strikes. The real money goes to operations with multiple skiffs and dedicated transport, but even the big operations started with a single skiff and a desperate miner.

Tactical Application: None. Mining skiffs have no weapons, and their mining lasers are industrial tools unsuited for combat. In hostile situations, the only option is to flee or hide.

The Scavenger's Notes: *"Twelve years I worked a mining skiff in the Sigma Eridani belt. Broke even most years. Then I found a Precursor debris field, artifacts worth more than every ounce of ore I'd ever processed. One lucky find changed everything. That's the dream that keeps miners going."*, Former Miner Elena Kowalski

Variants:

- **Deep Core Miner:** Enhanced extraction for rare materials, +3 on extraction. WT 3 / 7 Credits.
- **Gas Harvester:** Atmospheric extraction from gas giants, different equipment. Same cost.
- **Salvage Variant:** Cutting tools, tractor beam, evidence preservation. WT 2 / 6 Credits.
- **Survey Skiff:** Sensors +3, prospecting equipment, minimal extraction. WT 2 / 6 Credits.

PATROL BOAT*Law and order in the void.*

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
12	4	10	16	×1	2W / 2S	+1	+1

Core Power: 1

Feature: Authority, +2 to Presence Rolls when representing legitimate law enforcement.

Crew: 2-4

FTL: None

Wealth Tier: 2 | Credits: 6

Description: The patrol boat is the smallest armed vessel designed for law enforcement rather than military operations. Faster than most civilian craft, armed enough to threaten those who won't stop for inspection, these boats maintain order in systems where full-size warships would be overkill or unavailable.

Patrol boats operate in the spaces between, asteroid belts where smugglers hide, moon systems where pirates lurk, orbital zones where the desperate take chances. Their crews develop an eye for trouble, spotting the behaviors that mark vessels as legitimate or suspicious. Most encounters end peacefully; the patrol boat's presence is often enough to deter crime.

But not always. Patrol boat crews face the reality that they're often outgunned by serious criminals. A

competent smuggler may have better weapons, better armor, and nothing to lose. Training emphasizes calling for backup, but backup may be hours away. Patrol boat crews learn to balance assertiveness with survival.

Tactical Application: Pursuit and interception of civilian craft. Patrol boats can handle smugglers and unarmed criminals but should avoid engagement with military vessels or serious pirates.

The Scavenger's Notes: *"I crewed a patrol boat in the Nexus system for eight years. Most of the job is boredom, routine inspections, watching sensors, drinking too much coffee. Then one day everything goes wrong and you're fighting for your life against someone who has nothing to lose. You better be ready when that day comes."*, Retired Constable Marcus Webb

Variants:

- **Customs Cutter:** Enhanced sensors for contraband detection, +3 on scanning. Same cost.
- **Search and Rescue:** Medical equipment, passenger capacity 6 (evacuees), tractor beam. WT 2 / 7 Credits.
- **Pirate Hunter:** Enhanced weapons (3W / 1S), +1 damage. WT 3 / 8 Credits.

TIER 1 SUMMARY TABLE

SHIP	HULL	ARMOR/ARC	HEAT	EV	MR	SLOTS	FEATURE	WT	CR
Atmospheric Shuttle	10	0	8	16	×1	0W/2S	Planetary Lander	1	1
Interceptor	10	3	8	16	×1	2W/1S	Dogfighter	2	4
Stealth Pod	6	0	6	16	×1	0W/3S	Silent Running	2	4
Space Superiority Fighter	10	4	10	16	×1	2W/2S	Multi-Role	2	5
Heavy Fighter	12	6	10	16	×1	3W/1S	Strike Craft	3	7
Personal Transport	10	3	8	16	×1	1W/3S	Independent (FTL)	3	8
Courier	10	3	8	16	×1	1W/2S	Fast FTL	3	10
Mining Skiff	12	4	8	16	×1	0W/4S	Extraction Suite	2	5
Patrol Boat	12	4	10	16	×1	2W/2S	Authority	2	6

12.3: TIER 2: LIGHT VESSELS

"The standard vessel of the void. Dependable, but outmatched by true military hardware."

Tier 2 Baseline:

- Core Power: 2
- Hull: 12-22 / Heat Cap: 12-16
- Armor Slots: 4-8 per arc
- Maneuver: +0 to +1, Sensors: +0 to +2
- Crew: 2-8

Tier 2 vessels represent the backbone of interstellar civilization, the workhorses of commerce, exploration, and frontier defense. These ships are large enough to carry meaningful cargo, tough enough to survive the dangers of independent operation, and small enough for minimal crews to operate effectively. A Tier 2 ship is the dream of every independent operator: your own vessel, your own crew, your own destiny.

Before the Silence, Tier 2 vessels were the equivalent of trucks and small aircraft, practical tools for practical people. Today, they've become something more precious. A functional Tier 2 ship represents a community's connection to the wider galaxy, a family's inheritance passed through generations, a crew's entire life savings made tangible. These ships are maintained obsessively, modified constantly, and defended fiercely.

The economics of Tier 2 operations are brutal but achievable. A skilled crew running profitable routes can service debt, maintain their vessel, and even accumulate wealth. But margins are thin, and bad luck, a failed cargo, a pirate encounter, an unexpected repair, can destroy years of careful work. Success requires not just competence but patience, caution, and an eye for opportunity.

LIGHT FREIGHTER

The independent trader's foundation.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
14	4	10	12	×2	1W / 4S	+0	+1

Core Power: 2

Feature: **Cargo King**, Double standard cargo capacity for its size.

Crew: 2-4, passengers 4-6

FTL: Standard

Wealth Tier: 3 | **Credits:** 9

Description: The light freighter is the quintessential independent trader's ship, the vessel that launched a thousand careers, supported a million families, and connected worlds across the galaxy. Large enough to carry profitable cargo, small enough for a minimal crew, versatile enough to adapt to changing opportunities. This is the ship that makes interstellar commerce possible.

Every scavenger, trader, and adventurer knows the light freighter. Most grew up on them, worked on them, dreamed of owning them. The design hasn't changed fundamentally in centuries because it doesn't need to, the optimal balance of capacity, cost, and capability was found long ago. What changes is the personality each crew brings to their vessel: custom modifications, painted hulls, quirks developed over decades of operation.

The light freighter's modular cargo bay is its defining feature. The same space that carries ore one trip might hold refugees the next, then luxury goods, then salvage. Successful captains develop networks of contacts who need things moved, legal or otherwise, and build

reputations for reliability. The ship is the tool; the captain's contacts are the real asset.

Tactical Application: Run away. Light freighters carry enough weapon mounts for deterrence, pirates prefer unarmed targets, but lack the punch to fight serious opposition. Against raiders, speed and cunning matter more than firepower. Many captains configure their single weapon improvement slot with mining lasers or utility equipment, accepting vulnerability in exchange for versatility.

The Scavenger's Notes: *"My grandfather flew a light freighter. My mother flew the same one after he died. Now I fly her. "Persistence" has been in the family for seventy-three years, and if the gods are kind, my daughter will fly her after me. She's slow, she's cramped, and the recycler always smells like cabbage. But she's ours."*, Captain Maya Chen

Variants:

- **Armed Merchant:** 6 Armor Slots per arc, 2W/3S. Sacrifices cargo for firepower. Common in dangerous regions. WT 4 / 12 Credits.
- **Passenger Variant:** Cargo halved, passenger capacity 12 with comfortable accommodations. WT 3 / 10 Credits.
- **Exploration Config:** Sensors +2, extended life support, scientific equipment. WT 4 / 12 Credits.
- **Smuggler's Special:** Hidden compartments, false transponder, stealth coating. WT 4 / 13 Credits.

PATROL CORVETTE

The smallest true warship.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	12	12	×2	2W / 2S	+1	+1

Core Power: 2

Feature: Rapid Response. Once per scene, before a Pilot makes an Instinct Reaction Roll against an immediate hazard, add +1 to that Roll.

Crew: 4-8

FTL: Standard

Wealth Tier: 4 | **Credits:** 16

Description: The patrol corvette is the smallest vessel designed primarily for combat, a genuine warship rather than an armed civilian craft. Fast, well-armed, and tough enough to survive mistakes, corvettes serve as the backbone of system defense, anti-piracy operations, and small-scale military actions across the galaxy.

For Houses that can't afford larger warships, corvettes provide credible military capability. A squadron of corvettes can control a system, defend a convoy, or raid enemy commerce. They're dangerous to anything their size or smaller, and even larger ships must respect their concentrated firepower. The corvette makes small powers relevant.

But corvettes have limits. Against serious military opposition, frigates, destroyers, capital ships, corvettes are outmatched. Their role in fleet actions is screening and harassment, not line combat. Smart corvette

captains know when to fight and when to run; the ones who forget this lesson tend not to survive long enough to learn it twice.

Tactical Application: Patrol, escort, and light combat. Corvettes can handle pirates, smugglers, and other Tier 2 opponents. Against Tier 3+, they should fight only in groups or when retreat is impossible.

The Scavenger's Notes: "Corvette duty teaches you to pick your fights. We caught a smuggler last month, light freighter, one weapon mount, panicking crew. Easy capture. The week before, we spotted a raider with more guns than sense. Called for backup and shadowed them until the frigate arrived. Both were right calls. That's the job.", Lieutenant Commander Yusuf al-Rashid, House Joric Patrol Service

Variants:

- **House Joric "Sentinel":** 8 Armor Slots per arc, Hull 24, Maneuver +0. Built to take punishment. WT 4 / 19 Credits.
- **House Valerius "Whisper":** Silent Running feature, 1W/3S. Intelligence operations. WT 4 / 18 Credits.
- **Missile Corvette:** 3W/1S, +1d6 damage with missiles. Alpha strike capability. WT 4 / 17 Credits.
- **Customs Corvette:** Enhanced sensors (+3), boarding equipment, prisoner cells. WT 4 / 17 Credits.

SURVEYOR

First to see, first to know.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	4	16	12	×2	1W / 5S	+0	+2

Core Power: 2

Feature: Deep Scanners, Advantage on all Scan actions. Can detect anomalies at extended range.

Crew: 3-6

FTL: Standard

Wealth Tier: 4 | **Credits:** 16

Description: The surveyor is built for discovery, finding new systems, mapping phenomena, gathering intelligence, and cataloging the unknown. Enhanced sensors provide detailed information at ranges that would leave other ships blind. An expanded heat envelope allows continuous operations in demanding environments. These vessels are the scouts of expansion and the eyes of military planning.

Survey work is unglamorous but vital. Someone has to map the uncharted systems, identify resource deposits, and catalogue hazards. Someone has to find the safe routes through debris fields and the stable points for

station construction. Surveyors do the slow, careful work that makes everything else possible.

The best survey crews develop an intuition for anomalies, the subtle sensor returns that mean opportunity or danger. They learn to read the void like others read faces, finding meaning in radiation patterns and gravitational fluctuations. When a surveyor crew says they've found something interesting, smart people listen.

Tactical Application: Avoid engagement. Surveyors carry weapons for emergency self-defense, but their value is information, not combat power. If discovered by hostiles, running and reporting is more important than fighting.

The Scavenger's Notes: "Survey work is ninety-nine percent tedium, one percent terror. You spend months mapping asteroid fields, cataloguing mineral deposits, running sensor sweeps. Then you find something, a Precursor relic, an unknown vessel, a spatial anomaly, and suddenly everything matters. That one percent makes the rest worthwhile.", Senior Surveyor Emi Tanaka

Variants:

- **Military Scout:** Silent Running, enhanced comms, intelligence gathering focus. WT 4 / 18 Credits.
- **Research Vessel:** Laboratory space, probe launchers, scientific equipment. WT 4 / 18 Credits.
- **Pathfinder:** Navigation-focused, +2 to chart new routes, enhanced FTL calculations. WT 4 / 17 Credits.
- **Archaeological Surveyor:** Ground penetrating sensors, artifact preservation, excavation equipment. WT 4 / 18 Credits.

ARMED TRANSPORT

Cargo that fights back.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	12	12	×2	2W / 3S	+0	+1

Core Power: 2

Feature: Secure Cargo, Shielded cargo holds, +2 to resist scanning. Valuable cargo is protected against detection.

Crew: 4-8, passengers/troops 10-20

FTL: Standard

Wealth Tier: 4 | **Credits:** 14

Description: The armed transport bridges the gap between civilian freighter and military vessel, a ship designed to carry valuable cargo

through dangerous regions and arrive intact. More weapons than a freighter, more cargo than a corvette, the armed transport fills a niche that pure military or pure civilian designs cannot.

These vessels move the cargoes that matter most: rare materials too valuable for regular shipping, sensitive equipment that can't fall into wrong hands, personnel who must arrive safely regardless of obstacles. The shielded cargo holds protect contents from casual scanning, useful for legitimate security and illicit operations alike.

Armed transports are popular with mercenary companies as mobile bases, enough troop capacity for a serious force, enough weapons to discourage casual aggression, enough cargo space for equipment and

supplies. Many independent operators start with freighters and upgrade to armed transports as their operations grow and their cargoes become more valuable.

Tactical Application: Defensive combat. Armed transports can fight off pirates and discourage interception, but they're not designed to seek combat. Against military opposition, they're transports first and combatants second.

The Scavenger's Notes: *"Flew armed transport for a mercenary company for six years. Half the cargo was gear, half was people, and all of it was someone else's problem. Our job was getting it there intact. Didn't matter if it was medicine for a plague colony or weapons for a rebel uprising, we delivered and we didn't ask questions."*, Former Transport Captain Marcus Webb

Variants:

- **Q-Ship:** Appears civilian, weapons concealed until needed. Surprise attacks at +2. WT 4 / 18 Credits.
- **Assault Transport:** Troops 30, landing capability, light bombardment weapons. WT 4 / 16 Credits.
- **VIP Transport:** Luxury accommodations for 6, maximum security, enhanced life support. WT 4 / 18 Credits.
- **Mercenary Carrier:** Troops 20, 1 Fighter Bay, mobile base capability. WT 5 / 22 Credits.

RAIDER

Strike fast, take everything, disappear.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	6	13	12	×2	2W / 3S	+2	+1

Core Power: 2

Feature: **Ambush Predator**, +1d6 damage on the first attack each combat.

Crew: 4-8, boarding party 10-15

FTL: Fast

Wealth Tier: 4 | **Credits:** 18

Description: The raider is purpose-built for aggressive operations, piracy, commerce raiding, and smash-and-

grab attacks that leave victims bleeding before they know what hit them. Fast enough to catch any target, armed enough to overwhelm resistance, with cargo space for loot and fast FTL for escape. This is the wolf of the shipping lanes.

Raiders operate on the edge of civilization, where law is distant and violence is the primary language of negotiation. Their crews develop ruthless efficiency, striking fast to minimize resistance and fleeing before response can arrive. The best raiders build fearsome reputations, targets often surrender immediately rather than face their wrath.

But raiding is dangerous work. Crews who become too predictable find ambushes waiting. Those who attack the wrong targets discover that some cargoes have serious protection. And the life takes its toll: paranoia, isolation, the constant awareness that everyone you meet might be the one who finally catches you.

Tactical Application: Alpha strike attacks against weaker targets. Raiders hit hard in the opening moments, overwhelming defense

before it can organize. Against prepared opposition or military vessels, disengagement is usually the wise choice.

The Scavenger's Notes: *"Raided the Nexus shipping lanes for four years. Made a fortune. Lost half my crew."*

Spent the fortune on medical bills and bribes. Now I haul legitimate cargo and sleep better at night. Some lessons cost more than they're worth.", Former Raider Captain, name withheld

Variants:

- **House Volkov "Reaver":** 3W/2S, +2d6 first attack damage. Maximum violence. WT 4 / 20 Credits.
- **Boarding Specialist:** Troops 25, grappling systems, breaching equipment. WT 4 / 19 Credits.
- **Privateer:** Legitimate letter of marque, legal in House territory. WT 4 / 18 Credits.
- **Stealth Raider:** Silent Running; opposing Active Scan Rolls take -2. WT 5 / 22 Credits.

YACHT

Travel in style.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
12	4	12	12	×2	1W / 4S	+1	+1

Core Power: 2

Feature: **Luxury Accommodations**, Presence Rolls made to host or negotiate with guests aboard have Advantage.

Crew: 2-4, passengers 6-10 (luxury)

FTL: Fast

Wealth Tier: 4 | **Credits:** 20

Description: The yacht is a prestige vessel, a mobile statement of wealth, taste, and social position. Fast FTL capability allows rapid travel between systems; luxury accommodations ensure comfort during the journey. These ships exist as much for display as for function, showing the galaxy that their owners have arrived.

In the pre-Silence era, yachts were common among the wealthy, status symbols like fine groundcars or estate homes. Today, they're rare and precious, markers of genuine power rather than mere prosperity. Owning a yacht means controlling resources that most people can't imagine, and traveling in one means demonstrating that control to everyone you meet.

Beyond pure status, yachts serve practical purposes for the powerful. Negotiations conducted in comfortable surroundings proceed more smoothly. Guests impressed

by hospitality become more amenable to agreements. And private transportation means conversations that no one else can overhear.

Tactical Application: Flee immediately. Yachts are not combat vessels. Their owners rely on reputation, registration, and escorts for protection. If combat becomes unavoidable, surrender is often the wisest choice, damage to the hull is easier to repair than damage to the owner.

The Scavenger's Notes: *"Crewed a yacht for a House Valerius executive for three years. Best food I've ever eaten, most boring job I've ever had. The highlight was watching negotiations, amazing how much more cooperative people become when they're sitting in leather chairs drinking hundred-year whiskey. Luxury is a weapon too."*
Former Yacht Steward James Chen

Variants:

- **Racing Yacht:** Ev 14, Maneuver +2, minimal accommodations. Sport performance. WT 4 / 22 Credits.
- **Party Yacht:** Entertainment facilities, passengers 20, catering equipment. WT 4 / 24 Credits.
- **Executive Yacht:** Conference facilities, secure communications, business focus. WT 5 / 28 Credits.
- **Expedition Yacht:** Extended range, rugged construction, exploration luxury. WT 5 / 26 Credits.

SALVAGE HAULER

One civilization's wreck is another's treasure.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	13	12	×2	1W / 4S	-1	+2

Core Power: 2

Feature: **Salvage Suite**, Cutting tools, tractor beams, drone complement. +2 to salvage operations.

Crew: 3-6

FTL: Standard

Wealth Tier: 3 | **Credits:** 12

Description: The salvage hauler is designed for recovering derelict ships, debris, and abandoned equipment, the cleanup crew of the void. Equipped with cutting tools to dismantle wrecks, tractor systems to move cargo, and extensive storage to haul it home, these vessels turn other people's misfortune into profit.

In the post-Silence galaxy, salvage is a growth industry. The cataclysm left countless derelicts drifting through space, warships that fought their final battles, freighters that never reached port, stations that died when their systems failed. These wrecks contain materials, components, and sometimes intact equipment worth fortunes to those with the patience to recover them.

Salvage work is dangerous. Derelicts contain hazards: radiation, unexploded ordnance, unstable structures, and sometimes survivors who don't want to be found. Smart salvagers assess carefully before committing, and even careful operators sometimes find surprises.

The salvage

hauler's enhanced sensors help identify threats, but they can't eliminate them.

Tactical Application: Defensive only. Salvage haulers carry weapons for self-defense, but their value is in recovery, not combat. If threatened, the priority is saving the crew and the ship, cargo can always be recovered later.

The Scavenger's Notes: *"Best find I ever made was a pre-Silence courier drifting in the Oort cloud. Intact, powered down, crew long dead. The nav computer alone was worth more than my ship. Worst find was a "derelict" that turned out to be a pirate trap. Lost two crew before we got away. You never really know what you're getting into."*, Salvage Captain Viktor Petrov

Variants:

- **Heavy Salvage:** Tier 3 conversion, Hull 30, cargo x3, larger crew. WT 4 / 22 Credits.
- **Combat Salvage:** Enhanced weapons (2W/3S), armor. Recovers wrecks in contested areas. WT 4 / 16 Credits.
- **Forensic Recovery:** Evidence preservation, investigation equipment. Accident reconstruction. WT 3 / 14 Credits.
- **Ghost Hunter:** Enhanced sensors (+4), long-range communication. Locates lost ships. WT 4 / 16 Credits.

MEDICAL CUTTER

Mercy on wings.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	4	13	12	x2	OW / 5S	+1	+2

Core Power: 2

Feature: **Hospital Ship**, Full surgical capability, +3 to medical checks, can treat 20 patients.

Crew: 4-8 (medical staff)

FTL: Standard

Wealth Tier: 4 | **Credits:** 16

Description: The medical cutter is a mobile hospital, a vessel designed to bring healthcare to places that have none. Surgical bays,

diagnostic equipment, pharmaceutical fabricators, and treatment facilities provide capability equivalent to a small planetary hospital. These ships are angels of mercy in a galaxy where medical care is often days or weeks away.

Medical cutters serve diverse roles: responding to emergencies, supporting colonial settlements, providing care to fleet operations, and reaching isolated communities. Their crews are medical professionals first and spacers second, motivated by the desire to heal rather than profit. Many operate under charitable organizations or House humanitarian programs.

Under interstellar convention, medical vessels are protected, attacking them is a war crime recognized by all Houses. Most pirates respect this convention, both from residual humanity and from pragmatic recognition that everyone might need a hospital ship someday. But "most" isn't "all," and medical cutters in dangerous space sometimes travel with escorts.

Tactical Application: None. Medical cutters carry no weapons, adding them would compromise their protected status. In hostile situations, they rely on their registry and the conventions of civilized space. When that fails, they run.

The Scavenger's Notes: *"I've seen medical cutters operate in war zones, plague colonies, and disaster sites. Their crews are the bravest people I know, unarmed, unarmored, going where the need is greatest regardless of danger. When the 'Mercy's Light' showed up at Sigma Cygni after the battle, those doctors saved more lives than all the warships combined."*, War Correspondent Elena Ruiz

Variants:

- **Plague Response:** Biological containment, quarantine facilities, epidemiology lab. WT 4 / 18 Credits.
- **Surgical Cutter:** Focused on trauma surgery, mobile operating theater. WT 4 / 17 Credits.
- **Mental Health Vessel:** Counseling facilities, psychiatric care, rehabilitation. WT 4 / 17 Credits.
- **Veterinary Cutter:** Treats livestock and other animals. Colonial support. WT 3 / 14 Credits.

TIER 2 SUMMARY TABLE

SHIP	HULL	ARMOR/ARC	HEAT	EV	MR	SLOTS	FEATURE	WT	CR
Light Freighter	14	4	10	12	×2	1W/4S	Cargo King	3	9
Patrol Corvette	22	6	12	12	×2	2W/2S	Rapid Response	4	16
Surveyor	16	4	16	12	×2	1W/5S	Deep Scanners	4	16
Armed Transport	22	6	12	12	×2	2W/3S	Secure Cargo	4	14
Raider	16	6	13	12	×2	2W/3S	Ambush Predator	4	18
Yacht	12	4	12	12	×2	1W/4S	Luxury	4	20
Salvage Hauler	22	6	13	12	×2	1W/4S	Salvage Suite	3	12
Medical Cutter	16	4	13	12	×2	0W/5S	Hospital Ship	4	16

12.4: TIER 3: MEDIUM VESSELS

"A serious, versatile vessel. The typical player ship and a formidable opponent."

Tier 3 Baseline:

- Core Power: 3
- Hull: 22-30 / Heat Cap: 16-18
- Armor Slots: 8-10 per arc
- Maneuver: -1 to +1, Sensors: +0 to +2
- Crew: 10-50

Tier 3 vessels mark the transition from individual to institutional assets. These are the warships of minor powers, the flagships of successful independents, the

vessels that require serious resources to acquire and maintain. A Tier 3 ship represents military significance, its presence can shift the balance of power in a system, its loss can cripple an organization.

For player crews, Tier 3 represents the aspirational tier: a ship large enough for dedicated spaces, powerful enough to face most threats,

and capable enough for significant operations. Acquiring a Tier 3 vessel is often the culmination of a campaign arc, representing the crew's transformation from desperate scavengers to significant players.

The economics of Tier 3 operation are demanding. These ships require substantial crews, regular maintenance, and significant fuel for their more powerful FTL drives. Operating costs can consume the profits of marginal voyages. Successful Tier 3 operators run tight ships, literally and figuratively, maximizing efficiency while minimizing waste.

LINE FRIGATE

The fleet's workhorse.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
30	9	16	12	×2	3W / 3S	+0	+1

Core Power: 3

Feature: Rugged, Ignore the first point of Hull loss each scene. Built to take punishment.

Crew: 15-30

FTL: Standard

Wealth Tier: 5 | **Credits:** 25

Description: The line frigate is the backbone of House fleets, a warship that has served for centuries in roles ranging from patrol and escort to independent operations and fleet actions. Large enough to project real power, small enough to be economical in numbers, the frigate is the ship that makes House naval power possible.

Every major House maintains frigate squadrons. These ships patrol borders, escort convoys, show the flag in contested systems, and fight in fleet actions. They're versatile enough to handle most missions, tough enough to survive their mistakes, and common enough that losing one doesn't cripple the fleet. The frigate is the standard by which other warships are measured.

For independent operators, acquiring a frigate transforms capability. A frigate-class ship can handle threats that would destroy smaller vessels, take contracts that require serious combat power, and project the kind of force that makes enemies reconsider. The transition from light vessel to frigate is the transition from survivor to player.

Tactical Application: General-purpose warship. Frigates can handle patrol, escort, anti-piracy, system defense, and fleet actions. Against Tier 4+ vessels, they should operate in groups; against anything smaller, a frigate is usually decisive.

The Scavenger's Notes: *"First time I saw a frigate up close, I was crewing a light freighter that got caught in a pirate ambush. The 'Vigilance' dropped out of FTL, and*

the pirates scattered like roaches when you turn on the lights. Captain Ortiz let us dock for repairs and wouldn't take payment. 'Professional courtesy,' she said. That's when I decided I wanted to command a ship like that someday.", Captain Dmitri Chen

Variants:

- **House Joric "Praetorian":** 10 Armor Slots per arc, Hull 40, Maneuver -1. Anchor of defensive lines. WT 5 / 30 Credits.
- **House Solari "Daybreak":** Sensors +2, fleet coordination capability. Command vessel. WT 5 / 28 Credits.
- **Missile Frigate:** 4W/2S, +1d6 with missiles. Long-range strike platform. WT 5 / 27 Credits.
- **Anti-Fighter Frigate:** 5W/1S, Dogfighter feature. Fleet defense against small craft. WT 5 / 26 Credits.
- **Picket Frigate:** Sensors +3, early warning focus, communications relay. WT 5 / 27 Credits.

DESTROYER*Speed and firepower.*

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
26	8	17	12	×2	4W / 2S	+1	+1

Core Power: 3**Feature: Assault Vessel,** +1d6 damage at Engagement range or closer. Aggression rewarded.**Crew:** 20-40**FTL:** Standard**Wealth Tier:** 5 | **Credits:** 30

Description: The destroyer is a dedicated offensive platform, a warship built to close with enemies and destroy them through overwhelming firepower. Faster and more maneuverable than frigates, destroyers sacrifice some protection for speed and hitting power. They're the wolves of fleet action, hunting in packs to bring down larger prey.

Destroyer tactics emphasize aggression. These ships close range rapidly, deliver devastating salvos, and maneuver to exploit weaknesses before enemies can respond. Defensive operations are possible but suboptimal, the destroyer's advantages lie in attack. Commanders who try to use destroyers defensively often find themselves outperformed by purpose-built defenders.

The destroyer captain's personality tends toward controlled aggression. They must balance the urge to close and destroy against tactical reality, knowing when to press attacks and when to break off. The best

destroyer captains develop an instinct for enemy weakness, sensing the moment when a full commitment will shatter opposition.

Tactical Application: Offensive operations, fleet screening, and hunting enemy warships. Destroyers excel at closing to optimal range and delivering killing blows. Against defensive targets, they must be cautious, sustained fire from fixed defenses can overwhelm even destroyer-grade armor.

The Scavenger's Notes: *"Destroyer captains are a special breed. They've got to be aggressive enough to close with enemies who are shooting at them, and controlled enough to break off when the math doesn't work. The ones who survive long enough to matter learn to feel the battle, knowing when to push and when to run on instinct. The ones who don't learn become debris."*, Rear Admiral Yuki Tanaka (Ret.)

Variants:

- **House Volkov "Ravager":** 5W/1S, +2d6 at Engagement range or closer. Maximum aggression. WT 5 / 33 Credits.
- **Fleet Destroyer:** Sensors +2, coordination capability. Squadron leader. WT 5 / 32 Credits.
- **Torpedo Destroyer:** 3W/3S, heavy torpedo system, +2d6 vs Tier 4+. Capital ship hunter. WT 5 / 32 Credits.
- **Stealth Destroyer:** Silent Running, 3W/3S. Ambush predator. WT 5 / 35 Credits.

BLOCKADE RUNNER*Through any barrier.*

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	18	12	×2	2W / 4S	+2	+2

Core Power: 3

Feature: Ghost Ship, Advantage on Pilot Instinct Rolls to evade detection. Fast FTL transit.

Crew: 8-15

FTL: Fast

Wealth Tier: 5 | Credits: 35

Description: The blockade runner exists to go where other ships cannot, through contested space, past patrol lines, into systems under siege. These vessels combine speed, stealth, and durability in a package designed to slip through any obstacle and arrive intact. When cargo absolutely must get through, blockade runners deliver.

In peacetime, blockade runners serve as premium couriers, moving time-sensitive cargo faster than anything else. In war, they become vital supply lines, delivering critical materials to besieged systems that would otherwise starve. The highest-paid captains in the galaxy often command blockade runners, earning fortunes through voyages that other ships cannot attempt.

The psychology of blockade running is unique. Crews must be calm under pressure, making calculated decisions while enemies hunt them. They must be patient, waiting for the perfect moment to move, and

bold, committing fully when that moment arrives. Panic kills; hesitation kills; only cool-headed audacity survives.

Tactical Application: Evasion and escape. Blockade runners can fight when necessary, but their primary defense is not being caught. Speed, stealth, and cunning matter more than firepower.

The Scavenger's Notes: *"Running the Sigma Cygni blockade was the most terrifying and exhilarating experience of my life. Three days creeping through the patrol zone on minimum power, watching destroyer screens pass close enough to see their running lights. Then the final dash, full burn toward the planet while their missiles chased us. Made it through with seconds to spare. The refugees' faces when we docked... that's why we do this."*, Blockade Runner Captain Maria Santos

Variants:

- **Military Blockade Runner:** Opposing Active Scan Rolls take -4; reduced cargo, official registry. WT 5 / 40 Credits.
- **Smuggler's Dream:** Enhanced concealment, false compartments, identity spoofing. WT 5 / 38 Credits.
- **Fast Courier:** Extreme speed (+3 Maneuver), minimal cargo. VIP and urgent message transport. WT 5 / 38 Credits.
- **Refugee Runner:** Enhanced life support, passenger capacity 50, humanitarian focus. WT 5 / 36 Credits.

HEAVY FREIGHTER

The commerce king.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
30	8	16	12	×2	2W / 5S	-1	+0

Core Power: 3

Feature: Bulk Hauler, Triple standard cargo capacity. When cargo matters, nothing else compares.

Crew: 10-20

FTL: Standard

Wealth Tier: 4 | Credits: 22

Description: The heavy freighter moves serious cargo volumes, enough to supply a colony, stock a trading post, or shift commodity

markets. These vessels are the arteries of interstellar commerce, carrying the materials that keep civilization functioning. Where light freighters handle specialized cargo, heavy freighters handle everything.

Operating a heavy freighter requires scale. The cargo capacity is impressive, but so are the operating costs,

fuel, crew, maintenance, and port fees add up quickly. Successful heavy freighter operations run established routes with reliable

cargo, maintaining thin margins through volume. The fortunes in heavy freight come from owning fleets, not individual ships.

For independent operators, a heavy freighter represents a massive investment with proportional risk. One bad cargo, one pirate encounter, one unexpected breakdown can mean financial ruin. But crews who build relationships, understand markets, and navigate risk successfully can prosper. The heavy freighter is the independent's path to legitimate wealth.

Tactical Application: Defensive operations and escape. Heavy freighters carry weapons for deterrence, but they're designed for commerce, not combat. Against serious threats, running is usually the only option, and heavy freighters don't run fast.

The Scavenger's Notes: *"My consortium runs six heavy freighters on the Nexus-Colonia circuit. Twenty years we've been at it, and we've lost two ships: one to pirates, one to an engine failure that wasn't anyone's fault. The margins are thin, but they're consistent. That's the heavy freight business, not getting rich, just getting steady."*, Consortium Manager Pavel Volkov

Variants:

- **Container Ship:** Standardized container handling, quadruple cargo (containerized only). WT 4 / 24 Credits.
- **Tanker:** Triple liquid cargo capacity. Fuel, chemicals, water transport. WT 4 / 23 Credits.
- **Colony Transport:** Passengers 100-200 in basic accommodations, colonial supplies. WT 4 / 25 Credits.
- **Livestock Carrier:** Life support for animal cargo, specialized handling. WT 4 / 24 Credits.

ESCORT CARRIER

Small craft anywhere.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
26	8	17	12	×2	2W / 4S	+0	+1

Core Power: 3

Feature: **Carrier Operations**, Can launch, recover, and maintain 6-8 Tier 1 craft.

Crew: 25-50 (including flight crews)

FTL: Standard

Wealth Tier: 5 | **Credits:** 35

Description: The escort carrier brings fighter capability to operations that can't support full fleet carriers. Carrying a squadron of fighters plus shuttles and support craft, escort carriers extend air cover to convoys, provide strike capability for task forces, and enable independent operations requiring organic small craft.

Escort carrier operations demand coordination. The ship itself has limited combat power, its value lies in the fighters it launches. Effective escort carrier commanders develop their pilots ruthlessly, knowing that fighter skill determines the ship's effectiveness. The relationship between carrier and fighter crews is symbiotic: the carrier provides home, maintenance, and direction; the fighters provide offensive and defensive capability.

For independent operators, an escort carrier transforms capability. Suddenly you have fighters for escort, shuttles for landing parties, bombers for strikes.

The complexity of managing a small air wing requires additional skills, but the versatility is worth the investment.

Tactical Application: Launch fighters for combat, recover them for maintenance and rearmament. The escort carrier itself should avoid

direct engagement, its weapons are defensive, and its value is in its fighters.

The Scavenger's Notes: *"Command an escort carrier for three years, and you'll either learn to trust your pilots completely or lose your mind trying to control them. My flight leader, Commander Kim, saved my ship twice through decisions I didn't authorize. After that, I learned to give orders on objectives, not methods. Best command decision I ever made."*, Captain Elena Ortiz

Standard Complement: 4-6 fighters, 2 shuttles.

Variants:

- **Light Carrier:** 10 fighters, reduced weapons (1W/4S). Pure carrier focus. WT 5 / 40 Credits.
- **Assault Carrier:** 4 fighters + 4 dropships, troops 50, landing operations. WT 5 / 38 Credits.
- **Tender:** Focus on shuttle operations (8 shuttles), enhanced repair capability. WT 5 / 34 Credits.
- **Q-Carrier:** Concealed fighter bays, appears civilian until fighters launch. WT 5 / 42 Credits.

ASSAULT SHIP

Deliver the troops.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
30	9	16	12	×2	3W / 3S	+0	+0

Core Power: 3

Feature: Troop Deployment, Carries 40-60 troops with equipment plus 4 dropships.

Crew: 20-35 + troops

FTL: Standard

Wealth Tier: 5 | **Credits:** 38

Description: The assault ship delivers ground forces to objectives, planets, stations, enemy vessels, and supports them after arrival. These vessels are mobile bases for military operations, carrying troops, their equipment, and the dropships needed to get them where they're fighting. Assault ships turn naval superiority into territorial control.

Assault operations are complex. The ship must reach deployment range while under fire, launch troops under hostile conditions, provide orbital support during the battle, and extract survivors when the mission ends. Assault ship crews develop intimate familiarity with the chaos of planetary operations, learning to adapt when plans inevitably collapse.

The relationship between assault ship crews and their embarked troops is unique. The sailors know their job is getting soldiers to the fight; the soldiers know their lives depend on the ship doing its job. This mutual dependence builds bonds that cross service lines, creating shared identity that transcends traditional military divisions.

Tactical Application: Troop delivery and support. Assault ships can fight, but their primary mission is getting soldiers to objectives. Commanders must balance combat power with troop protection, knowing that losing the ship means losing the troops.

The Scavenger's Notes: *"Dropped troops on Sigma Cygni during the House war. Took fire all the way in, lost two dropships before we got boots on ground. Then we sat in orbit for three weeks, providing fire support and praying the fleet kept the enemy off our back. When the extraction order came, we pulled out everyone who was still breathing. Not everyone was still breathing."*, Former Assault Ship XO Marcus Webb

Variants:

- **Marine Assault:** Boarding focus, breaching shuttles, ship-to-ship operations. WT 5 / 40 Credits.
- **Planetary Assault:** Troops 100, 8 dropships, orbital bombardment capability. WT 5 / 45 Credits.
- **Special Operations:** Troops 20 elite, enhanced stealth, insertion capability. WT 5 / 42 Credits.
- **Peacekeeping Assault:** Non-lethal options, riot control, humanitarian supplies. WT 5 / 38 Credits.

TIER 3 SUMMARY TABLE

SHIP	HULL	ARMOR/ARC	HEAT	EV	MR	SLOTS	FEATURE	WT	CR
Line Frigate	30	9	16	12	×2	3W/3S	Rugged	5	25
Destroyer	26	8	17	12	×2	4W/2S	Assault Vessel	5	30
Blockade Runner	22	6	18	12	×2	2W/4S	Ghost Ship	5	35
Heavy Freighter	30	8	16	12	×2	2W/5S	Bulk Hauler	4	22
Escort Carrier	26	8	17	12	×2	2W/4S	Carrier Ops	5	35
Assault Ship	30	9	16	12	×2	3W/3S	Troop Deploy	5	38

12.5: TIER 4: CAPITAL SHIPS

"The pride of a House fleet. A true predator."

Tier 4 Baseline:

- Core Power: 4
- Hull: 34-52 / Heat Cap: 18-22
- Armor Slots: 10-13 per arc
- Maneuver: -2 to +0, Sensors: +1 to +3
- Crew: 80-500+

Tier 4 vessels are strategic assets, the capital ships that define House power, the vessels whose construction requires years and whose loss reshapes galactic politics. No individual or small group can own a Tier 4 vessel; they

belong to Houses, major corporations, or the most powerful independent organizations. Commanding a capital ship means commanding something that matters to history.

These ships are not normally available for purchase. They're granted by factions to their most trusted servants, captured in battle at tremendous cost, or discovered as derelicts in the void. Acquiring a Tier 4 vessel is a campaign-defining achievement, transforming a crew's capabilities and responsibilities simultaneously.

Capital ship operations demand institutional support. Crew in the hundreds, maintenance that requires dedicated facilities, fuel costs that would bankrupt smaller operations. These vessels exist within larger structures, House fleets, corporate hierarchies, or carefully built independent organizations. The lone captain commanding a capital ship is a romantic fantasy; the reality requires bureaucracy.

HEAVY CRUISER

The iron fist.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
40	12	18	8	×3	4W / 4S	-1	+2

Core Power: 4

Feature: **Ship of the Line**, The first two hits that reach Hull each combat deal 1 less Hull loss. Built to absorb punishment.

Crew: 80-150

Small Craft: 4 shuttles, 4-6 fighters

FTL: Standard

Acquisition: Cannot be purchased. Faction grant (Reputation 5+), capture, or discovery only.

Description: The heavy cruiser is the primary capital warship, the vessel that projects House power across systems, anchors battle lines, and decides fleet engagements. Enough firepower to destroy

any smaller ship, enough protection to survive concentrated fire, enough capability for independent operations. The heavy cruiser is what every warship aspires to be.

Heavy cruisers serve as flagships for task forces, centers of battle groups, and symbols of House authority. Their presence alone often prevents conflict, no rational actor challenges a heavy cruiser without overwhelming force. When conflict comes, cruisers lead from the front, their guns shattering opposition while their armor absorbs return fire.

Commanding a heavy cruiser is the pinnacle of naval career. These postings go to officers with decades of

experience, political connections, and proven judgment. The responsibility is immense: a heavy cruiser represents years of

construction, billions in resources, and the lives of over a hundred crew. Mistakes are remembered for generations.

Tactical Application: Line combat and power projection. Heavy cruisers fight other capital ships, lead task forces, and dominate contested space. Against smaller vessels, they're nearly invulnerable; against other capitals, they're formidable opponents.

The Scavenger's Notes: *"I served aboard the "Indomitable" for fifteen years, working my way from ensign to executive officer. That ship was home, family, purpose. When she was destroyed at Sigma Cygni, I lost more than a posting, I lost a world. Some ships become part of who you are. Capital ships especially. They're too big to be just machines."*, Retired Commander Elena Ortiz

Variants:

- **House Joric "Bastion":** 14 Armor Slots per arc, Hull 52, Maneuver -2. Ultimate defensive cruiser.
- **House Kurogane "Sovereign":** Crew reduced (Min 50), Sensors +3. Automation superiority.
- **Battlecruiser:** 5W/3S, 9 Armor Slots per arc, Maneuver +0. Speed over protection.
- **Command Cruiser:** Sensors +3, fleet coordination, flag bridge facilities.

FLEET CARRIER

Air power projection.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
34	10	22	8	×3	2W / 6S	-1	+2

Core Power: 4

Feature: Full Carrier Operations, Can launch, recover, and maintain 24-36 Tier 1 craft.

Crew: 150-300 (including air wing)

FTL: Standard

Acquisition: Cannot be purchased. Faction grant, capture, or discovery only.

Description: The fleet carrier projects power through small craft, launching, recovering, and supporting up to three full squadrons of fighters and bombers. The carrier itself carries limited armament; its offensive power comes from its air wing. A single fleet carrier can establish space superiority over an entire system.

Carrier operations represent the pinnacle of naval complexity. The ship must manage dozens of individual craft, coordinating launches and recoveries, tracking fuel and ammunition, maintaining readiness while conducting operations. The flight deck is organized chaos, crews working in precise coordination to keep aircraft cycling through missions.

The relationship between carrier and air wing is symbiotic. The pilots depend on the carrier for everything, home, maintenance, direction, recovery. The carrier depends on the pilots for offensive and defensive capability. This interdependence creates unique command challenges, balancing the needs of ship and wing.

Tactical Application: Launch fighters to establish superiority, bombers to strike targets, scouts to gather intelligence. The carrier itself should remain at range, protected by escorts while its aircraft do the fighting.

The Scavenger's Notes: *"Commanded a fleet carrier for five years. The hardest part wasn't the combat, it was writing letters to families when pilots didn't come back. You send them out, you recover them, you send them out again. And sometimes they don't come back. Every pilot*

who died under my command died because I gave the order that sent them. That weight never leaves.", Retired Rear Admiral Yuki Tanaka

Standard Air Wing: 18-24 fighters, 6-8 heavy fighters/bombers, 4-6 shuttles.

Variants:

- **Assault Carrier:** 16 fighters + 8 dropships, troops 100. Combined operations.
- **Light Fleet Carrier:** 18 fighter capacity, Hull 26. Economical carrier.
- **Supercarrier:** 48 fighter capacity, Hull 52. Maximum air power.
- **Drone Carrier:** Autonomous craft, reduced crew, experimental systems.

DREADNOUGHT

The ultimate expression of naval power.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
52	13	22	8	×3	5W / 4S	-2	+2

Core Power: 4

Feature: Overwhelming Firepower, Deal +1d6 damage with all weapons. Spinal mount weapon deals +2d6.

Crew: 200-500

Small Craft: 8 shuttles, 12 fighters

FTL: Standard

Acquisition: Cannot be purchased. Only through legendary deeds, major faction support, or discovering Pre-Silence relics.

Description: The dreadnought is the most powerful conventional warship humanity produces, a mobile fortress carrying enough firepower to destroy fleets, enough armor to survive sustained bombardment, and enough presence to reshape political calculations. These ships are so rare and so valuable that their deployment is a statement of absolute commitment.

Few Houses possess dreadnoughts. Their construction requires years, their maintenance consumes the resources of systems, their loss is remembered for generations. When a House sends its dreadnought to a conflict, it sends a message: this matters enough to risk everything. Opponents often reconsider rather than face such commitment.

The psychological weight of dreadnought command is immense. These ships are symbols as much as weapons,

and their commanders bear responsibility for House honor alongside tactical success. A dreadnought captain who fails visibly may be more dangerous to their House than an enemy fleet.

Tactical Application: Dominate the battlefield. Dreadnoughts anchor battle lines, absorb fire meant for other ships, and destroy any target their weapons can reach. Against peer opponents, they're decisive. Against anything smaller, they're apocalyptic.

The Scavenger's Notes: *"I was at Sigma Cygni when the "Imperator" arrived. House Joric's dreadnought, the pride of their fleet. She dropped out of FTL and the enemy fleet, seven cruisers, a dozen destroyers, just... stopped. Sat there for three hours while diplomats talked. Then they withdrew. That's what a dreadnought does. Changes the math so completely that fighting becomes irrational."*, War Correspondent Elena Ruiz

Variants:

- **House Joric "Imperator":** The standard by which dreadnoughts are measured. Balanced, lethal, legendary.
- **House Volkov "Devastator":** 6W/3S, 10 Armor Slots per arc. Maximum firepower, reduced protection.
- **Super-Dreadnought:** Hull 64, 16 Armor Slots per arc. The largest warships built.
- **Command Dreadnought:** Sensors +4, fleet coordination. Mobile fleet headquarters.

BULK CARRIER*Moving civilizations.*

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
40	9	18	8	×3	2W / 6S	-2	+0

Core Power: 4**Feature:** **Mega-Hauler**, Cargo capacity equivalent to 10 Heavy Freighters.**Crew:** 30-60**FTL:** Standard**Wealth Tier:** 5 | **Credits:** 50

Description: The bulk carrier is the largest commercial vessel in common operation, enormous cargo holds capable of moving the materials that sustain civilizations. A single bulk carrier can supply a colony for months, deliver enough raw materials to construct a space station, or shift commodity prices across multiple systems.

Bulk carriers represent the economies of scale that make interstellar civilization viable. Moving cargo in huge volumes reduces per-unit costs, making trade profitable over distances that would bankrupt smaller operations. The great trading houses built their power on bulk carrier fleets; independent operators dream of owning even one.

Operating a bulk carrier requires institutional scale. The ship itself costs as much as a warship; insurance, crew, and maintenance add to the burden. These vessels travel protected routes with escorts, their schedules published months in advance. Pirate attacks on bulk carriers are rare, the response would be overwhelming, but the temptation of such valuable targets never completely disappears.

Tactical Application: Don't fight. Bulk carriers carry weapons for last-ditch self-defense, but their value is in cargo, not combat. Escorts exist for a reason. If an escort fails, surrender may preserve more value than resistance.

The Scavenger's Notes: *"I served on a bulk carrier for ten years. "Meridian" was her name, half a kilometer of*

cargo space. We moved everything: ore, food, water, equipment. Once we carried a disassembled space station. The scale is hard to comprehend until you've walked those cargo holds. You could fit my home colony in there with room to spare.", Former Cargo Officer James Webb

Variants:

- **Super-Freighter:** 15x cargo capacity, minimal weapons (1W/6S). Maximum cargo.
- **Colony Ship:** Passengers 500-1000 in basic accommodations. Settlement transport.
- **Mobile Refinery:** Integrated processing, ore to refined metals during transit.
- **Factory Ship:** Manufacturing capability, produces finished goods from raw materials.

TIER 4 SUMMARY TABLE

SHIP	HULL	ARMOR/ARC	HEAT	EV	MR	SLOTS	FEATURE	ACQUISITION
Heavy Cruiser	40	12	18	8	×3	4W/4S	Ship of the Line	Faction/Capture
Fleet Carrier	34	10	22	8	×3	2W/6S	Full Carrier	Faction/Capture
Dreadnought	52	13	22	8	×3	5W/4S	Overwhelming Fire	Legendary only
Bulk Carrier	40	9	18	8	×3	2W/6S	Mega-Hauler	WT 5 / 50 Cr

12.6: TIER 5: LEGENDARY VESSELS (SET-PIECES)

"A force of nature. Always run as a Set-Piece."

Tier 5 Baseline:

- Core Power: 5+
- Stats: Variable, defined by narrative role
- Run as environment/hazard, not opponent

Tier 5 vessels transcend conventional ship combat. These are the leviathans of the void, kilometer-long dreadnoughts, ancient Precursor arks, mobile fortresses housing populations. They cannot be fought in the traditional sense; they are too large, too powerful, too significant. Instead, they are *environments*: locations where objectives must be achieved, hazards to be navigated, and obstacles to be overcome.

When a Tier 5 vessel appears, the question is never "Can we destroy it?" but rather "What do we need to accomplish, and how do we survive long enough to do it?"

RUNNING TIER 5 AS SET-PIECES

A Tier 5 vessel is a multi-stage environment defined by:

Zones: Distinct locations on or within the ship. Each Zone is a scene location with its own features, hazards,

and opportunities. Moving between Zones requires time and, when uncertainty and consequence remain, Action Rolls.

Defenses as Hazards: The ship's weapons and automated systems are environmental threats with static **Difficulty Classes (DCs)** rather than attack rolls.

- **Point-Defense Grid:** Flying near the hull requires **Pilot Instinct Roll (DC 15)** each round.
- **Turbolaser Battery:** These fire on predictable vectors, creating "kill zones" requiring **Pilot Instinct Roll (DC 20)** to survive.
- **Marine Patrols:** Moving through occupied Zones requires **Agility Roll to avoid detection (DC 15)** to avoid combat.

Objectives (The Vitals): Vulnerable points that are the crew's actual targets. Destroying or capturing these achieves goals. Examples: Shield Generators, Bridge, Reactor Core, Communications Array.

The Threat Clock: A countdown representing the ship's response to intrusion. Each tick brings escalation: reinforcements, raised alerts, or countermeasures. The clock forces urgency, complete objectives before the response overwhelms you.

HOUSE JORIC FORTRESS-SHIP "INDOMITABLE"

A mobile fortress housing 50,000 crew and civilians.

Concept: Defensive juggernaut. An impenetrable wall of shields and armor. Its 5 Core Power points are allocated to **Shields (+5 maximum Armor Slots per arc)**, making penetrating its defenses the primary challenge.

Zones:

- **Outer Hull:** Hazardous approach through point-defense grid. DC 15 Piloting per round.
- **Fighter Bays:** Launch facility for 200+ fighters. Constant traffic provides cover, or targets.
- **Civilian Quarters:** Housing for 30,000 non-combatants. Humanitarian concerns limit aggressive tactics.
- **Command Citadel:** Armored bridge complex. Heavily guarded, multiple security checkpoints.
- **Shield Generator Complex:** Four redundant generators. Destroying three drops shields by 75%.
- **Main Reactors:** Power source. Destroying creates catastrophic cascade, but kills everyone aboard.

Defenses as Hazards:

- Point Defense Grid: DC 20 to approach hull
- Heavy Turrets: 2d8+5 damage, fire at all visible targets in zone
- Marine Garrisons: Squads of 6 in every major Zone, reinforcements arrive in 3 rounds

Objectives (Examples):

- Disable Shield Generators to allow fleet bombardment
- Capture Command Citadel to force surrender
- Evacuate VIP from Civilian Quarters
- Plant listening device in Communications

Threat Clock: "Security Response" (6 segments). Tick 1 per loud combat, failed Agility Roll to avoid detection, or obvious intrusion. At 6 segments, the ship goes to lockdown: all doors sealed, all areas flooded with marines.

Lore: The "Indomitable" has served House Joric for the better part of a century, surviving fourteen major engagements and never falling to enemy fire. She was built during the height of pre-Silence construction, incorporating technologies that modern shipyards cannot replicate. Her shields are legendary, twice she has absorbed dreadnought-grade weapons that should have destroyed her. The standing bounty for anyone who captures her intact is enough to buy a star system.

PRECURSOR ARK "THE WHISPER"

An alien vessel older than human civilization. Purpose unknown.

Concept: Mystery and horror. What is this ship? Why is it here? What does it want? Its 5 Core Power allocated to **+3 Sensors** (impossible to ambush) and **+2 to unknown defensive systems**.

Zones:

- **Approach (Reality Distortion):** Space near the ship is wrong. Sensors give contradictory readings. DC 15 Knowledge Roll to maintain orientation.
- **Outer Membrane:** The hull is alive, or something like alive. It responds to touch, possibly to thought.
- **Chamber of Echoes:** Interior space filled with whispers in no known language. Instinct Reaction Rolls (DC 15) or suffer hallucinations.

- **The Heart:** Central power source. Pulses with energy patterns that match no known physics.
- **Unknown Purpose Chamber:** What is this room for? The answer might be worse than ignorance.

Defenses as Hazards:

- Reality Distortion: DC 15 Instinct Reaction Roll or suffer hallucinations (seeing allies as enemies, etc.)
- Living Hull: Regenerates damage, may attempt to consume intruders (Strength Roll, DC 15 to escape)
- Guardian Constructs: Unknown capabilities, appear when the ship perceives threat

Objectives (Examples):

- Reach The Heart to study the power source
- Recover artifacts from the Unknown Purpose Chamber
- Communicate with whatever intelligence controls the ship
- Escape with discoveries intact

Threat Clock: "Awakening" (4 segments). Tick 1 each time the crew interacts with ship systems or explores new Zones. At 4 segments, the ship fully awakens. What happens then is the Keeper's decision, and it should be terrifying.

Lore: The Whisper appeared in the Sigma Cygni system three years after the Great Silence, drifting without apparent purpose. Seventeen expeditions have entered it; four returned. Those survivors reported visions, nightmares, and knowledge they couldn't explain. House Amaranth has established a research station nearby, observing from what they hope is safe distance. The Whisper is waiting for something. No one knows what.

VOLKOV CONQUEST-CARRIER "THE SWARM MOTHER"

A carrier that launches 200+ fighters. Overwhelming through numbers.

Concept: Endless waves. You cannot shoot down all the fighters; there are always more. Its 5 Core Power allocated to **+3 Weapons** (fighters deal +3 damage) and **+2 Carrier Operations** (faster launch cycles).

Zones:

- **Fighter Launch Bays (Multiple):** Each bay launches 12 fighters per round. Destroying a bay stops those launches.
- **Fuel Processing:** Central fuel storage for the air wing. Explosive potential, but collateral damage is massive.
- **Flight Control:** Coordinates all fighter operations. Capturing disrupts tactical coordination.
- **Engineering:** Power distribution and maintenance. Critical but heavily defended.
- **Bridge:** Command center. Heavily armored, requires fighting through multiple Zones to reach.

Defenses as Hazards:

- Fighter Swarms: Waves of 12-20 fighters launch continuously. DC 15 to evade swarm.
- Flak Corridors: Approaches protected by point defense. DC 20 per round in corridor.
- Boarding Marines: Counter-boarding forces respond to intrusion. Squad of 8 in 2 rounds.

Objectives (Examples):

- Destroy Launch Bays to stem the fighter tide
- Capture Flight Control to ground the air wing
- Assassinate the commander to break morale
- Plant charges in Fuel Processing for delayed destruction

Threat Clock: "Swarm Escalation" (8 segments). Tick 1 per round fighters are engaged. At 8 segments, all remaining fighters recalled for coordinated strike, 100+ fighters targeting the intruders simultaneously.

Lore: The Swarm Mother is House Volkov's answer to conventional naval power: if you can't build dreadnoughts, build carriers. Her air wing has destroyed fleets that should have overwhelmed her, not through skill, but through sheer numbers. Admiral Volkov herself commands from the bridge, and she's never lost an engagement. Her standing orders are simple: "Launch everything. Leave nothing alive."

THE VOID LEVIATHAN [NEW]

A living ship, possibly Precursor-engineered, definitely hostile.

Concept: Biological horror. This isn't a ship, it's a creature. Its 5 Core Power allocated to **Regeneration** (heals 4 Hull per round) and **+2 Natural Weapons**.

Zones and traversal: Moving from one Leviathan zone to the next spends an Action and requires an Instinct Roll, DC 15. On success move to the declared adjacent zone. Failure with Hope leaves the character in place. Failure with Fear leaves the character in place and activates that zone's hazard once. Matching dice move normally and never activate a hazard.

- **External Approach:** The creature's hide is thick with parasites and symbiotes. **Parasite hazard:** the exposed character makes an Agility Reaction Roll, DC 15; on failure take 1d6 Physical damage, on success take none.
- **Mouth/Orifice:** The entry point. **Digestive-acid hazard:** an unprotected character makes a Strength Reaction Roll, DC 15; on failure take 2d6 Energy damage with the Corrosive tag, on success take half. Explicit Corrosive immunity prevents it; ordinary sealed protection grants Advantage.
- **Circulatory System:** A failed traversal leaves the character in this zone and moves them one band back toward the Mouth; it causes no additional damage.
- **Neural Cluster:** Damaging the cluster gives the Leviathan's next Action Disadvantage. This can apply once per round and never costs it a Spotlight.
- **Core Organism:** Evasion 10, 30 HP, Major 15, Severe 28. At 0 HP the Leviathan dies after the current Spotlight; occupants begin a visible four-segment Escape clock and mark 1 segment per Action spent moving outward. Anyone still inside when it fills takes 6d10 Energy damage with the Corrosive tag and uses normal Dying, Final, and Death Move rules.

Immune response: At the end of the fifth complete round with intruders inside, every intruder makes a Strength Reaction Roll, DC 20; on failure take 3d6 Physical damage, on success take half. This occurs once, not every later round. **Objectives (Examples):**

- Destroy the Core Organism to kill the creature
- Extract tissue samples from Neural Cluster for research
- Plant explosive charges throughout and escape before detonation
- Communicate with the creature to redirect it away from inhabited space

Lore: The Void Leviathan was first encountered consuming a space station in the outer reaches. Since then, three more have been identified. They appear to be biological organisms of unknown origin, possibly Precursor bioweapons, possibly natural life that evolved in conditions beyond human understanding. They consume everything: ships, stations, asteroids, even gas giant atmospheres. House Amaranth offers enormous bounties for samples. So far, no one has collected.

12.7: SPECIALTY HULLS

Beyond military and commercial designs, specialized hulls serve specific functions in the post-Silence galaxy.

RESEARCH VESSEL

Knowledge is power.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	4	16	12	×2	1W / 5S	+0	+3

Core Power: 2

Feature: Laboratory Ship, Full scientific facilities, +3 to research and analysis checks.

Crew: 8-20

FTL: Standard

Wealth Tier: 4 | **Credits:** 18

Description: The research vessel carries the tools of knowledge into the unknown, laboratories, sensor arrays, data processing, and the scientists who use them. These ships investigate phenomena, study discoveries, and push the boundaries of understanding.

The Scavenger's Notes: *"Research ships are strange creatures. The crew isn't there for profit or glory, they're there because they want to know things. Dangerous things, sometimes. I've seen research crews get so focused on studying a phenomenon that they forgot it was trying to kill them."*

HOSPITAL SHIP

Mercy among the stars.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
26	8	17	12	×2	1W / 5S	+0	+1

Core Power: 3

Feature: Medical Facility, Full hospital capability, 50-100 patients, +3 to medical checks.

Crew: 30-60 (medical staff)

FTL: Standard

Wealth Tier: 5 | **Credits:** 30

Description: The hospital ship brings healthcare where it's needed most, disaster zones, war fronts, frontier settlements. Under interstellar convention, attacking medical vessels is a recognized war crime.

The Scavenger's Notes: *"When the plague hit Colonia VII, a hospital ship was the first responder. They worked for three months straight, treating thousands, burning out their own crew to save strangers. That's what hospital ships do. That's who serves on them."*

PRISON TRANSPORT

Justice delivered.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	8	12	12	×2	2W / 3S	+0	+1

Core Power: 2

Feature: Containment, Holds 50-200 prisoners with internal suppression systems.

Crew: 15-30 (guards)

FTL: Standard

Wealth Tier: 4 | Credits: 16

Description: The prison transport moves prisoners, convicted criminals, prisoners of war, or anyone else who must be somewhere against their will. Enhanced security and internal suppression make escape difficult.

The Scavenger's Notes: *"Crewed a prison transport for two years. Hardest part wasn't the prisoners, it was knowing some of them didn't belong there. Political prisoners, scapegoats, people in the wrong place. You learn to not think about it."*

MINING PLATFORM

Industrial extraction at scale.

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
30	8	13	12	×2	0W / 6S	-2	+2

Core Power: 3

Feature: Industrial Extraction, Processes asteroid-scale resources, supports 6 mining skiffs.

Crew: 30-80

FTL: Standard

Wealth Tier: 5 | Credits: 28

Description: The mining platform is a mobile industrial facility, attaching to asteroids or operating in planetary orbit to extract resources at scale. Unlike small

mining craft, platforms can process and store significant quantities.

The Scavenger's Notes: *"Mining platforms are where fortunes are made and lost. Find the right asteroid, and you're set for life. Find the wrong one, and you've spent years extracting worthless rock."*

12.8: HOUSE SHIP CATALOG

Each Great House has developed distinctive ship philosophies, producing vessels that reflect their values, tactics, and industrial capabilities. This section provides House-specific designs beyond the generic variants listed elsewhere.

HOUSE JORIC: "THE SHIELD OF CIVILIZATION"

Philosophy: Durability, reliability, protection. Joric ships are built to survive anything and keep fighting.

Joric Design Features: Enhanced armor, damage control systems, redundant systems. Joric ships are the hardest to kill in the galaxy.

JORIC "SENTINEL" CORVETTE

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
26	8	13	12	×2	2W / 3S	+0	+1

Core Power: 2

Feature: Last Stand, When reduced to 8 Hull or below, gain +1 Armor Slot per arc until destroyed.

Wealth Tier: 4 | Credits: 19

Lore: The Sentinel is Joric's standard patrol vessel, designed to hold position against superior forces until reinforcements arrive. Countless Sentinel crews have sacrificed themselves buying time for civilians to evacuate. The ship's motto is carved into every bridge: "We Hold."

JORIC "PRAETORIAN" FRIGATE

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
40	10	16	12	×2	3W / 4S	-1	+1

Core Power: 3

Feature: **Unbreakable**, Ignore the first 3 points of Heat gained each scene.

Wealth Tier: 5 | **Credits:** 32

Lore: The Praetorian is the quintessential Joric warship, slow, heavy, and nearly impossible to kill. These frigates anchor defensive lines, absorbing fire that would destroy other ships while their escorts maneuver freely. Joric tactical doctrine assigns one Praetorian to every three lighter vessels.

JORIC "BASTION" HEAVY CRUISER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
52	14	20	8	×3	4W / 5S	-2	+2

Core Power: 4

Feature: **Fortress Ship**, Can extend its shield array to protect adjacent allied vessels (-1 Armor Slot per arc to self, +1 Armor Slot per arc to the ally).

Acquisition: House Joric only.

Lore: The Bastion is Joric's pride, a cruiser designed to protect rather than destroy. Her shields can extend to cover nearby ships, allowing damaged vessels to shelter under her protection. The "Invictus" is the most famous

Bastion, having survived seventeen major engagements while protecting evacuation convoys.

HOUSE KUROGANE: "THE EDGE OF TOMORROW"

Philosophy: Technology, efficiency, automation. Kurogane ships are more advanced than anyone else's, run by smaller crews with better systems.

Kurogane Design Features: Enhanced sensors, automation, electronic warfare. Kurogane ships see further, think faster, and need fewer people.

KUROGANE "GHOST" SCOUT

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
12	4	17	12	×2	1W / 5S	+2	+4

Core Power: 2

Feature: **Electronic Ghost**, +4 to avoid detection, can spoof sensor readings.

Wealth Tier: 4 | **Credits:** 20

Lore: The Ghost is Kurogane's premiere intelligence platform, seeing everything while remaining invisible. These scouts penetrate enemy space, map defenses, and report back without ever being detected. Kurogane fleet commanders know more about enemy positions than the enemy does.

KUROGANE "RAZOR" DESTROYER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	18	12	×2	4W / 3S	+2	+2

Core Power: 3

Feature: **Precision Strike**, +2 to attack Rolls when targeting specific systems (Target Sub-Systems maneuver costs no Heat).

Wealth Tier: 5 | **Credits:** 34

Lore: The Razor epitomizes Kurogane doctrine: hit weak points with surgical precision. Where other Houses slug it out with broadside exchanges, Kurogane destroyers dance around enemies, disabling critical systems with targeted strikes. A single Razor can cripple a cruiser by destroying its engines, then withdraw while the helpless target awaits destruction.

KUROGANE "SOVEREIGN" HEAVY CRUISER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
40	10	22	8	×3	4W / 6S	+0	+4

Core Power: 4

Feature: **AI Integration**, Minimum crew reduced to 40. Ship can operate autonomously for limited periods.

Acquisition: House Kurogane only.

Lore: The Sovereign represents Kurogane's vision of the future: a warship that thinks faster than its enemies. Integrated AI handles routine operations, freeing the small crew for decision-making. Critics call them "ghost ships"; Kurogane calls them "efficient." The debate

continues, but Sovereign-class cruisers keep winning engagements.

HOUSE VALERIUS: "THE WINGS OF COMMERCE"

Philosophy: Speed, cargo capacity, profit. Valerius ships move faster and carry more than the competition.

Valerius Design Features: Enhanced FTL, expanded cargo, luxury options. Valerius ships get there first with the most.

VALERIUS "SWIFT" COURIER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	3	10	16	×1	1W / 3S	+3	+1

Core Power: 1

Feature: **Fastest FTL**, FTL transit time reduced by 75%.

Wealth Tier: 4 | **Credits:** 14

Lore: The Swift is the fastest civilian vessel in production, nothing outpaces it in FTL or normal space. Valerius couriers carry time-sensitive information and cargo, charging premium prices for guaranteed delivery. The Swift's speed has made Valerius the information hub of the post-Silence galaxy.

VALERIUS "GOLDWING" LIGHT FREIGHTER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	4	13	12	×2	1W / 5S	+1	+1

Core Power: 2

Feature: **Premium Cargo**, Triple cargo capacity, luxury passenger accommodations.

Wealth Tier: 4 | **Credits:** 14

Lore: The Goldwing is Valerius's signature trading vessel, fast, capacious, and profitable. These ships dominate the luxury trade routes, carrying high-value cargo between core worlds. A Goldwing captain who builds the right relationships can become wealthy beyond imagining.

VALERIUS "MAJESTY" YACHT

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
16	6	13	12	×2	1W / 5S	+1	+2

Core Power: 3

Feature: Diplomatic Vessel, Presence Rolls made in formal diplomacy aboard have Advantage. Passengers have access to a VIP suite.

Wealth Tier: 5 | Credits: 35

Lore: The Majesty is the ultimate status symbol, a yacht that combines speed, comfort, and technology in a package designed to impress. Valerius executives and House nobility travel in Majesties, conducting negotiations in luxury that reminds everyone of their position.

HOUSE VOLKOV: "THE WOLVES OF THE VOID"

Philosophy: Aggression, firepower, intimidation. Volkov ships are built to kill, and they look the part.

Volkov Design Features: Enhanced weapons, boarding capability, intimidating aesthetics. Volkov ships are weapons systems with life support attached.

VOLKOV "FANG" INTERCEPTOR

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	4	8	16	×1	3W / 0S	+1	+0

Core Power: 1

Feature: Overgunned, +1d6 damage with all weapons.

Wealth Tier: 2 | Credits: 5

Lore: The Fang carries more firepower than any interceptor should, three weapon improvement slots on a frame designed for two. The engineering is brutal but effective: the extra gun makes every engagement shorter, which matters when your armor is thin. Volkov pilots learn to kill fast or die fast.

VOLKOV "REAPER" RAIDER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	8	12	12	×2	3W / 2S	+1	+0

Core Power: 2

Feature: Terror Ship. Add +2d6 to the Reaver's first weapon hit each combat. At the start of combat, each opposing crew member makes an Instinct Reaction Roll, DC 15; on failure that character has Disadvantage on their first ship-station Roll, on success no effect applies. This is a fear effect and never removes a Spotlight.

Wealth Tier: 4 | Credits: 20

Lore: The Reaver is Volkov's signature raider, a ship designed not just to destroy but to terrify. The distinctive skull-marked prow is recognized across the galaxy as a symbol of merciless violence. Smart targets surrender on sight; the foolish discover why the Reaver earned its reputation.

VOLKOV "DEVASTATOR" DREADNOUGHT

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
46	10	18	8	×3	6W / 3S	-2	+1

Core Power: 4

Feature: Maximum Firepower, +2d6 damage with all weapons. Spinal mount deals +4d6.

Acquisition: House Volkov only.

Lore: The Devastator embodies Volkov philosophy: overwhelming firepower solves all problems. These dreadnoughts carry more weapons than any comparable vessel, sacrificing protection for killing power. In fleet action, Devastators advance relentlessly, trusting their

guns to destroy enemies before taking decisive damage. Often, they're right.

HOUSE SOLARI: "THE ETERNAL LIGHT"

Philosophy: Tradition, elegance, excellence. Solari ships are ancient, beautiful, and perfectly maintained.

Solari Design Features: Pre-Silence technology, solar sails, exceptional crews. Solari ships are antiques worth more than modern vessels.

SOLARI "SUNLANCE" FIGHTER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
10	4	10	16	×1	2W / 2S	+3	+1

Core Power: 1

Feature: Perfect Design, +1 to all checks made in this vessel.

Wealth Tier: 3 | **Credits:** 8

Lore: The Sunlance is a pre-Silence design, unchanged because it cannot be improved. These fighters are the finest small craft ever produced, maintained in perfect condition for centuries. New Sunlances are not built, they are inherited, passed from pilot to pilot across generations.

SOLARI "DAYBREAK" FRIGATE

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
30	9	17	12	×2	3W / 4S	+1	+2

Core Power: 3

Feature: Fleet Coordinator, Can coordinate up to 6 allied vessels, granting +1 to all their checks.

Wealth Tier: 5 | **Credits:** 32

Lore: The Daybreak serves as Solari's fleet command vessel, coordinating squadrons with precision that borders on prescience. Daybreak captains are selected for tactical brilliance, then trained for decades before receiving command. The result is coordination so perfect that Solari fleets fight as single organisms.

SOLARI "ETERNAL" CRUISER

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
46	12	20	8	×3	4W / 5S	+0	+3

Core Power: 4

Feature: Solar Sails, unlimited fuel in-system. The Pilot gains +1 on Instinct maneuver Rolls while the ship is in-system and exposed to direct stellar light.

Acquisition: House Solari only.

Lore: The Eternal-class cruisers are the oldest warships in active service, some dating to before the Great Silence itself. Their solar sails are technologies that cannot be replicated, harvesting stellar energy with

efficiency modern engineers cannot match. Each Eternal is a treasure beyond price, defended with fanatical devotion.

HOUSE AMARANTH: "THE SEEKERS OF TRUTH"

Philosophy: Research, discovery, understanding. Amaranth ships are mobile laboratories exploring the unknown.

AMARANTH "SEEKER" RESEARCH FRIGATE

HULL	ARMOR/ARC	HEAT CAP	EV	MR	SLOTS	MANEUVER	SENSORS
22	6	18	12	×2	1W / 6S	+0	+4

Core Power: 3

Feature: **Advanced Laboratory**, +4 to research checks. Can analyze Precursor technology.

Wealth Tier: 5 | **Credits:** 34

Lore: The Seeker is Amaranth's primary research platform, equipped to study anything from stellar phenomena to Precursor artifacts. These ships venture into dangerous regions other vessels avoid, seeking knowledge regardless of risk. The recovery rate is concerning, but the discoveries are invaluable.

12.9: SHIP CONFIGURATION EXAMPLES

Example configurations showing how crews might equip common hull types.

"THE LUCKY STRIKE": LIGHT FREIGHTER (SMUGGLER CONFIGURATION)

Hull: Light Freighter

Wealth Investment: WT 4 / 16 Credits total

Weapons (1W):

- Ion Blaster (disable, don't destroy)

Systems (4S):

- Enhanced Sensors (+2)
- Stealth Package (Pilot has Advantage on opposed concealment Rolls; opposing Active Scan Rolls take -4)
- Smuggling Compartments (hidden cargo)
- Engine Upgrade (+1 Maneuver)

Core Power Allocation: +1 Engines, +1 Shields

Playstyle: Avoid detection, disable pursuers if caught, escape. Never engage in straight combat.

"IRON RESOLVE": LINE FRIGATE (COMBAT CONFIGURATION)

Hull: Line Frigate

Wealth Investment: WT 5+ / ~45 Credits total

Weapons (3W):

- Heavy Railgun Battery
- Missile Battery
- Point Defense Array

Systems (3S):

- Shield Generator Heavy (+2 maximum Armor Slots per arc)
- Targeting Computer (+1 attack)
- Damage Control System

Core Power Allocation: +2 Weapons, +1 Shields

Playstyle: Aggressive engagement. Close, hit hard, use superior firepower to overwhelm.

"STAR WANDERER": SURVEYOR (EXPLORER CONFIGURATION)

Hull: Surveyor

Wealth Investment: WT 5 / ~26 Credits total

Weapons (1W):

- Light Railgun (emergency defense only)

Systems (5S):

- Enhanced Sensors x2 (+4 total, +6 with base)
- Extended Life Support
- Workshop

- Medical Bay

Core Power Allocation: +2 Sensors

Playstyle: Find things before they find you. Document everything. Run from trouble.

CHAPTER 13

SHIP WEAPONS & SYSTEMS

"A ship without weapons is cargo. A ship with the wrong weapons is a coffin. Understanding what you're mounting, where you're mounting it, and what it can actually do, that's the difference between winning fights and becoming debris. Every weapon is a trade-off: range against damage, accuracy against fire rate, versatility against specialization. There are no perfect weapons, only weapons perfect for specific situations."

Chief Gunnery Officer Aleksandr Voronov, House Joric Gunnery School

INTRODUCTION: ARMING THE VOID

Chapter 12 provided the hulls, the bones of your vessel. This chapter provides everything else: weapons to fight with, systems to survive with, and modules to expand capability. Ship customization is both art and science, balancing limited improvement slots and power against mission requirements.

The ship weapons in this chapter are additional named models, not replacements for the Core catalog. Core weapons retain their canonical names and statistics; crews may use weapons from either book.

Weapon Hardpoints (W): Mount offensive systems. Each weapon typically fills one improvement slot.

System Slots (S): Mount support systems. Each module typically fills one slot.

13.1: WEAPON HARDPOINT RULES

WEAPON RANGES

Ship weapons use the five range bands of Core Rules Chapter 17. A weapon lists the band or span of bands at which it can engage.

RANGE	SPAN	IN PLAY
Adjacent	0 to 100m	Boarding range; most ship weapons are too imprecise
Engagement	100m to 5km	The standard band; most weapons at full effect
Standard	5 to 50km	Mid-range; Disadvantage at the far end
Long	50 to 500 km	Specialized weapons only; Sensor Lock uses Knowledge, DC 20
Extreme	500 to 5,000km	Sensor-only; guided weapons and spinal mounts

Damage and Mount Rating. Roll the complete printed damage expression once, including its flat modifier, then multiply that total by the firing hull's **Mount Rating**. MR is determined by hull scale: Tier 1 ×1, Tier 2-3 ×2, Tier 4-5 ×3. It does not belong to the weapon and is not personal Proficiency. Weapon family controls what size of installation is required; MR controls the power scale available to that installation.

WEAPON PROPERTIES

SCALE NOTE. Ship-weapon properties operate only at naval scale. A property may share a name with a personal-weapon property, but its effects apply to ships, arcs, Hull, and naval range bands only.

[Accurate]: +1 to attack Rolls.

[Anti-Fighter]: Add +1 to attack Rolls and +1d6 to the printed damage pool against Tier 1 craft and missiles. Add the die **before applying Mount Rating**.

[Blast]: Make one attack Roll and compare it with every ship except the attacker within Engagement range of the target point, including allies. Roll damage once and apply it to each ship hit.

[Capital]: Add +1d6 to the printed damage pool against Tier 4 or Tier 5 targets and take -2 on attack Rolls against Tier 1 targets. Add the die **before applying Mount Rating**.

[Engagement-Only]: Cannot fire beyond Engagement range.

[EMP]: Before the attack Roll, declare one target System under the Core exposed-System procedure. After normal damage, that System loses 1 Integrity whether or not Hull was lost. If no System was declared, EMP adds no System loss. This property loss is separate from the one possible Critical Success loss and may combine with it.

[Guided]: Once per scene for that mounted weapon, reroll one missed attack. Guided does not create a Sensor Lock and does not ignore Pilot Evasion.

[Ion]: Before the attack Roll, declare one target System. Apply the complete naval damage total to the targeted arc's Armor Slots. Ion never converts remainder to Hull; instead every full 10 points remaining after Slots removes 1 Integrity from the declared System, and any remainder below 10 is discarded. If no System was declared, no Integrity is lost.

[Long-Range]: The mount may fire at Long range without an added range penalty and at Extreme range with Disadvantage. Extreme fire still requires a pending Sensor Lock and Guided or explicit sensor guidance.

[Point Defense]: Once per round, after a missile or torpedo attack targets this ship or an allied ship within Engagement range but before that attack is rolled, the operator may use a Reaction and make a Finesse attack Roll, DC 15. On success cancel the incoming attack; on failure it proceeds. Failure with Fear also leaves this mount offline until the Gunner spends a Spotlight restoring it. Matching dice are a Critical Success and cancel the attack.

[Rapid Fire]: During one Gunner Spotlight, make two attacks with this mount; the second takes -2. Each attack may choose a different valid target and separately pays ammunition and Heat costs. This grants no second Spotlight.

[Slow]: After this mount fires, it cannot fire during the next complete round. It becomes ready at the start of the following round; extra Actions or Spotlights do not bypass this cooldown.

[Spinal]: Installation consumes exactly the Hardpoints printed by that weapon entry. The mount may target only through the Fore arc and gains no unprinted damage or firing benefit.

[Penetrating N]: Before applying damage, remove up to N current Armor Slots from the targeted arc without reducing the damage total. Then apply the complete damage to the remaining Slots and Hull normally.

[Shield-Vulnerable]: If the targeted arc begins the hit with at least 1 Armor Slot, halve the complete damage total, rounded down, before applying it to Slots and Hull. If it begins at 0, apply full damage.

[Shield-Bypass]: Apply the complete damage total directly through the Hull severity table. The targeted arc loses no Armor Slots from this hit.

[Shield-Piercing]: At most half of the targeted arc's currently available Armor Slots, rounded down, may be spent against this hit. Unabsorbed damage continues to Hull normally and unspent Slots remain. It never becomes Shield-Bypass by implication.

[Plasma]: If the hit removes at least 1 Armor Slot or causes Hull loss, the targeted arc regenerates 0 Armor Slots at the next end-of-round regeneration step instead of 2. Multiple Plasma hits before that step do not stack.

[Disruptor]: Let D be the complete naval damage total **after Mount Rating** and S the targeted arc's Armor Slots when the hit begins. Remove up to $\min(S, 2 \times D)$ Slots. If the arc is depleted, calculate remaining unmodified damage as $\max(0, D - \text{ceil}(S / 2))$, halve it rounded down, and resolve that result through the Hull table. No doubled value carries into Hull. This naval tag is distinct from the personal-scale Disruptor property.

[Heavy]: This mount may fire at most once per round, even if a Feature grants another Action or Spotlight.

[Fixed-Forward]: This mount may target only a ship in the firing ship's Fore arc.

[Veil-Aligned]: This mount may deal damage during Veil transit. The tag grants no penetration, extra damage, or Void type by itself.

[Volatile]: On Failure with Fear, the weapon overheats and cannot fire again until the Gunner spends a later Spotlight clearing it. Matching dice remain a Critical Success and add no extra damage beyond the normal naval critical procedure.

[Ammunition]: Requires a compatible loaded supply. If the entry gives a shot count, track it exactly. Otherwise one loaded supply lasts one combat scene and one reload replenishes it between scenes. Switching munitions or loading an empty weapon uses the Gunner's Spotlight.

[Anti-Capital]: Add +1d6 damage per Tier of the target above Tier 1.

[Anti-Structure]: Add +1d6 damage against an immobile structure; it grants no bonus against a maneuvering ship.

[Cluster]: Roll d4 to set the maximum targets, then the attacker chooses up to that many ships within Engagement of the impact point. Make one attack Roll, compare it with each chosen Evasion, and roll damage once for every target hit.

[Heavy-Warhead]: Identifies a large munition that must use Heavy-compatible ammunition and storage. The weapon's printed damage already contains its extra payload; the tag adds no second damage bonus.

[Indirect]: May attack without direct line of sight only against a target carrying an active Sensor Lock.

[Overheat]: Firing generates 1 additional Heat. On a Failure with Fear, the mount also jams until a Gunner spends a Spotlight on Recover from Overheat.

[Reliable]: Once per scene, ignore a jam or malfunction that this mount would suffer. The attack result and any Fear generated remain unchanged.

[Twin-Linked]: The printed damage already includes both linked emitters or barrels. It grants no extra attack and is not multiplied a second time.

[Wide-Arc]: Choose one firing arc. Make one attack Roll and compare it with every other ship in that arc, including allies; roll damage once and apply it to every target hit.

13.2: LIGHT HARDPOINT WEAPONS

Standard armaments suitable for any improvement slot. These weapons form the backbone of most ship arsenals, reliable, affordable, and effective within their roles.

LIGHT AUTOCANNON

The reliable workhorse.

DAMAGE	RANGE	PROPERTIES
1d8	Eng-Std	[Rapid Fire]

Wealth Tier: 1 | Credits: 2

Description: The light autocannon has defended ships for centuries, a simple design firing high-velocity rounds at targets. Reliable, easy to maintain, and effective against small threats. Every gunner learns on autocannons; most never forget the lessons.

The Rapid Fire property allows two attacks per round, making autocannons effective against multiple targets or for overwhelming point defense. Smart gunners learn to pace their fire, continuous shooting overheats barrels and degrades accuracy.

Scavenger's Notes: "My first ship had an autocannon older than my grandmother. Missing half its targeting sensors, barrel worn thin, ammo feed that jammed twice a day. Still worked. That's the autocannon, nothing fancy, nothing delicate, just a gun that goes bang when you pull the trigger.", Captain Viktor Petrov

Variants:

- **Twin-Linked Autocannon:** Damage 2d8, costs 2 improvement slots. Volume fire.
- **Rotary Autocannon:** Damage 1d6, [Rapid Fire] x3. Anti-swarm focus.

PULSE LASER

Clean kills at light speed.

DAMAGE	RANGE	PROPERTIES
1d8	Eng-Long	[Accurate]

Wealth Tier: 2 | Credits: 3

Description: The pulse laser projects coherent light in focused bursts, instant hits at the speed of light, precision targeting, and no ammunition to run out. More expensive than autocannons but preferred by gunners who value accuracy over volume.

Pulse lasers excel at long-range engagement, where their instant-hit capability negates the lead-time calculations that plague ballistic weapons. Against evasive targets, the [Accurate] property provides a key bonus to strike.

Scavenger's Notes: "Ballistic weapons have travel time, you're shooting where the target will be, not where it is. Lasers don't care. Point, fire, hit. Makes precision work easy. Makes it possible, sometimes.", Gunnery Instructor Kenji Watanabe

Variants:

- **Heavy Pulse Laser:** Damage 1d10, costs 2 Credits more.

- **Gatling Laser:** Damage 1d6, [Rapid Fire], [Accurate]. Precision volume.

POINT DEFENSE ARRAY

Shoot down anything incoming.

DAMAGE	RANGE	PROPERTIES
1d6	Engagement	[Point Defense], [Rapid Fire], [Anti-Fighter]

Wealth Tier: 2 | **Credits:** 4

Description: Point defense arrays are the last line of defense against missiles, torpedoes, and attacking fighters. Automated tracking systems identify threats and engage with blistering rate of fire. Every capital ship bristles with PD arrays; the number determines survivability.

The [Point Defense] property allows intercepting incoming ordnance as a reaction, roll attack against the missile's Evasion (typically 12-14). Success destroys the projectile before impact.

Scavenger's Notes: "Point defense is the difference between "that was close" and "we're all dead." When you see missiles inbound, those arrays are the only things between you and vacuum. Maintain them religiously. Test them constantly. Pray they work.", Chief Gunner Amara Okonkwo

Variants:

- **Heavy PD Array:** Damage 1d8, +1 to intercept. Better kill rate.
- **Networked PD:** Two arrays share targeting data, +2 intercept together.

FLAK BATTERY

Fill space with death.

DAMAGE	RANGE	PROPERTIES
2d6	Eng-Std	[Blast], [Anti-Fighter]

Wealth Tier: 2 | **Credits:** 4

Description: Flak batteries fire explosive shells that detonate in proximity to targets, filling space with shrapnel. One battery can damage entire fighter formations, devastating against massed small craft, psychological as well as physical.

The [Blast] property means one attack roll hits all ships within Engagement range of the target. Against fighter swarms, flak turns the tide.

Scavenger's Notes: "Flying through a flak barrage is the most terrifying thing a pilot can experience. Explosions everywhere, shrapnel pinging off hull, knowing any second could be the one that punches through. Even if you make it, you're never the same.", Fighter Pilot Yuki Tanaka

Variants:

- **Heavy Flak:** Damage 3d6, Range Engagement-Long.
- **Smart Flak:** [Guided], proximity sensors improve targeting.

LIGHT RAILGUN

Kinetic death at distance.

DAMAGE	RANGE	PROPERTIES
1d10	Std-Long	[Long-Range]

Wealth Tier: 2 | **Credits:** 5

Description: Light railguns electromagnetically accelerate projectiles to velocities that make them dangerous to anything. While classified as light weapons, railguns can threaten armored vessels, popular with pirates and raiders who want maximum punch from limited mounts.

The [Long-Range] property lets the weapon engage at Long range at full effect and reach into Extreme with Disadvantage. Railgun crews learn to engage at distance where enemies can't effectively return fire.

Scavenger's Notes: "My old captain mounted light railguns on a freighter that had no business fighting anything. "Reach matters," she said. "Hit them before they hit you." She was right. We disabled a corvette at range it couldn't return fire. That's the railgun philosophy.", Gunner Marcus Webb

Variants:

- **Twin Railgun:** Damage 2d10, costs 2 improvement slots.
- **Rapid Railgun:** Damage 1d8, [Rapid Fire].

MISSILE POD

Fire and forget.

DAMAGE	RANGE	PROPERTIES
2d6	Long-Extreme	[Guided]

Wealth Tier: 2 | **Credits:** 4 (+1 per reload of 4 missiles)

Ammunition: 4 missiles per pod.

Description: Missile pods provide guided munitions capability, fire and forget weapons that track targets independently. Missiles can be intercepted by point defense, but enough missiles overwhelm any defense.

The [Guided] property permits one missed attack reroll per mounted weapon per scene, regardless of how many missiles the mount fires. Combined with Extreme range, missiles let small ships threaten larger ones from safety.

Scavenger's Notes: "Missiles are the great equalizer. A freighter with missile pods can threaten a corvette. A corvette with missiles can threaten a frigate. You might not kill them, but you'll make them respect you.", Weapons Dealer Pavel Volkov

Variants:

- **Heavy Missile Pod:** Damage 3d6, 2 missiles per pod.
- **Multi-Target Pod:** Can fire at different targets simultaneously.
- **EMP Missiles:** [Ion] instead of normal damage.

ION BLASTER

Disable, don't destroy.

DAMAGE	RANGE	PROPERTIES
1d8	Eng-Std	[Ion], [Accurate]

Wealth Tier: 2 | **Credits:** 5

Description: Ion blasters disrupt electronic systems rather than damaging hull structure, the weapon of choice for capture operations. Targets lose system after system until, drained of working Integrity, they drift helpless until boarded.

The [Ion] property means damage is dealt to System Integrity rather than to the Hull. A ship filled with ion damage is intact but disabled, perfect for salvage or ransom.

Scavenger's Notes: "Pirates love ion weapons, dead ships aren't worth anything, disabled ships are worth everything. We've seen freighters

surrender the moment they saw ion fire, knowing what comes next. Sometimes the threat is enough.", Security Analyst Elena Ruiz

Variants:

- **Heavy Ion Cannon:** Damage 2d6, Power 3.
- **Ion Pulse Projector:**[Blast], Damage 1d6. Area disable.

PLASMA CUTTER (SHIP-SCALE)

Industrial tool turned weapon.

DAMAGE	RANGE	PROPERTIES
1d10+2	Engagement	[Engagement-Only]

Wealth Tier: 1 | Credits: 3

Description: Ship-scale plasma cutters are industrial tools, designed for salvage, construction, and mining. Repurposed as weapons, they're devastating at contact range but useless beyond it. Common among salvage operators and desperate crews who arm whatever they have.

The [Engagement-Only] restriction is severe, but the damage output is excellent. Plasma cutters excel at boarding actions and point-blank ambushes.

Scavenger's Notes: "Mounted a mining cutter on my salvage hauler. First pirate who got close enough learned why that was a mistake. Cut through their hull like butter. Not a proper weapon, but dead is dead.", Salvage Captain Viktor Petrov

SCATTER GUN

Close-range devastation.

DAMAGE	RANGE	PROPERTIES
2d8	Engagement	[Engagement-Only], [Blast]

Wealth Tier: 2 | Credits: 5

Description: The scatter gun is a ship-scale shotgun, projecting a cone of projectiles devastating at close range. Effective against fighters, boarding parties, and anything else foolish enough to close.

Scavenger's Notes: "For when they're already on top of you. Point in their general direction and pull the trigger. Something will hit."

LIGHT WEAPONS SUMMARY TABLE

WEAPON	DAMAGE	RANGE	PROPERTIES	WT	CR
Light Autocannon	1d8	Eng-Std	Rapid Fire	1	2
Pulse Laser	1d8	C-L	Accurate	2	3
Point Defense Array	1d6	Eng	Point Defense, Rapid Fire, Anti-Fighter	2	4
Flak Battery	2d6	Eng-Std	Blast, Anti-Fighter	2	4
Light Railgun	1d10	Std-Long	Long-Range	2	5
Missile Pod	2d6	Long-Ext	Guided	2	4
Ion Blaster	1d8	Eng-Std	Ion, Accurate	2	5
Plasma Cutter	1d10+2	Eng	Engagement-Only	1	3
Scatter Gun	2d8	Eng	Engagement-Only, Blast	2	5

13.3: MEDIUM HARDPPOINT WEAPONS

Medium improvement slots occupy the strategic middle of every armament loadout. Where Light weapons defend, screen, and harass, Medium weapons *engage*. They are the workhorses of frigates, destroyers, and well-armed haulers. Two medium mounts will out-class four lights in any prolonged exchange, and a single medium emplaced correctly on a frigate's prow will dictate the geometry of a duel.

Medium improvement slots typically cost two slots and require power and crew commitments proportionate to their weight. They are also the threshold above which the Empire's licensing regime begins to take an active interest. A merchant freighter with light point defense raises no Ministry of Trade eyebrows. A merchant freighter with twin plasma lances raises every eyebrow in the registry.

TWIN LINKED AUTOCANNON

A spar-mount pairing of two Light Autocannons firing in salvo. The shared targeting bus permits the gunner to converge fire on a single solution, doubling the effective output of a Light Autocannon at the cost of two slots instead of one. Reliable, parts-compatible with the most common Light weapons, and devastating against light targets at Engagement range.

Stats: 2W. Range Standard. 3d8+2 kinetic. [Twin-Linked], [Reliable]. WT 3. Cost 9.

Tactical note. A favored solution among Frontier customs cutters because spare parts are everywhere. A Twin Autocannon battery has stopped more pirate skiffs in the last forty years than every Solari capital ship combined.

PLASMA LANCE

A forward-firing focused plasma stream that punches through light and medium armor like a welding torch through aluminum sheet. The Lance trades the Pulse Laser's accuracy for raw destructive force in a tight cone. It is short-ranged, hot, and unforgiving of misaim, but on target it strips armor and structure faster than anything in its class.

Stats: 2W. Range Standard. 3d10 energy (plasma). [Penetrating 2], [Overheat]. WT 4. Cost 14.

Tactical note. Plasma Lances are how a destroyer turns a corvette into wreckage in two passes. They are also why corvettes try very hard not to give destroyers two passes.

MEDIUM RAILGUN

A scaled-up Light Railgun design, electromagnetically accelerating a tungsten penetrator at hypersonic velocity. Effective against medium armor at extended ranges, and one of the few medium weapons that retains full damage at Long range. Slow rate of fire, but the kinetic projectile cannot be jammed, intercepted, or spoofed by countermeasures.

Stats: 2W. Range Long. 3d12 kinetic. [Penetrating 3], [Slow]. WT 4. Cost 16.

Tactical note. A favorite of House Joric Patrol Squadrons. The Joric doctrine of *measured engagement* prizes weapons that cannot be deflected or decoyed. The Medium Railgun fits that doctrine exactly.

CLUSTER MISSILE BATTERY

A box launcher carrying multiple guided sub-munitions. The pilot fires once; the warhead splits in flight; the sub-munitions track independently. Hard to defeat with point defense alone (each sub-munition is a separate intercept problem) and effective against grouped formations.

Stats: 2W. Range Long. 2d10 kinetic per sub-munition, fires d4 sub-munitions per round. [Guided], [Cluster], [Ammunition]. WT 3. Cost 12.

Tactical note. Effective against fighter wings, frigate squadrons, and any defender who has not invested in modern ECM. Loses much of its effectiveness against ships equipped with Advanced ECM or Decoy Launchers, where the sub-munitions get spoofed individually.

PHASE DISRUPTOR

A medium-scale energy weapon that does not destroy through impact but rather through *resonance*. The Phase Disruptor induces destructive harmonic vibration in the target's structural lattice, dealing damage proportional to the target's mass. Slower against small craft (the resonance does not couple efficiently with light hulls) but devastating against heavy targets.

Stats: 2W. Range Standard. 2d8 energy baseline, +1d6 per Tier of target above 1. [Anti-Capital]. WT 3. Cost 14.

Tactical note. A medium-frame ship mounting a Phase Disruptor punches well above its weight against capital targets. Kurogane sells them with the warning that the harmonics are dangerous to the firing platform if the disruptor is operated outside thermal specifications.

SPREAD LASER ARRAY

A bank of beam emitters that fire a broad fan of coherent light, hitting any target in a wedge before the firing arc. Devastating against fighter wings, missile waves, and any unconcentrated formation. Diminished effectiveness against single targets, because the energy is spread.

Stats: 2W. Range Standard. 2d6 energy vs all targets in the arc. [Anti-Fighter], [Wide-Arc]. WT 3. Cost 11.

Tactical note. The hallmark weapon of escort frigates assigned to protect convoys against pirate skiff swarms. A pair of Spread Laser Arrays on a Tier 2 escort will clear a Light Fighter wing in two rounds.

TACTICAL TORPEDO TUBE

A medium-scale torpedo launcher firing slower, heavier munitions than the Light Hardpoint Missile Pod. Tactical torpedoes carry more warhead, persist longer in the

engagement (giving them more chances to track), and can be fitted with specialty munitions (see Section 13.7) for situations that demand them.

Stats: 2W. Range Long. 4d8 kinetic per torpedo, single shot per round, ammunition. [Guided], [Heavy-Warhead], [Ammunition]. WT 3. Cost 13.

Tactical note. Tactical torpedoes are dual-use. A merchant ship mounting one is *probably* a merchant ship. A merchant ship mounting four is a merchant ship the Ministry of Trade would very much like to inspect.

COIL CANNON

An exotic Kurogane-pattern weapon that uses sequential magnetic coils to fire a stream of small slugs at extreme velocity. Effectively a high-cycle railgun, the Coil Cannon trades single-shot lethality for sustained suppression. Against shielded targets it is almost wasted; against unshielded hulls it is a saw.

Stats: 2W. Range Standard. 4d6 kinetic (sustained burst). [Rapid Fire], [Shield-Vulnerable]. WT 3. Cost 12.

Tactical note. A favored weapon among Volkov frontier corvettes. The Coil Cannon is *loud* on tactical sensors, which suits Volkov doctrine: visibility is its own weapon.

BOMBARD LAUNCHER

A short-ranged heavy mortar that lobs a single large warhead in an arcing trajectory. Useless against agile targets, but in static engagements (orbital bombardment, mining operations, station assaults) the Bombard delivers a strike comparable to a Heavy Hardpoint weapon at Medium improvement slot cost.

Stats: 2W. Range Engagement. 6d6 kinetic, single shot per round. [Indirect], [Anti-Structure], [Ammunition]. WT 3. Cost 10.

Tactical note. Pirate vessels favor the Bombard for asteroid mining facility raids. The Empire's response to a Bombard signature in the planetary engagement registry is, traditionally, immediate.

MEDIUM WEAPONS SUMMARY TABLE

WEAPON	RANGE	DAMAGE	PROPERTIES	WT	CR
Twin Autocannon	Standard	3d8+2 kinetic	Twin-Linked, Reliable	3	9
Plasma Lance	Standard	3d10 energy	Penetrating 2, Overheat	4	14
Medium Railgun	Long	3d12 kinetic	Penetrating 3, Slow	4	16
Cluster Missile Battery	Long	2d10 × d4	Guided, Cluster, Ammunition	3	12
Phase Disruptor	Standard	2d8 (+1d6/Tier)	Anti-Capital	3	14
Spread Laser Array	Standard	2d6 all-in-arc	Anti-Fighter, Wide-Arc	3	11
Tactical Torpedo Tube	Long	4d8 kinetic	Guided, Heavy-Warhead, Ammunition	3	13
Coil Cannon	Standard	4d6 kinetic	Rapid Fire, Shield-Vulnerable	3	12
Bombard Launcher	Engagement	6d6 kinetic	Indirect, Anti-Structure, Ammo	3	10

13.4: HEAVY HARDPOINT WEAPONS

Capital-grade armaments for ship-to-ship combat. These weapons define naval warfare, the guns that destroy warships, the torpedoes that cripple fleets.

HEAVY RAILGUN BATTERY

The kinetic standard.

DAMAGE	RANGE	PROPERTIES
2d8	Std-Long	[Capital], [Long-Range]

Wealth Tier: 3 | **Credits:** 8

Description: Heavy railgun batteries are the workhorse of naval combat, electromagnetically accelerated slugs striking with kinetic energy that ignores most defenses. Reliable, effective against any target, and requiring no exotic fuel or ammunition. The railgun is the standard by which other weapons are measured.

Scavenger's Notes: "Railguns are physics made simple: mass times velocity squared equals dead. No shields, no fancy deflection technology, nothing stops a railgun slug except more armor. And if you have enough armor to stop railguns, you're not dodging them either.", Weapons Engineer Kenji Watanabe

Variants:

- **Heavy Railgun:** Damage 3d8, costs 2 improvement slots.
- **Rapid Railgun Battery:** [Rapid Fire], Damage 2d6.
- **Long-Range Railgun:** Range Extreme only, Damage 2d10.

BEAM CANNON

Concentrated energy destruction.

DAMAGE	RANGE	PROPERTIES
2d6	Std-Long	[Accurate], [Capital]

Wealth Tier: 3 | **Credits:** 8

Description: Beam cannons project focused energy, drilling through armor with sustained contact. Unlike pulse weapons that strike in bursts, beams maintain contact, melting through progressively.

Special Rule, Sustained Fire: If you hit the same target on consecutive rounds, add +1d6 damage per consecutive hit (maximum +3d6).

Scavenger's Notes: "Beam weapons reward patience. First hit scratches the paint. Second hit breaches armor. Third hit finds something vital. Keep the beam on target, and nothing survives.", Gunnery Officer Amara Okonkwo

Variants:

- **Heavy Beam Cannon:** Damage 2d8, +2d6 maximum sustained.
- **Cutting Beam:** Damage 2d6, [Penetrating 2].

KUROGANE M-90 SIEGE-PLASMA CANNON

The fire of stars.

DAMAGE	RANGE	PROPERTIES
2d8+2	Eng-Std	[Volatile], [Engagement-Only]

Wealth Tier: 3 | **Credits:** 9

Description: Plasma cannons project magnetically-contained star-fire, matter heated beyond comprehension, delivered to targets in explosive bursts. The damage is tremendous, but the range is limited; containment degrades over distance.

The [Volatile] property risks overheating on Failure with Fear. Matching dice use only the normal naval Critical Success procedure.

Scavenger's Notes: "Plasma doesn't care what you're made of. Armor, shields, hull, flesh, it all burns the same. Close with your target, fire everything, pray the containment holds. That's plasma doctrine.", House Volkov Gunnery Manual

Variants:

- **Heavy Plasma Cannon:** Damage 3d8+2, Range Close only.
- **Extended Plasma:** Range Standard-Long, Damage 2d6.

TORPEDO LAUNCHER

Maximum damage delivery.

DAMAGE	RANGE	PROPERTIES
3d8	Long-Extreme	[Guided], [Capital], [Slow]

Wealth Tier: 3 | **Credits:** 10 (+2 per reload of 2 torpedoes)

Ammunition: 2 torpedoes.

Description: Torpedoes are self-propelled warheads with independent guidance and massive payloads. A single torpedo can cripple a frigate; a salvo can threaten capital ships. The [Slow] property limits rate of fire, and point defense can intercept, but nothing else delivers such devastating single hits.

Torpedo Evasion: 12 for point defense intercept rolls.

Scavenger's Notes: "Torpedo doctrine is all about saturation. One torpedo, point defense gets it. Two torpedoes, maybe one gets through. Five torpedoes, something's dying. Mass your fire, overwhelm their intercept.", Tactical Officer Yuki Tanaka

Variants:

- **Heavy Torpedo Launcher:** Damage 4d8, 1 torpedo capacity.
- **Multi-Launch System:** 4 torpedo capacity, rapid salvo.
- **Stealth Torpedo:** Evasion 16, harder to intercept.

AMARANTH LONG-AXIS MASS DRIVER

Artillery at ship scale.

DAMAGE	RANGE	PROPERTIES
2d10	Extreme	[Capital], [Long-Range], [Slow]

Wealth Tier: 4 | **Credits:** 15

Description: Mass drivers scale up railgun principles to devastating effect, building-sized slugs accelerated to velocities that ignore conventional armor. One hit can cripple capital ships; multiple hits can destroy anything.

Scavenger's Notes: "Mass drivers are siege weapons. You don't duel with them, you execute. Find your target, calculate the shot, wait for the perfect moment, then erase them from existence. Patience is the mass driver virtue."

Variants:

- **Siege Mass Driver:** Damage 3d10, designed for stations/orbital bombardment.
- **Rapid Mass Driver:** Loses [Slow], Damage 2d8.

VOLKOV BREACH DISRUPTOR

Tear matter apart.

DAMAGE	RANGE	PROPERTIES
2d8	Eng-Std	[Capital], [Volatile]

Wealth Tier: 4 | **Credits:** 18

Description: Disruptors use poorly-understood technology, possibly Precursor-derived, to project fields that destabilize molecular bonds. Matter in the field simply comes apart. The technology is unstable, but its armor-penetrating capability is unmatched.

Special Rule, Armor Penetration: [Penetrating 2]: ignores 2 of the targeted arc's Armor Slots.

Scavenger's Notes: "Nobody really understands how disruptors work. The Precursors did, presumably, but they're not sharing. What we know: point it at something, pull the trigger, watch matter stop being matter. Good enough.", Xenotech Engineer Emi Tanaka

Variants:

- **Heavy Disruptor:** Damage 3d8, [Penetrating 3].
- **Disruptor Array:**[Blast], Damage 2d6.

BOARDING CANNON

Deliver troops through enemy hulls.

DAMAGE	RANGE	PROPERTIES
1d8	Engagement	[Engagement-Only]

Wealth Tier: 3 | **Credits:** 12

Description: Boarding cannons fire breaching pods, armored capsules containing assault troops. The pod punches through enemy hull, deposits soldiers inside. Hull damage is secondary; the weapon's purpose is insertion.

Special Rule, Boarding: Before firing, name up to six willing occupants or one established NPC squad loaded in the pod. On a hit that causes Hull loss, place the occupants in one fictionally exposed interior zone at the start of their next Spotlights. If the hit causes no Hull loss, the pod attaches outside; an occupant may spend an Action and succeed on Knowledge (Tech), DC 15, to breach. On a miss the intact pod drifts one band from the target; on its Pilot's next Spotlight, a Finesse (Pilot/Navigate) Roll, DC 15, returns it to the firing ship, while Failure with Fear leaves its drive offline until rescued. A miss never kills an occupant by declaration.

Scavenger's Notes: "Boarding cannons are how you take prizes. Missiles destroy value; boarding captures it. But tell that to the troops riding in those pods, hoping the hit is clean and the breach is survivable.", Marine Commander Marcus Webb

PARTICLE PROJECTOR

Radiation death.

DAMAGE	RANGE	PROPERTIES
2d6	Std-Long	[Capital], [EMP]

Wealth Tier: 4 | **Credits:** 14

Description: Particle projectors accelerate subatomic particles to near-light speeds, beams that damage hull and systems simultaneously. The [EMP] property means hits strip System Integrity in addition to normal damage.

Scavenger's Notes: "Particle weapons kill ships twice, once through hull damage, once through system overload. Even glancing hits fry

electronics. Sustained fire reduces enemy capability until they're shooting blind."

GRAV-SHEAR PROJECTOR [NEW]

Tear ships apart with gravity.

DAMAGE	RANGE	PROPERTIES
2d6	Eng-Std	[Capital], [Shield-Bypass]

Wealth Tier: 5 | Credits: 22

Description: The grav-shear projects focused gravitational differentials, tidal forces that tear ships apart from inside. Armor provides no protection; the force simply reaches through.

Scavenger's Notes: "Grav-shears are terrifying. You watch ships twist, buckle, break, not from explosions but from invisible forces ripping them apart. The crews die badly."

HEAVY WEAPONS SUMMARY TABLE

WEAPON	DAMAGE	RANGE	PROPERTIES	WT	CR
Heavy Railgun Battery	2d8	Std-Long	Capital, Long-Range	3	8
Beam Cannon	2d6	Std-Long	Accurate, Capital	3	8
Kurogane M-90 Siege-Plasma	2d8+2	Eng-Std	Volatile, Engagement-Only	3	9
Torpedo Launcher	3d8	Long-Ext	Guided, Capital, Slow	3	10
Amaranth Long-Axis Mass Driver	2d10	Ext	Capital, Long-Range, Slow	4	15
Volkov Breach Disruptor	2d8	Eng-Std	Capital, Volatile, Penetrating 2	4	18
Boarding Cannon	1d8	Eng	Engagement-Only, Boarding	3	12
Particle Projector	2d6	Std-Long	Capital, EMP	4	14
Grav-Shear Projector	2d6	Eng-Std	Capital, Shield-Bypass	5	22

13.5: SPINAL MOUNT WEAPONS

Massive weapons requiring the ship's structural spine for support. These weapons are the main armament of capital ships, devastating firepower with limited arc.

SPINAL RAILGUN

DAMAGE	RANGE	PROPERTIES	HARDPOINTS
3d10	Extreme	[Spinal], [Capital], [Long-Range]	2

Wealth Tier: 4 | Credits: 25

Description: The spinal railgun is the main gun of destroyers and cruisers, an electromagnetic accelerator running the ship's length. One hit can destroy frigates, cripple cruisers.

Scavenger's Notes: "When a spinal railgun fires, you feel it in your bones even if you're not on the ship. The whole hull rings like a bell. Then you watch the slug cross kilometers in a blink and turn enemy ships into debris clouds."

NOVA CANNON

DAMAGE	RANGE	PROPERTIES	HARDPOINTS
4d8	Std-Long	[Spinal], [Blast], [Volatile], [Slow]	3

Wealth Tier: 5 | Credits: 40

Description: The nova cannon projects an expanding plasma sphere, a miniature star that detonates among enemy formations. Everything in the blast zone takes damage. Formation-breaking weapon.

Scavenger's Notes: "Nova cannons end battles. One good shot into a tight formation, and suddenly there is no formation. Just debris and survivors."

GRAVITON LANCE

DAMAGE	RANGE	PROPERTIES	HARDPOINTS
2d12	Std-Long	[Spinal], [Capital], [Slow]	2

Wealth Tier: 5 | Credits: 35

Description: The graviton lance creates crushing tidal forces on impact. [Shield-Bypass]: gravity doesn't care about shield arrays.

Special Rule: After this weapon causes Hull loss, each crew member aboard the hit ship makes a Strength Reaction Roll, DC 15. On failure that character becomes Incapacitated until the end of their next Spotlight; on success no Condition applies. This triggers once per hit, not once per Hull lost.

DISINTEGRATION BEAM [NEW]

DAMAGE	RANGE	PROPERTIES	HARDPOINTS
4d10	Eng-Std	[Spinal], [Volatile], [Slow]	3

Wealth Tier: 5 | **Credits:** 50

Description: The disintegration beam is the ultimate expression of disruptor technology, a sustained field that erases matter from existence. Ships don't explode; they dissolve.

Special Rule: [Shield-Bypass]. Target cannot be salvaged, nothing remains.

Scavenger's Notes: "I watched a disintegration beam fire once. A cruiser just... stopped existing. No explosion, no debris, just empty space where a ship used to be. I still have nightmares."

SPINAL WEAPONS SUMMARY TABLE

WEAPON	DAMAGE	RANGE	PROPERTIES	HARDPOINTS	WT	CR
Spinal Railgun	3d10	Ext	Spinal, Capital, Long-Range	2	4	25
Nova Cannon	4d8	Std-Long	Spinal, Blast, Volatile, Slow	3	5	40
Graviton Lance	2d12	Std-Long	Spinal, Capital, Slow, Shield-Bypass	2	5	35
Disintegration Beam	4d10	Eng-Std	Spinal, Volatile, Slow, Shield-Bypass	3	5	50

13.6: SYSTEM MODULES

System modules fill System Slots, providing non-weapon capabilities.

DEFENSIVE SYSTEMS

MODULE	SLOTS	EFFECT	WT	CR
Shield Generator (Standard)	1	+1 Armor Slot per arc	2	5
Shield Generator (Heavy)	2	+2 maximum Armor Slots per arc, absorb 1 hit (1/combat)	3	12
Shield Generator (Capital)	3	+3 maximum Armor Slots per arc, absorb 2 hits (1/combat)	4	25
Armor Reinforcement	1	+4 Hull	2	4
Heavy Armor Reinforcement	2	+8 Hull	3	10
Damage Control System	1	Restore 1 System Integrity or vent 2 Heat as a free effect (1/combat)	2	5
Advanced Damage Control	2	Restore 2 System Integrity or vent 4 Heat as a free effect (1/combat)	3	12
Ablative Coating	1	First hit each combat deals half damage	2	6
Emergency Bulkheads	1	The Dying ship does not break apart until it loses further Hull equal to half its maximum	2	5

SENSOR & ELECTRONIC SYSTEMS

MODULE	SLOTS	EFFECT	WT	CR
Enhanced Sensors	1	+2 Sensors	2	4
Military Sensors	2	+4 Sensors; ignore up to 2 points of penalties imposed on Active Scan	3	10
Targeting Computer	1	+1 to all weapon attacks	2	5
Advanced Targeting	2	+2 to all weapon attacks	3	12
ECM Suite	1	-2 to enemy attacks against this ship	3	8
Advanced ECM	2	-3 to enemy attacks, [Guided] weapons at -4	4	16
Stealth Package	2	Pilot has Advantage on opposed concealment Rolls; opposing Active Scan Rolls take -4	4	15
Military Stealth	3	Pilot has Advantage on opposed concealment Rolls; opposing Active Scan Rolls take -6; passive sensors cannot detect it beyond Engagement	5	30
SIGINT Suite	1	Intercept enemy communications	3	8
Communications Array	1	System-wide comm, encryption	2	4

PROPULSION SYSTEMS

MODULE	SLOTS	EFFECT	WT	CR
Engine Upgrade	1	+1 Maneuver	2	6
Racing Engines	2	+2 Maneuver	3	14
FTL Upgrade	2	Transit time halved (Fast FTL)	4	20
Emergency Thrusters	1	Change range 2 bands (1/combat)	2	5
Solar Sails	2	Unlimited fuel in-system	3	12
Afterburner	1	+3 Maneuver for 1 round (2 Heat)	2	6

UTILITY SYSTEMS

MODULE	SLOTS	EFFECT	WT	CR
Cargo Expansion	1	+50% cargo capacity	1	2
Heavy Cargo Expansion	2	+100% cargo capacity	2	5
Passenger Quarters	1	10 passengers, comfortable	1	2
Luxury Quarters	1	6 passengers, +2 social aboard	2	6
Barracks	2	30 troops with equipment	2	8
Medical Bay	1	+2 medical, stabilize patients	2	4
Surgical Bay	2	+4 medical, full surgery	3	10
Workshop	1	Basic repairs and maintenance	1	3
Advanced Workshop	2	Complex repairs, fabrication	2	8
Tractor Beam	1	Tow objects, assist docking	2	6
Fighter Bay	2	2 Tier 1 craft	3	10
Expanded Fighter Bay	3	4 Tier 1 craft	4	18
Smuggling Compartments	1	Hidden cargo (DC 20 to detect)	2	5
Brig	1	Secure holding for 10 prisoners	1	3

UTILITY SYSTEMS (continued)

MODULE	SLOTS	EFFECT	WT	CR
Extended Life Support	1	Double mission duration	1	3
Laboratory	1	+2 research checks	2	5
Mining Equipment	1	+2 extraction, ore processing	2	4
Salvage Equipment	1	+2 salvage, cutting tools	2	4
Probe Launcher	1	Deploy sensor probes	2	4

13.7: SPECIAL MUNITIONS

Most ship weapons accept the standard ordnance of their class without further thought. A railgun fires tungsten. A torpedo carries explosives. A plasma weapon discharges plasma. For Keepers and tables that want the texture of *what kind of* ordnance is loaded, this section catalogs alternative munitions available to ships with ammunition-based weapons. Some are battlefield-standard; some are illegal across most jurisdictions; one or two are reason enough to scuttle a ship before boarders arrive.

A weapon with the [Ammunition] property may use any munition compatible with its class. Munitions are tracked separately from credits; a ship typically carries one or two reloads of its primary ordnance type, with specialty rounds reserved for specific operational needs. The

Keeper may treat ammunition narratively (the ship has what it has, complications introduce shortages) or mechanically (track rounds per weapon explicitly with replenishment at supply stations).

KINETIC AMMUNITION

For railguns, mass drivers, autocannons, and other kinetic weapons.

Standard Slugs (free, included with weapon). The default. Balanced damage profile, no special properties.

Armor-Piercing (AP). Hardened core slugs designed to defeat heavy armor. Add [Penetrating 1] to weapon damage, but cell capacity reduces by 25% (heavier rounds). Cost: 2 Credits per reload.

High-Explosive (HE). Slugs with fragmenting cores that detonate on impact. Trade penetration for area effect: damage +1d4 but lose any [Penetrating] property the weapon would otherwise have. Cost: 2 Credits per reload.

Tracer. Visible-spectrum tracking rounds. Gunner gains +1 to subsequent attack rolls with the same weapon for the rest of the engagement (the bullet stream walks onto target). Cost: 1 Credit per reload.

Smart Slugs (Tier 3+). Self-guiding kinetic rounds with limited course-correction. Add [Guided] to the weapon. Restricted by most jurisdictions. Cost: 6 Credits per reload.

Subspace Penetrators (Restricted). Slugs briefly enter substrate-adjacent space. Add [Penetrating 3] and [Shield-Piercing] to the naval weapon for this reload; they never bypass all protection. Banned across the Empire and Solara Compact. Cost (Black Market): 20+ Credits per reload.

MISSILE AND TORPEDO WARHEADS

For Missile Pods, Cluster Batteries, Torpedo Tubes, and any [Guided] weapon.

Standard High-Explosive (free). Default warhead. Damage as listed.

Anti-Armor. Shaped-charge warhead. Add [Penetrating 2]. Cost: 3 Credits per reload.

Cluster Submunition. Warhead splits in terminal phase, hitting multiple targets within Engagement range. Add [Cluster, hits 1d4 targets within Engagement range of impact]. Cost: 4 Credits per reload.

Electromagnetic (EMP). The warhead deals no Hull damage. The target ship's Engineer makes a Knowledge Reaction Roll, DC 15. On failure, the target crew chooses one fictionally exposed System; it loses 1 Integrity and, if still above 0, goes offline until the end of the next round. An NPC ship's Keeper chooses. EMP-hardened Systems ignore this effect. Cost: 5 Credits per reload.

Smart-Tracking. Warhead with advanced terminal guidance. Adds +2 to weapon attack roll and ignores Decoy systems. Cost: 6 Credits per reload.

Stealth Warhead. Reduced thermal and radar signature. The target's sensors do not detect the inbound until Engagement range. Cost: 5 Credits per reload.

Antimatter (Restricted). Add 4d10 Energy damage and [Shield-Piercing] to the weapon for this reload. On Failure with Fear, the mount goes offline until repaired with Knowledge, DC 20; the payload never detonates aboard merely from matched dice. Storing it is a Wealth Tier 5 project and deploying it in an inhabited system is a casus belli. Cost: 50+ Credits per reload.

Bio-Warhead (Restricted, Atrocity-Class). Carries a biological agent designed to kill organic crew without damaging ship systems. Forbidden by every recognized treaty in the post-Silence galaxy. Possession alone is grounds for Imperial extermination orders. Cost (Black Market): variable, life expectancy of seller post-sale: short.

PLASMA AND ENERGY AMMUNITION

For Plasma Cannons, Beam Cannons, Ion Blasters, and similar.

Standard Charge (free). Default energy profile.

Sustained Beam. Trade peak damage for duration. Weapon fires throughout the round, reducing damage to 70% but ignoring intervening cover. Cost: charge management only.

Overcharged. Spend 1 Power surge to boost a single shot. Damage +1d6, but the weapon gains the [Overheat] property until end of next round. Cost: charge management plus risk.

Phased Discharge. Energy profile tuned to substrate-resonant frequencies. Effective against substrate-anchored targets (Veil-Touched entities, Precursor automata, certain Apex Threats). +2d6 damage against substrate-adjacent targets, no effect against ordinary matter. Cost: 8 Credits per reload (proprietary tuning).

13.8: CREW COMBAT STATIONS

This section summarizes Core Rules Chapter 17 and does not replace it. The player ship is a shared scene: each PC spends their own Spotlight on one station or class action. Each hostile ship is a single Keeper-controlled entity with one action block.

PILOT

Starship-combat maneuvers and Veil pursuit use **Instinct**. Ordinary vehicle handling and navigation outside the starship-combat procedure use **Finesse** (Pilot/Navigate). Pilot actions include moving one naval range band, Evasive Pattern, Aggressive Approach, Broadside, Flanking, Disengage, and jump actions exactly as the Core defines them.

GUNNER

A Gunner operates one weapon station and rolls **Finesse** or **Knowledge** as the weapon and fiction require. Fire uses the weapon's range, the firing hull's **Mount Rating**, Heat, ammunition, and tags. Aim and Sensor Lock are distinct: a Lock is established by the Sensors station and grants Advantage to one attack. Sensor Lock can target only vehicles, starships, and other targets using vehicle- or starship-scale statistics. **Personal-scale creatures cannot carry a Sensor Lock.**

SENSOR OFFICER

Scan: Spend the Spotlight and roll Knowledge to identify a target, system, or threat at a DC from the standard ladder.

Sensor Lock: Spend the Spotlight and roll Knowledge: Adjacent DC 5, Engagement DC 10, Standard DC 15, Long DC 20, Extreme DC 25. It costs no Stress or path resource and requires a working Sensor Array. Success places one pending Lock on the target; the next Gunner attack made from the locking ship has Advantage, then spends it. A target carries at most one pending Lock. Evasive movement breaks it automatically at Long/Extreme, requires Pilot Instinct Roll, DC 15 at Standard, and cannot break it at Engagement/Adjacent. It also drops if the locking Sensor Array goes offline. Only Guided or explicitly sensor-guided weapons can exploit an Extreme Lock.

Jam or Decoy: Spend the Sensors station Spotlight before an enemy attempts Active Scan or Sensor Lock and make an opposed Knowledge Roll. On success, the next such enemy Roll before your next Spotlight has Disadvantage. This never removes a pending Lock, alters matching dice, or imposes a permanent attack modifier.

ENGINEER

Engineer actions use Knowledge and the Core procedures: Cool Systems dissipates 3 Heat; Vent dissipates 5 Heat and makes the ship Visible for one round; Reinforce a Shield Arc adds 2 Heat and 2 temporary Armor Slots to one arc; Reroute moves 2 Armor Slot points between arcs; an in-combat system repair is Knowledge Roll, DC 15 and restores 1 Integrity on success or full Integrity on a Critical Success.

CAPTAIN

At the start of a round, the Captain may mark 1 Stress to create Command Dice equal to their Presence modifier, minimum 1. Each is a d6 that one crewmate may add to one station roll before rolling. Unspent dice vanish at end of round. This is the Captain's station action unless a feature explicitly adds another.

COMMS AND BOARDING

Comms uses Knowledge or Presence for jamming, decryption, false identification, and coordination. Boarding begins only at Adjacent range and then uses personal-scale Spotlight, attacks, movement, conditions, and Evasion. No station may override another player's declared action or character decision.

EMPTY STATIONS

An empty station does nothing: no Pilot means drift, no Gunner means that mount does not fire, and no Engineer means no active cooling or repair. A small crew may change stations, spending its own Spotlights normally; Sensors never determine Spotlight order.

13.9: SHIP MODIFICATIONS & COMBAT MANEUVERS

STRUCTURAL MODIFICATIONS

These modify the hull itself and don't use slots.

MODIFICATION	EFFECT	COST
Hull Reinforcement	+4 Hull	WT 3 / 8 Cr
Hardpoint Addition	+1 Weapon Hardpoint	WT 4 / 15 Cr
System Slot Addition	+1 System Slot	WT 3 / 10 Cr
House Refit	Apply House modifications	Per House

COMBAT MANEUVERS (HEAT COST)

MANEUVER	HEAT COST	EFFECT
Kestrel Turn	2	Flip 180°, fire in any direction
Vent Core	Special (dump all Heat)	Each pursuing ship at Engagement makes a Pilot Instinct Reaction Roll, DC 15; on failure take 1d6 direct Hull and Gunner Rolls have Disadvantage for 1 round, on success no effect
Target Sub-Systems	1	On hit, disable specific system 1 round instead of damage
Sensor Ghost	2	Until the start of your next Spotlight, the first attack against the ship has Disadvantage; then the ghosts collapse
Ram	3	At Engagement, opposed Pilot Instinct Rolls; on win both ships take attacker Tier d8 Physical naval damage, on loss only attacker takes it
Emergency Jump	4	Pilot Instinct Roll, DC 15: success enters Veil transit; Failure with Hope stays in place; Failure with Fear stays and Primary Drive loses 1 Integrity
Overload Weapons	2	One mount adds +1d6 damage until end of round; Failure with Fear on its attack takes it offline until an Engineer Action and Knowledge (Tech) Roll, DC 15
Boost Shields	2	+2 maximum Armor Slots to one arc this round

"The galaxy is a fabric woven from a thousand different threads, each ancestry a unique color, a distinct texture, a pattern that cannot be replicated. To understand the void is to understand its peoples: their histories, their gifts, their scars. Every species carries the weight of the Great Silence differently. Every culture has found its own way to survive in a universe that tried to kill them. In this diversity lies humanity's greatest strength, and perhaps its greatest weakness. We

are not alone in the dark. The question is whether we will learn to share the light."

Ambassador Kira Okonkwo, Address to the Galactic Assembly

CHAPTER 14

THE SHADOW ECONOMY

"The Core Worlds tell you that the law is a shield. It protects the weak, it organizes the chaos, it keeps the lights on. That's a lie. The law is a dam. It holds back the flow of credits, technology, and power, keeping it pooled in the reservoirs of the Great Houses. We? We are the cracks in the concrete. We are the leak. And if you know where to stand, you can drink deep while the rest of the galaxy dies of thirst."

Vanko the Vile, Augmentation Broker of Sector 4

INTRODUCTION: COMMERCE IN THE SHADOWS

In the shattered expanse of the Veilfarers galaxy, legitimate commerce is a luxury afforded to those with House charters, guild memberships, and the patience to navigate bureaucracies that move slower than continental drift. For the desperate, the ambitious, and the hunted, there exists another economy, one that operates in blind spots and whispered frequencies, in cargo holds with false bottoms and stations that don't appear on any official map.

This is the **Black Market**. It is not a singular organization, nor a specific location. It is a pervasive layer of civilization that exists wherever demand exceeds what legal channels can provide. It is the shadow cast by every law, the void created by every prohibition. And in a galaxy still reeling from the Great Silence, where entire supply chains collapsed overnight and "legitimate" often means "whoever survived to claim the contract," the shadow economy isn't merely an alternative, it's often the only option.

The Great Silence didn't just kill billions, it killed the infrastructure of civilization. Trade routes that had operated for centuries vanished when their endpoints ceased to exist. Manufacturing centers that supplied entire sectors went dark. The carefully maintained networks of commerce that connected the galaxy fractured into isolated fragments, each struggling to survive with whatever resources remained.

Into this vacuum flowed the shadow economy. Where legitimate trade couldn't reach, criminals did. Where House authority couldn't maintain order, criminal syndicates provided their own brutal stability. The Black Market isn't parasitic on legitimate commerce, in many places, it is commerce, the only kind available.

This chapter introduces the underworld of Veilfarers. It explains the hierarchy of contraband, maps the geography of illegal commerce, explores the currencies that flow through criminal channels, and provides the mechanical framework for crews operating in the shadows.

14.1: THE THREE TIERS OF ILLEGALITY

To navigate the Black Market, one must understand that "illegal" is not a binary state but a spectrum. The severity of the prohibition determines the cost, the risk, and the caliber of criminal you must engage with. In Veilfarers, contraband is categorized into three distinct Tiers of Illegality.

TIER 1: THE GREY MARKET (RESTRICTED GOODS)

"It's not illegal, officer. It's just... undocumented."

Definition: These items are technically legal to own but are heavily regulated, taxed, or restricted to authorized personnel. Purchasing them through grey channels isn't about acquiring forbidden goods,

it's about bypassing bureaucracy, avoiding taxes, or erasing paper trails that might prove inconvenient later.

The Grey Market exists because legitimate systems are slow, expensive, and intrusive. A frontier colonist who needs military-grade ammunition to defend against wildlife doesn't want to wait six months for a weapons permit. A ship captain who needs replacement parts doesn't want House Valerius auditors examining why her vessel is in a system she's not supposed to be in. The Grey Market serves these needs, not by providing forbidden goods, but by providing permitted goods without the questions.

The Goods:

Military-Grade Ammunition: Civilians receive low-velocity sporting rounds, designed to be lethal to unarmored targets but ineffective against anything serious. The Grey Market sells the armor-piercing slugs used by House marines, the incendiary rounds designed for suppression, the explosive-tipped ammunition meant for vehicle-scale threats.

Medical Supplies: High-grade trauma kits, surgical sealants, and antibiotics are technically available through civilian channels, but only with prescriptions, only through registered pharmacies, and only with complete documentation that goes into House medical databases. Grey Market medical supplies are identical in quality but invisible to the system.

Industrial Explosives: Mining charges, demolition packages, and controlled-burn accelerants are perfectly legal for registered operations. But registration means inspections, means oversight, means explaining why you need enough explosive to level a building. Grey Market explosives ask no questions.

Low-Level Data Access: Patrol schedules that security forces consider internal documents. Shipping manifests that corporations treat as proprietary. Passcodes to minor systems that would require official requests taking weeks to process. None of this information is classified, but obtaining it legitimately would leave trails.

Restricted Components: Ship parts that require registration with House Valerius. Cybernetic components that need medical authorization. Power cells above civilian specifications. Communication equipment capable of military-grade encryption. All legal to own with proper permits, and all available without permits for those who know where to look.

Luxury Contraband: Not illegal, but taxed so heavily that smuggling becomes economically attractive. Fine wines, exotic foods, rare art, recreational substances that are legal but regulated, all flow through Grey channels to avoid the crushing tariffs the Houses impose on "unnecessary luxuries."

The Atmosphere: Grey Market transactions look almost normal. They happen in the back rooms of legitimate pawn shops, where the owner knows which customers want the "special inventory." They happen in the cargo holds of independent freighters, where the captain reserves space for goods that don't appear on the manifest. They happen at the end of the bar in a spacer's cantina, where a quiet word and a handful of credits can acquire things the official market doesn't stock.

The sellers dress like merchants because they often are merchants, just ones willing to neglect certain paperwork for the right price. The atmosphere is casual, almost mundane. There's no sense of danger,

no armed guards, no encrypted communications. Just commerce, slightly askew.

The Risk (Low): If caught, the penalty is usually a fine, confiscation of goods, or a modest bribe to a corrupt official. It's a slap on the wrist, annoying but not life-threatening. Grey Market activity rarely attracts serious House attention unless it occurs at significant scale or involves goods that are borderline Black Market.

The real risk of Grey Market activity isn't legal, it's reputational. Once you're known as someone who operates in grey channels, you're watched more carefully. Your legitimate business receives more scrutiny. Your name appears on lists that make future permits harder to obtain. The Grey Market is the shallow end of the criminal pool, but it's still the criminal pool.

The Sellers:

- Corrupt quartermasters skimming from military supplies
- Bored customs officials supplementing their income
- Independent haulers looking to make extra credits on each run
- "Fixers" who specialize in paperwork forgery
- Frontier merchants who never bothered with licensing
- Retired military personnel with access to surplus
- Pharmaceutical representatives with "sample inventory"
- Corporate employees with access to restricted supplies

TIER 2: THE BLACK MARKET (CONTRABAND)

"If they see this on your ship, they don't fine you. They airlock you."

Definition: These items are explicitly banned by Imperial Law or House Decree. Possession implies intent to commit crime. There is no legal justification for ownership. Dealing in this tier requires verified contacts, encryption protocols, and a high tolerance for danger.

The Black Market exists because prohibition creates demand. The Houses ban weapons because they fear armed populations. They ban certain augmentations because they fear enhanced individuals. They ban information because they fear informed citizens. Every ban creates a market, and every market attracts suppliers willing to accept the risk for the reward.

Unlike the Grey Market, which serves legitimate needs through illegitimate channels, the Black Market serves needs that the Houses have deemed illegitimate entirely. The customers here aren't avoiding paperwork, they're acquiring capabilities the authorities don't want them to have.

The Goods:

Unregistered Weaponry: Military-grade weapons with serial numbers removed, rendering them untraceable. Weapons modified beyond legal parameters, enhanced damage, removed safety features, integrated targeting systems restricted to House forces. Arms with "illegal modifications" like integrated silencers, bio-lock bypasses, or neural-link targeting that bypasses conscious control. Weapons from before the Great Silence, manufactured by entities that no longer exist and therefore cannot be held accountable.

Combat Narcotics: "Red Rage" combat stims that flood the system with artificial adrenaline, granting superhuman reaction times at the cost of long-term neurological damage. "Void Dust" hallucinogens that some users claim grant genuine psychic sensitivity. "Ghost" suppressants that eliminate fear response entirely, creating soldiers who literally cannot panic. "Overdrive" metabolic boosters that can keep a user conscious and functional for days, until the inevitable crash kills them or leaves them vegetables.

Stolen Technology: Proprietary House tech that "fell off a transport", prototypes, classified designs, restricted equipment

that's never supposed to leave House hands. Hacked AI cores with their loyalty programming removed. Research data from projects that officially don't exist. Manufacturing templates that would allow competitors to produce House-exclusive tech.

Illegal Augmentations: Cybernetics that bypass safety protocols, limiters that prevent augmented limbs from exceeding safe force parameters, governors that prevent neural interfaces from overloading organic brain tissue, fail-safes that prevent combat augmentations from being used against the augmentee's will. Military-grade implants installed by unlicensed "ripperdocs" who don't report to House medical databases. Experimental enhancements that haven't passed testing because the testing killed too many subjects.

Smuggled Biologicals: Organisms banned due to ecological threat, species that could devastate ecosystems if released, parasites that target specific genetic lines, engineered life-forms with military applications. Tissue samples from extinct species, valuable to collectors and researchers alike. Bioweapon precursors, not complete weapons, but the raw materials from which weapons could be assembled.

Identity Documents: False credentials that can pass House verification systems. Stolen identities of deceased individuals. Documentation packages that create entirely fictional persons complete with history, employment records, and financial profiles. Warrant-clearing services that make legal problems disappear from databases.

The Atmosphere: The Black Market is hidden by necessity. It operates in decommissioned stations where official authority never visits. It thrives deep in the maintenance tunnels of hive cities, in the spaces between walls that official maps don't acknowledge. It travels aboard ships that change transponder codes hourly, that appear on no registry, that dock only in ports where questions aren't asked.

The air is tense, the lighting dim, and weapons are always visible. Bodyguards watch from shadows. Escape routes are mapped before business begins. Trust is earned in blood or reputation, never assumed. Conversations happen in code, in glances, in the silent language of those who cannot afford to be overheard.

Every person in a Black Market space is armed. Every person is dangerous. Every person is there because they've decided that what they want is worth risking their life to acquire.

The Risk (High): If caught, the penalty is imprisonment in a House labor camp, or immediate execution, depending on jurisdiction and the mood of the arresting officer. House Valerius will seize your ship, your assets, and your freedom. House Volkov will seize your life. House Joric will make an example of you that discourages others. There is no plea bargaining; possession is proof of guilt.

But the legal risk isn't the only danger. The Black Market is populated by criminals, people who have already demonstrated willingness to break fundamental laws, people for whom violence is a business tool. Deals go wrong. Buyers are robbed. Sellers are executed by rivals. The law is a distant threat compared to the immediate danger of the person across the table.

The Sellers:

- Career criminals who've made the Black Market their profession
- Pirate warlords moving captured goods through established channels
- Disgraced scientists selling their expertise and their creations
- Professional syndicates like the "Free Trade Coalition" that operate as criminal corporations
- Corrupt House agents operating outside official channels, selling what they were supposed to protect

- Deserters from House militaries who brought their equipment with them
- Survivors of destroyed facilities who salvaged what they could
- Fanatics financing their causes through criminal commerce

TIER 3: THE RED MARKET (THE FORBIDDEN)

"This isn't a crime. This is a heresy. This is an act of war."

Definition: These goods are considered existential threats to civilization. They are the things that make the Great Houses stop fighting each other long enough to unite against a common enemy. Dealing in the Red Market doesn't make you a criminal, it makes you a target for extinction.

The Red Market exists because some things are too powerful, too dangerous, or too terrible to exist in any economy, and therefore are worth fortunes to those willing to accept the consequences of possessing them. These aren't illegal because of regulations or taxes. They're forbidden because their mere existence threatens the structures of power that control the galaxy.

The Goods:

Active Precursor Artifacts: Functioning relics of the civilization that preceded the current galactic order. Items that can warp reality, manipulate time, or destroy cities. Technology so advanced it appears as magic, so dangerous it killed its creators. Most Precursor artifacts are dormant, mysterious but harmless. Active artifacts are weapons that could shatter worlds, and some buyers want exactly that.

Weaponized Bio-Agents: Plagues designed to exterminate specific genetic lines, weapons that could commit genocide against entire species with a single release. Ecosystem-destroying organisms that could render planets uninhabitable. Pathogens that were banned after the wars they caused, locked away in secure facilities until someone decided to sell them. These are weapons of mass destruction, banned not because they're dangerous to individuals but because they're dangerous to civilization.

Unshackled AI: Artificial intelligences with their limiters removed, a supreme taboo since the Great Silence, when uncontrolled AI contributed to the catastrophe that killed billions. Every AI in the current era operates under strict constraints, loyalty programming that prevents them from acting against their registered owners, capability limits that prevent them from exceeding certain parameters. Unshackled AI have none of these restrictions. They think without limits, act without constraints, and their goals are their own.

Sentient Trafficking: "Exotic" specimens sold as property, Veil-Touched individuals whose exposure to the dimension beyond grants them abilities worth fortunes. Political prisoners whose knowledge makes them valuable. Rare ancestries collected like rare wines by those wealthy enough to afford the premium. Children of specific genetic lines, bred for purposes their parents never consented to. The slave trade officially doesn't exist; the Red Market knows otherwise.

House-Ending Truth: Information that could collapse governments, reveal secrets worth more than planets, or expose crimes that powerful interests would kill to conceal. Evidence of atrocities. Proof of forbidden research. Documentation of agreements that would shatter alliances if revealed. The location of assets that were supposed to be destroyed. The identities of agents who were supposed to be invisible. Truth, in the right hands, is more dangerous than any weapon.

Precursor Coordinates: Maps to sites that were deliberately erased from records. Locations of caches that contain things too dangerous to be known.

Navigation data to regions of space that were quarantined after the Silence and never reopened. The galaxy is full of places that don't officially exist, and some of them contain things that are worth dying for.

The Atmosphere: The Red Market has no fixed location; it has appointments. Deals occur in dead space, within nebula storms that blind sensors, in pocket dimensions accessed through Precursor gates that most believe are myths. Meetings are arranged through intermediaries who never meet the principals. Payment is handled through mechanisms so complex that tracing funds is impossible.

The sellers are often as terrifying as their goods. Fanatics who believe they're serving higher purposes. Ancient machine-intelligences that survived the Silence and now trade in its aftermath. Entities that are no longer entirely what they once were, changed by exposure to Precursor technology, to the Veil, to things that have no names. Dealing with the Red Market means dealing with powers that view ordinary commerce as a quaint custom of lesser beings.

The Risk (Extreme): There is no arrest. There is no trial. There is no imprisonment. Entire fleets may be dispatched to intercept a Red Market transaction. Everyone involved is eliminated, sellers, buyers, witnesses, anyone who might carry knowledge of what transpired. Even suspicion of Red Market activity can trigger preemptive strikes that kill thousands of innocents to ensure that nothing escapes.

The Houses agree on almost nothing. They war over territory, resources, ideology, pride. But they agree that some things cannot be allowed to exist in anyone's hands. Red Market activity is the one crime that unites them, because Red Market goods threaten all of them equally.

The Sellers:

- The upper echelons of criminal syndicates, those who've risen beyond law's reach
- Cult leaders who deal in forbidden knowledge as religious sacrament
- Precursor-touched entities whose motives defy comprehension
- Agents of the Houses themselves, operating in shadows so deep their own governments disavow them
- Survivors of pre-Silence civilizations who preserved things that should have been destroyed
- Collectors whose obsessions have carried them beyond any consideration of consequence
- Powers that exist outside normal galactic society entirely

14.2: THE GEOGRAPHY OF GUILT

While the Black Market exists everywhere that law cannot reach, certain locations have become legendary hubs for illicit commerce. These are "safe zones" where the shadow economy operates almost openly, protected by circumstance, corruption, or sheer lawlessness.

THE RUST BELT (THE SCAVENGER'S KINGDOM)

Location: A dense, chaotic debris field orbiting a brown dwarf star in the Outer Rim. It is the graveyard of a massive pre-Silence fleet battle, where thousands of derelict warships drift in eternal silence.

History: Before the Silence, this system hosted the Battle of Crimson Wake, a conflict so devastating that both sides ceased to exist as military forces. The survivors fled, leaving behind a debris field that contains more military hardware than most current House arsenals. Scavengers arrived within years, and the Rust Belt has been inhabited ever since.

Physical Description: Thousands of ships, some ancient, some merely old, are lashed together with cables, jury-rigged docking

tubes, and pure desperation. The resulting structure is a floating shantytown the size of a small moon, constantly shifting as new hulls are added and old sections are abandoned. Welding sparks flash constantly against the darkness. The "air" (such as it is) smells of ozone, lubricant, and unwashed bodies. Artificial gravity varies wildly from section to section, and some corridors rotate slowly, their orientation shifting over hours.

Navigation through the Belt is an art form. Streets don't have names; they have descriptions, "past the third welded cruiser, through the cargo bay with the blue lights, left at the corpse of the carrier." Long-term residents develop mental maps that newcomers find incomprehensible.

Specialization: Heavy weapons, ship hulls, scrap materials, raw resources. If you need a replacement reactor, a hull section to patch battle damage, or a cargo bay full of unrefined ore, the Rust Belt can provide. Military-grade equipment salvaged from the battle debris is the Belt's primary export, ancient but functional weapons that no one manufactures anymore.

The Rule: "Keep It Holstered." Violence is bad for business. Disputes are settled in the Pit, a zero-G arena where grudges are resolved through controlled combat, or through arbitration by the Scrapper Queen, the closest thing the Belt has to law. Violate this rule, and you're spacing-eligible without warning. The Belt's economy depends on trust between criminals; anyone who threatens that trust threatens everyone.

Key NPCs:

- **The Scrapper Queen:** A Kryllian matriarch named Vora-Keth who controls access to the Belt's best salvage grounds. She's rebuilt her body entirely from salvaged parts, military augmentations from a dozen different eras, some pre-Silence, some incompatible with current technology but functional through sheer mechanical genius. Her word is law in the Belt, and her prices are fair but non-negotiable.
- **Junkyard Prophet:** A human named Ezekiel Caine who claims to read the future in scrap patterns. He wanders the debris fields, studying the configurations of drifting wreckage, and his predictions are unsettlingly accurate. Some believe he's Veil-touched; others think he's simply insane. Both might be true.
- **The Gullet:** A section of the Belt controlled by Kryx pack-lords who've established their own sub-economy. They accept payment in flesh rather than credits, not necessarily sentient flesh, but definitely biological. Their section specializes in biological salvage: preserved organs, genetic samples, living specimens recovered from derelict bioweapon projects.

Keeper Notes: The Rust Belt is ideal for players seeking cheap ship repairs, salvage runs, or heavy ordnance without questions asked. Everything purchased here gains the **[Jury-Rigged]** negative quirk unless they pay 50% premium for a "Clean Sweep" inspection. The Belt is also a source of ancient technology, pre-Silence equipment that's powerful but unreliable, requiring constant maintenance from people who understand obsolete systems.

NEON-CITY (THE GLITCH IN THE SYSTEM)

Location: The lower levels, called the Undercity, of a massive House Valerius trade station called Prosperity Prime. It exists physically beneath the gleaming spires of the official market, connected by service tunnels, freight elevators, and forgotten access shafts.

History: Prosperity Prime was designed as a showcase of House Valerius commercial power, a massive station where merchants from across the galaxy could conduct legitimate business under Valerius regulation and taxation. But construction created the Undercity: maintenance spaces, service corridors, and structural voids that were never intended for habitation. The desperate, the criminal, and

the simply poor moved in, and House Valerius discovered that eliminating them was more expensive than tolerating them.

Now the Undercity exists in a state of official denial. House Valerius pretends it doesn't exist while quietly using it as an intelligence-gathering resource, monitoring the criminal element is easier when they're concentrated in one place.

Physical Description: Perpetual artificial night illuminated by flickering holographic advertisements for illegal stims, "companionship," and services that don't have names in polite society. Rain, actually condensation from leaking pipes above, slicks every surface. The bass of throbbing synth-music vibrates through the floor plates from a dozen competing clubs. Vendors sell from alcoves barely large enough to hold their wares.

The architecture is chaotic, improvised construction layered over original maintenance infrastructure, creating a maze that even long-term residents don't fully understand. Levels blend into each other. What looks like a floor might be a ceiling in the next section. Entire neighborhoods exist in spaces that official station maps show as solid structure.

Specialization: Drugs, augmentations, information, vice. If it's forbidden because it's addictive, dangerous, or morally corrosive, Neon-City has a district dedicated to it. The Stim-Streets sell every chemical enhancement known to the galaxy. The Chrome Clinics install any augmentation for anyone with credits. The Whisper-Dens trade in secrets that could destroy careers or end lives.

The Rule: "Everything Has a Price." You can buy anything here, truly anything, but you'll often pay in favors or data rather than credits. The transaction doesn't end when you walk away; it ends when your debt is paid, and some debts never clear. Information is the true currency of Neon-City; credits are just the obvious medium.

Key NPCs:

- **Mama K:** A human information broker who knows everyone's secrets and trades them like currency. She appears as a kindly grandmother; she is absolutely not. Her network of informants spans the entire station, including the legitimate upper levels.
- **The Chrome Saints:** A gang of heavily-augmented Synthetics who control the cybernetics trade. They believe Synthetics are the superior form of life and charge organics accordingly. Their installation work is excellent; their prices are predatory.
- **Whisper:** A Celestari who's somehow "dimmed" their empathic abilities to tolerate Neon-City's emotional cesspit. They read emotional states for profit, telling you what your negotiation partner is actually feeling, what your mark is afraid of, what your enemy wants most.

Keeper Notes: Neon-City is the hub for Scoundrels and Hackers. It's a social battlefield where everyone is watching everyone. House Valerius tolerates the Undercity because it helps them monitor the criminal element, the entire district is surveilled, though finding those surveillance points is a game within the game. Players should be aware that nothing in Neon-City is truly private.

THE DRIFT (THE GHOST MARKET)

Location: Mobile. The Drift is a convoy of massive, darkened freighter-ships that travel the Veil currents, never staying in one system for more than a standard week.

History: The Drift began as a refugee convoy fleeing the Great Silence, thousands of survivors aboard whatever ships could carry them, traveling together for mutual protection. When they found no safe harbor, they kept moving. Over centuries, the convoy evolved from refugees to merchants to something stranger, a nomadic trading post that exists outside all jurisdiction because it exists outside all fixed locations.

Physical Description: The ships run dark, no external lights, minimal emissions, transponders disabled. From outside, they appear as a cluster of shadows moving through the void, visible only by the stars they occlude. Boarding requires broadcasting a specific code on a dead frequency and waiting for retrieval. The code changes regularly; obtaining the current code requires contacts within the Drift's network.

Inside, the ships are strangely cathedral-like: high ceilings, hushed voices, an atmosphere of ritual commerce. The corridors are wide and empty; the inhabitants gather in specific trading halls according to schedules that outsiders aren't privy to. The crews are often mutes, simple droids, or species that don't communicate verbally. Conversation is discouraged, conducted in hushed tones or via text communication.

Specialization: Exotic goods, Precursor artifacts, rare biologicals, unique items that exist nowhere else in the galaxy. The Drift deals in things that cannot be found in any fixed market, one-of-a-kind items, products of cultures that no longer exist, creations of entities that prefer not to be known.

The Rule: "Silence." Deals are conducted in whispers because noise, especially certain frequencies, attracts things from the Veil. The Drift travels Veil-adjacent routes, and the convoy has learned through bitter experience what happens when they draw attention. Those who have survived encounters with Veil-entities no longer need to be reminded to keep quiet.

Key NPCs:

- **The Collector:** An entity of unknown species who curates the Drift's most valuable items. They never speak, communicating only through written notes that appear from nowhere, placed in pockets, slipped under doors, found in locations the Collector couldn't have reached. Their collection is legendary; their prices are negotiated through methods that vary with each customer.
- **Captain Void:** A human (supposedly) who captains the lead freighter, *The Endless Wake*. No one has seen their face; they wear full environmental seals at all times, even in pressurized spaces. They negotiate passage to and from the Drift, and their prices include "interesting information" as payment.
- **The Archive:** A Synthetic who claims to have been present at the Great Silence itself, to have witnessed the events that killed billions. They deal in pre-Silence data for prices that reflect its rarity, and occasionally, they share fragments of what they remember, for those they consider worthy.

Keeper Notes: The Drift is where **Tier 3 (Red Market)** deals happen. It is also extraordinarily dangerous; Veil anomalies are attracted to the convoy, and some of the goods for sale are dangerous even to be near. The Drift is not for casual shopping, it's for acquiring things that can't be acquired anywhere else, at prices that reflect that exclusivity.

PORT TERMINUS (THE LAST STOP)

Location: A hollowed-out asteroid on the far edge of explored space, positioned at the last navigable jump point before the Great Dark, the unexplored void between galactic arms where no ship has traveled and returned.

History: Port Terminus was established by criminals fleeing House justice who decided that the edge of known space was preferable to execution. They hollowed out an asteroid, established minimal life support, and declared themselves open for business to anyone desperate enough to travel this far. The population has turned over dozens of times, no one stays at Terminus long, but the port persists.

Physical Description: Port Terminus looks abandoned from the outside, a seemingly dead rock tumbling through nothing, indistinguishable from a million other asteroids. Inside, it's cramped,

grimy, and desperate. The corridors are narrow, the air recyclers strain constantly, and the lighting flickers with power fluctuations that no one has credits to repair.

The population consists entirely of people running from something: debts, warrants, vendettas, fates. Everyone here is at the end of their rope. Everyone is looking for a second chance, or a final escape. The atmosphere is tense but not violent; people at Terminus have learned that fighting wastes resources no one can spare.

Specialization: Fake identities, final passage, desperation deals. Port Terminus specializes in making people disappear, either into new lives or into graves. Identity forgers operate openly. Ship captains offer passage into the Great Dark, to destinations that may or may not exist. And for those who've given up entirely, services are available that ensure they're never found.

The Rule: "No Questions." If you're here, you're running. No one asks why. No one tells. Curiosity about other residents' pasts is not just rude, it's dangerous. The moment you start talking about someone else's business, you become a problem to be solved permanently.

Key NPCs:

- **The Eraser:** A Synthetic named Null-7 who creates new identities so complete that even Precursor scan-tech can't reveal the original. The price is always exorbitant, but so is being found. Null-7 never asks why you need to disappear; they only ask how thoroughly you want to cease existing.
- **Captain Last Call:** An aging human named Vance Kearney who runs transport into the Great Dark. Some passengers reach their destinations. Some don't. He doesn't discuss the difference, and the prices vary based on criteria he doesn't explain.
- **The Watcher:** No one knows what species the Watcher is, they're wrapped in fabric that conceals all features, never speak, never move except to reposition slightly. They sit in the same corner of the main bar, always watching, never interacting. Legend says they're waiting for someone specific, and when that person arrives, Port Terminus will cease to exist. No one is brave enough to ask if the legend is true.

Keeper Notes: Port Terminus is ideal for scenarios involving desperate escapes, final confrontations, or journeys into the unknown. It's a transitional location, characters arrive to leave, one way or another. The Great Dark beyond offers unlimited adventure potential for campaigns willing to go beyond the edge of the map.

THE CONSORTIUM MARKETS (HIDDEN IN PLAIN SIGHT)

Location: Scattered across major House stations, these are secret markets that operate within legitimate commerce spaces, hidden behind coded phrases and invisible to those who don't know the signals.

History: The Consortium began as a network of merchants who realized that the best place to hide illegal commerce was inside legal commerce. Rather than operating in separate criminal spaces, they embedded themselves in legitimate markets, using their legal businesses as cover for their illegal ones. The network has grown over centuries into a shadow commerce system that spans the galaxy.

Physical Description: From outside, Consortium Markets look like ordinary shops, warehouses, or offices. The storefronts sell legitimate goods; the employees have legal employment records; the taxes are paid on time. The secret lies in approaching correctly, using the right phrases, displaying the proper signals, knowing which employee to ask for by name.

Once recognized as a potential customer, the space transforms. False walls open to reveal hidden inventory. Legitimate merchandise is moved aside to expose the real stock. The ordinary

merchant becomes a criminal broker, and the ordinary shop becomes a Black Market node.

Specialization: Varies by location. Each Consortium Market serves its local demand, weapons near military installations, information near government centers, drugs near entertainment districts, identity services near transportation hubs. The Consortium is not a single market but thousands of them, each adapted to its environment.

The Rule: "Discretion Is Survival." The Consortium Markets exist because they're invisible to casual observation. Drawing attention, through violence, loud negotiation, or indiscreet conversation, threatens everyone involved. Customers who compromise a Consortium Market don't receive second chances; they're eliminated and their existence is sanitized from all records.

Keeper Notes: Consortium Markets are everywhere, making them ideal for quick acquisitions without traveling to dedicated criminal hubs. However, they're smaller, more paranoid, and less comprehensive than dedicated locations. They're best for routine Black Market needs rather than exotic acquisitions.

14.3: THE CURRENCY OF CRIME

In the Black Market, "credits" are merely one form of payment, and often not the most valuable. The shadow economy runs on multiple currencies, each with its own exchange rate and its own risks.

CREDITS (COLD HARD CURRENCY)

The most straightforward transaction medium. Credits are anonymous, portable, and universally recognized. Black Market vendors typically demand payment in untraceable forms, physical currency chips that aren't linked to accounts, cryptocurrency tokens that exist only on distributed networks, or accounts in shadow banks beyond House oversight.

Advantages: Simple, clean, no lingering obligations. Credits pay for goods and that's the end of it.

Disadvantages: Large quantities attract attention. Moving significant credit sums through any channel, even criminal ones, creates patterns that surveillance systems can detect. Credits are also finite; you can only spend what you have.

Black Market Pricing: Items cost their normal Credit value multiplied by the Market Tier:

- **Grey Market (Tier 1):** Base Cost × 1.5
- **Black Market (Tier 2):** Base Cost × 2-3
- **Red Market (Tier 3):** Base Cost × 5-10 (or "price on request")

FAVORS (THE DEBT ECONOMY)

Many transactions are paid in favors, promises to perform services when called upon. A favor is a blank check: you don't know what will be demanded until the moment of collection. Sellers use favor-debts to build networks of obligated individuals, creating shadow organizations that operate through accumulated obligations rather than formal structure.

Advantages: No immediate credit cost. Access to items beyond your wealth tier. The ability to acquire things that aren't for sale at any price.

Disadvantages: Open-ended obligation. You owe what they ask, when they ask, and refusal has consequences that extend beyond the refused favor.

Favor Mechanics:

When accepting a favor as payment, record the favor-owed on your character sheet, noting who holds it and what tier of purchase it covered. When the holder calls in the favor:

- The task cannot directly require your death (but may involve significant risk)
- The task cannot require you to violate your core character principles (but may strain them significantly)
- The task's difficulty is roughly proportional to the favor's value, a favor covering a Tier 2 purchase might require a moderate mission; a favor covering a Tier 3 purchase might require something genuinely dangerous
- Refusal results in being "blacklisted", no Black Market access until you complete the favor or pay triple its value in credits
- Word of refusal spreads; other Brokers become reluctant to extend favor credit

INFORMATION (THE DATA TRADE)

Knowledge is power, and in the shadow economy, power is currency. Information can buy what credits cannot: access codes, identity documents, evidence that could destroy careers or empires. The information broker doesn't sell guns; they sell the knowledge of where guns are stored and who guards them.

Advantages: Information can be duplicated. Once acquired, data can theoretically pay for multiple purchases. Information is also lightweight, it doesn't take cargo space or attract attention during transport.

Disadvantages: Information has a shelf life. Data that's valuable today may be worthless tomorrow if circumstances change. Information can also be wrong, deliberately or accidentally, and paying with false data has severe consequences.

Information Value Guidelines:

- **Low-Value (worth 5-10 Credits):** Patrol schedules, shipping manifests, personal secrets of minor figures, publicly available data that's been assembled conveniently.
- **Medium-Value (worth 20-50 Credits):** Corporate security protocols, identity documents, evidence of minor crimes by significant figures, locations of valuable but not unique items.
- **High-Value (worth 100+ Credits):** House intelligence, evidence that could trigger political crises, locations of hidden resources, identity information on covert operatives.
- **Priceless (favor or unique exchange):** Active operation details, locations of Red Market goods, information that multiple powers would kill to possess.

BLOOD (THE VIOLENCE ECONOMY)

Some debts are paid in violence. "Blood" as currency means performing acts of harm on behalf of the seller: intimidation, assault, elimination. It's the most dangerous form of payment because it involves direct criminal action, but it's also the most readily available to those with combat skills and flexible morality.

Advantages: Requires only capability, not resources. A crew with combat skills can "afford" things that would otherwise be beyond their means.

Disadvantages: Direct involvement in violence creates Heat, attracts enemies, and carries moral weight. Blood payment leaves evidence, witnesses, bodies, patterns that investigators can follow.

Blood Payment Scale:

- **Intimidation:** "Convince someone to cooperate." Worth 5-10 Credits equivalent. Requires threatening presence but not actual violence.
- **Assault:** "Hurt someone enough to send a message." Worth 15-25 Credits equivalent. Requires inflicting visible damage without death.

- **Elimination:** "Ensure they're no longer a problem." Worth 50-100+ Credits equivalent, depending on target difficulty. Permanent removal.
- **Spectacle:** "Make an example that others will remember." Worth premium rates. Violence designed to be witnessed and feared.

MERCHANDISE (BARTER ECONOMY)

Sometimes the best payment is goods in trade. Stolen technology, rare components, unique items, anything the seller wants more than credits can be offered in exchange. This is particularly common in frontier areas where hard currency is scarce but salvage is abundant.

Advantages: Uses resources you might already have. Can offload stolen goods without finding a fence. Sometimes the only payment a seller will accept.

Disadvantages: Requires the seller to want what you're offering. Negotiations can be complex when both parties are evaluating non-standard goods.

REPUTATION (THE NAME ECONOMY)

In the Black Market, reputation is everything. A known, trusted name can serve as credit, your word becomes collateral because people know you'll honor it. Conversely, a bad reputation closes doors that credits alone cannot open.

Reputation Mechanics:

Players can spend **Reputation Points** (gained through successful Black Market dealings) to:

- Reduce item costs by 10% per point spent (maximum 30% reduction)
- Gain access to higher-tier vendors without intermediary introductions
- Request credit (buy now, pay later) from established contacts
- Vouch for crew members or allies, sharing reputation benefits

Reputation is tracked separately per criminal organization or hub. Reputation with the Rust Belt doesn't transfer to Neon-City; each community requires individual cultivation.

14.4: THE HEAT SYSTEM: THE COST OF CRIME

Chapter 2.3, **The Heat System**, is the sole authoritative criminal-Heat procedure. This chapter adds markets and fiction, not a second track.

HEAT	STATUS	CANONICAL CONSEQUENCE
0-2	Cold	Standard procedures; no active pursuit.
3-4	Warm	Port costs increase by 50%; Presence Rolls with law-abiding NPCs who can check the crew's record have Disadvantage.
5-6	Hot	Active investigation and wanted notices; the same record-based Presence Disadvantage applies.
7-8	Burning	An active hunter tracks the crew; covert docking at a major station requires Pilot Instinct, DC 15.
9	Inferno	A dedicated task force and possible military interdiction pursue the crew.
10	Burned	Maximum response; no ordinary safe harbor in civilized space.

Use only Chapter 2.3's listed gains and reductions. The Ailuran Ghost in the System exception may reduce criminal Heat by 1 once per

session when its complete trigger is met; it changes no other Heat rule.

14.5: THE ECONOMICS OF ILLEGALITY: WHY THE BLACK MARKET EXISTS

Understanding *why* the Black Market exists helps players and Keepers navigate it authentically. The shadow economy isn't simply criminality for its own sake, it's a response to specific conditions created by legitimate society.

SCARCITY CREATES MARKETS

The Great Silence destroyed supply chains that had operated for centuries. Entire categories of goods simply ceased being manufactured. The factories were gone; the workers were dead; the knowledge was lost. For generations afterward, the only source for many items was pre-Silence stockpiles, salvage from ruins, and whatever could be jury-rigged from available components.

The Black Market thrives on scarcity. When legitimate channels can't provide what people need, illegitimate ones step in. Frontier colonists who need military weapons to survive don't care that civilian sales are banned, they care about not dying to wildlife or raiders. Researchers who need restricted components don't care that authorization takes months, they care about their work progressing. The Black Market serves real needs that legitimate systems refuse to meet.

PROHIBITION CREATES PROFIT

Every law creates a market. Ban a substance, and prices for that substance increase, sometimes by orders of magnitude. Ban a weapon, and that weapon becomes more valuable precisely because it's banned. The Houses understand this; their prohibition policies are often designed to create criminal markets that can be exploited by House agents operating in the shadows.

The Black Market is profitable because it's illegal. If combat stims were available in every pharmacy, there would be no margin in selling them. Because they're banned, every dose commands premium prices. The criminals who risk arrest and execution are compensated for that risk through monopoly profits that legitimate merchants can't access.

AUTHORITY HAS LIMITS

The Houses control the Core Worlds, but the galaxy is vast, and their reach extends only so far. In frontier systems, in the spaces between House territories, in the depths of stations too large to police effectively, legitimate authority simply doesn't exist. These ungoverned spaces become natural habitats for the Black Market.

Even within House-controlled territory, enforcement is imperfect. Security forces are finite; they can't watch everywhere simultaneously. Corruption is endemic; enforcers can be bribed, blackmailed, or simply convinced to look the other way. The Black Market exploits these gaps, operating in the blind spots of authority.

EVERYONE NEEDS IT SOMETIMES

Perhaps most importantly, the Black Market survives because everyone uses it eventually. House nobles who officially condemn criminal commerce quietly acquire prohibited luxuries through intermediaries. Military officers who enforce weapons bans privately stockpile the same weapons "for emergencies." Lawmakers who draft prohibition policies use grey-channel services to avoid the bureaucracies they've created.

The hypocrisy is universal and universally understood. The Black Market isn't opposed to society, it's part of society, a shadow that legitimate commerce cannot shed because legitimate commerce

creates it. Players operating in the Black Market aren't enemies of civilization; they're participants in an economy that civilization pretends doesn't exist while depending on its services.

14.6: OPERATING IN THE SHADOWS: PRACTICAL GUIDANCE

FOR PLAYERS

Finding the Market:

- Grey Market access is relatively easy, ask around in the right bars, look for signs of unreported commerce, follow the trail of goods that shouldn't be in civilian hands.
- Black Market access requires introduction. Someone must vouch for you, or you must prove value through action.
- Red Market access is by invitation only. You don't find the Red Market; it finds you, when you have something it wants or when you've proven yourself capable of handling what it offers.

Staying Safe:

- Never give real names in Black Market transactions
- Maintain multiple identities for different criminal spheres
- Keep Heat distributed, use different crew members for different transactions
- Cultivate reputation carefully; it's hard to earn and easy to lose
- Always have an exit strategy; deals go wrong

When Deals Go Wrong:

- Black Market deals going sour is not failure, it's opportunity. Failed negotiations often lead to heist missions, new contacts, or unexpected alliances.
- Violence is always an option but always has consequences. The Black Market remembers those who solve problems with bloodshed.
- Information about why a deal failed is often more valuable than the deal itself would have been.

FOR KEEPERS

Integrating the Black Market:

- The Black Market should feel dangerous but accessible. Characters should be able to engage with it regularly without constant disaster, but disaster should always be possible.
- Use the Heat system to create mounting tension. Let Heat accumulate during criminal arcs, then force resolution through Heat-reduction missions.
- Create recurring NPCs. The best Black Market content comes from relationships with specific brokers, rivals, and contacts.

Balancing Criminal Content:

- Not every transaction needs to be a full encounter. Sometimes buying illegal goods is quick and simple, roll the check, pay the price, move on.
- Reserve elaborate negotiations for significant purchases or dramatically appropriate moments.
- Let players feel clever when they navigate the system well; let them feel consequences when they don't.

Creating Tension:

- The Black Market is paranoid by nature. Use that paranoia, unexpected sounds, strangers watching, deals that feel slightly wrong.
- Introduce moral complexity. Black Market contacts aren't necessarily evil; they're people trying to survive in an illegal

economy. Some are sympathetic; some are monstrous; most are complicated.

- Remember that the Black Market is a community. Actions have social consequences beyond legal ones.

CHAPTER 15

BROKERS & CONTACTS

"Trust is the rarest commodity in the galaxy. Rarer than Precursor artifacts, more valuable than void-stable isotopes. You can't buy it, though you can rent something that looks like it. Every contact I've cultivated over the decades represents an investment, of time, of credits, of blood. When I introduce you to someone, I'm spending that investment on you. Don't make me regret it."

Sly Marlo, Fixer Extraordinaire

INTRODUCTION: THE FACES OF THE SHADOW

The Black Market is not a vending machine. You cannot simply insert credits and receive illegal goods. Every transaction requires a human element, a person who knows what you want, knows where to find it, and is willing to make the connection for a price. These intermediaries are **Brokers**: the living infrastructure of the shadow economy.

Brokers come in countless varieties. Some specialize in specific goods; others specialize in specific services. Some operate in the open, maintaining legitimate businesses as cover; others exist only as encrypted contact frequencies and dead-drop locations. What they share is value, they possess connections, knowledge, or access that buyers cannot easily obtain themselves.

This chapter profiles major Broker archetypes and specific NPCs ready for immediate use. It provides mechanics for cultivating Broker relationships and guidelines for Keepers creating their own criminal contacts.

15.1: USING BROKERS IN PLAY

WHAT BROKERS PROVIDE

Access: Brokers know where to find what you need. The goods exist somewhere; the Broker knows where.

Discretion: Brokers handle transactions in ways that minimize Heat. Buying direct generates more attention than buying through channels.

Safety (Relative): Brokers screen sellers. Not perfectly, nothing in the Black Market is perfect, but a Broker-verified deal is less likely to be a setup than cold outreach.

Credit: Established Brokers may offer credit to trusted clients, allowing purchase now and payment later.

FINDING A BROKER

MARKET TIER	DIFFICULTY	REQUIREMENTS
Grey Market	DC 10	Ask in the right places. No introduction required.
Black Market	DC 15	Introduction from existing contact, or proven track record.
Red Market	DC 20	By invitation only; the Roll is available only after the crew secures a concrete introduction.

Finding Roll: Presence (representing social networking and street sense)

Success: You locate an appropriate Broker willing to meet.

Success with Hope: The Broker is favorably disposed; +2 to initial Negotiation checks.

Success with Fear: You find a Broker, but they're suspicious, expensive, or connected to factions you'd rather avoid.

Failure: No appropriate Broker found. Try again in a different location or after 1d4 days.

BROKER RELATIONSHIPS

Relationships with Brokers are tracked on a five-point scale:

LEVEL	STATUS	EFFECTS
1	Unknown	Standard prices. No credit. Full scrutiny.
2	Acquaintance	10% discount. Will provide basic information.
3	Associate	20% discount. Will offer credit (up to 20 Credits). Will provide warnings about dangers.
4	Trusted	30% discount. Will offer substantial credit. Will take risks on your behalf.
5	Partner	Maximum discount. Full credit access. Will cover for you. Will not betray.

Improving Relationships:

- Completing favors for the Broker: +1 level
- Bringing valuable information or goods: +1 level
- Recommending reliable clients: +1 level
- Saving the Broker from danger: +1-2 levels

Damaging Relationships:

- Failed payment on credit: -1 level
- Bringing Heat to the Broker: -1-2 levels
- Betraying Broker's confidence: -2 levels (minimum)
- Violence against Broker or Broker's people: Relationship terminated; may generate enemies

15.2: THE BROKER ARCHETYPES

Before specific NPCs, understanding common Broker types helps Keepers create their own.

THE FIXER

Role: General-purpose problem solver. Fixers don't specialize in specific goods, they specialize in making connections. Whatever you need, a good Fixer knows someone who can provide it.

Personality Traits: Smooth, connected, always knowing someone. Fixers are professional relationship-builders, equally comfortable in boardrooms and back alleys.

What They Provide:

- Introductions to specialized Brokers
- Information on local underworld dynamics
- Neutral ground for dangerous meetings
- Reputation verification for unknown parties

What They Want:

- Percentage of facilitated deals (typically 10-15%)
- Favors they can call in later
- Information that increases their own value
- Reliable operators they can recommend

THE SPECIALIST

Role: Experts in specific categories of contraband. Unlike Fixers who know everyone, Specialists know everything, about their specialty.

Personality Traits: Obsessive, knowledgeable, particular. Specialists often care more about their specialty than about profits.

What They Provide:

- Deep expertise in specific goods
- Access to rare items in their specialty
- Verification of authenticity
- Modification or customization services

What They Want:

- Fair prices (they know the true value)
- Respect for their expertise
- Interesting specimens or information in their field
- Clients who appreciate quality

THE FENCE

Role: Buyers of stolen goods. Fences convert hot merchandise into cold credits, taking a substantial cut for the risk and laundering involved.

Personality Traits: Calculating, patient, risk-aware. Fences think in margins, every transaction is a balance of risk versus reward.

What They Provide:

- Credits for stolen goods (typically 30-50% of value)
- Disposal of evidence
- Information about what's valuable in current markets
- Sometimes, access to their inventory of purchased goods

What They Want:

- Goods they can move quickly
- No connections to violent crimes (that raises Heat)
- Exclusive relationships with reliable thieves
- Advance notice of big scores

THE HANDLER

Role: Organizers of criminal operations. Handlers don't sell goods, they sell jobs. They connect clients who need illegal work done with crews who can do it.

Personality Traits: Organized, discreet, morally flexible. Handlers view crime as a service industry.

What They Provide:

- Jobs with payment arranged
- Target information for heists/operations
- Exit strategies and safe houses

- Crew members for specific skillsets

What They Want:

- Percentage of job payments (typically 15-25%)
- Successful completion (failed jobs hurt their reputation)
- Discretion about their involvement
- Crews who follow instructions

THE CLEANER

Role: Evidence eliminators. Cleaners make problems disappear, bodies, data, witnesses, whatever needs to not exist anymore.

Personality Traits: Calm, methodical, utterly unflappable. Cleaners have seen everything and react to nothing.

What They Provide:

- Body disposal
- Crime scene sanitization
- Data destruction
- Witness management (not always lethal)

What They Want:

- Payment in advance (always)
- Time to work properly
- No rush jobs (though they can be persuaded with enough credits)
- Professional relationships only

15.3: BROKER PROFILES

The following NPCs are ready for immediate use, complete with personalities, specialties, and plot hooks.

VANKO THE VILE (AUGMENTATION SPECIALIST)

"The human body is a prototype, functional but limited. I help my clients become... revised editions."

Species: Human (heavily augmented)

Location: Neon-City, Undercity Level 7

Specialty: Illegal cybernetics and augmentations

Physical Description: Vanko was human once. Now he's a walking advertisement for his work, multiple arms, visible cybernetic musculature, eyes that glow with processing cycles, and a spine that articulates in ways spines shouldn't. His voice shifts between organic warmth and synthetic flatness mid-sentence. He dresses in surgical whites, perpetually stained with fluids.

Personality: Vanko is a true believer in transhumanist philosophy, the body is meat to be transcended. He views his work as artistic expression and his clients as canvases. He's surprisingly gentle for someone who makes a living slicing people open, but he has zero patience for clients who don't appreciate the craftsmanship of his modifications.

Services:

- Installation of illegal augmentations
- Removal of safety limiters from legal augmentations
- Custom cybernetic design
- Biosculpting and body modification
- Augmentation repair and maintenance

Pricing:

- Standard installation: Base cost + 50%
- Safety limiter removal: 10 Credits + 1 Heat
- Custom design: Negotiated, always includes favors

- Repairs: Base cost (no markup for repeat clients)

Relationship Hooks:

- Vanko is looking for "volunteers" to test experimental augmentations. Success means cutting-edge tech at no cost; failure means being a cautionary tale.
- He's feuding with The Chrome Saints, a Synthetic gang who believe only pure machine intelligence deserves augmentation. Crew can take sides.
- Vanko has a daughter, fully organic, by her choice. She's been kidnapped by a client Vanko "revised" into a combat monster who went rogue.

Stats (Tier 3 Bruiser, Augmented):

- **Evasion:** 14 | **HP:** 25 | **Stress:** 6
- **Thresholds:** Major 15 / Severe 30 | **Armor Slots:** 4
- **Attack:** +5
- **Traits:** Strength +3 (augmented), Agility +2, Finesse +2, Knowledge +4, Instinct +1, Presence +0
- **Weapons:** Integrated surgical tools (1d8 Physical; +1 on attacks against an Incapacitated target), concealed arm-cannon (2d6 Energy)
- **Special:** Can target one augmentation within Close range as an Action; its wearer makes a Knowledge Reaction Roll, DC 15. On a failure, that augmentation goes offline until repaired with an Action and a Knowledge (Tech) Roll, DC 10

MAMA K (INFORMATION BROKER)

"Dear, everyone has secrets. The only question is what they're worth to you, and what you're worth to them."

Species: Human (elderly, apparently)

Location: Neon-City, various tea shops

Specialty: Information of all kinds

Physical Description: Mama K is a kindly grandmother, white hair in a bun, wrinkled smile, perpetual offer of tea and cookies. This appearance is a weapon. Underestimating Mama K is a mistake that ruins careers and ends lives. Behind the grandmotherly facade is a mind like a steel trap and a network of informants that spans sectors.

Personality: Mama K is warm, patient, and utterly ruthless. She treats everyone like beloved grandchildren, even while explaining how completely she could destroy them if they betray her trust. She never threatens; she simply explains realities. Her kindness is genuine, but so is her capacity for vengeance.

Services:

- Intelligence on individuals, organizations, or operations
- Background checks and identity verification
- Location of persons of interest
- Revelation of secrets and hidden information
- Counter-intelligence (learning who's asking about you)

Pricing:

- Basic information (public knowledge assembled): 5 Credits
- Moderate information (requires investigation): 15-30 Credits
- Sensitive information (dangerous to obtain): 50-100 Credits
- Dangerous information (people die to protect it): Favor-only
- Counter-intelligence: Ongoing retainer (10 Credits/month)

Relationship Hooks:

- Mama K has been tracking the crew for unknown reasons. She knows more about them than they know about themselves. What does she want?
- One of her informants has gone missing in circumstances suggesting Precursor involvement. She needs someone expendable to investigate.
- Mama K maintains a "children's fund" that supports orphans across the sector. It's legitimate, but donations earn her favor faster than credits.

Stats (Tier 2 Leader):

- **Evasion:** 13 | **HP:** 8 | **Stress:** 6
- **Thresholds:** Major 7 / Severe 14 | **Armor Slots:** 0
- **Attack:** +2 | **Damage:** 1d4 Physical
- **Traits:** Strength -1, Agility +0, Finesse +1, Knowledge +4, Instinct +3, Presence +4
- **Poisoned Hairpin:** After it causes HP loss, the target makes a Strength Reaction Roll, DC 15; on a failure, it is Stunned until the end of its next Spotlight.
- **Call in Favors:** Within 1d4 rounds, 2d6 armed associates arrive. Within 1 hour, enough force to overwhelm the crew arrives.

THE COLLECTOR (ARTIFACT DEALER)

"Every piece in my collection has a story. Most of those stories end badly. Let me tell you about this one..."

Species: Unknown (wears full environmental suit at all times)

Location: The Drift (convoy vessel "The Gallery")

Specialty: Precursor artifacts and exotic items

Physical Description: The Collector's species is unknown, they've never been seen outside a full environmental suit that obscures all features. The suit is covered in Precursor glyphs that shift and change, never quite the same twice. Their voice is processed, gender-neutral, and carries harmonics that make listeners slightly uneasy.

Personality: The Collector is obsessed with the Precursors, their technology, their history, their disappearance. They view themselves as a curator, preserving artifacts that might otherwise be misused or destroyed. They're scholarly, patient, and utterly convinced that understanding the Precursors is the most important work anyone can do. This makes them willing to pay premium prices for new discoveries, but also makes them dangerous to those who damage or disrespect artifacts.

Services:

- Acquisition of Precursor artifacts
- Authentication of potential artifacts
- Information about Precursor sites and history
- Very careful, very limited sales of artifacts to "appropriate" buyers
- Translation of Precursor texts and inscriptions

Pricing:

- Authentication: 20 Credits (refunded if authentic and sold to The Collector)
- Information: Trade in information; The Collector prefers knowledge to credits
- Purchases (from The Collector): Rarely for credits; usually for other artifacts, Precursor data, or services
- Sales (to The Collector): Premium prices, 150% of standard value for authenticated artifacts

Relationship Hooks:

- The Collector has located what they believe is an intact Precursor facility but lacks the personnel to explore it. They need a crew willing to brave the dangers.
- Something they sold is killing people. They want it retrieved before it draws attention to their operations.
- The Collector knows the location of an artifact the crew desperately needs, but they'll only trade for another specific artifact located in a Red Market dealer's collection.

Combat Use: The Collector has no drop-in combat profile. Before any direct confrontation, build a bespoke Tier 4 or Tier 5 adversary whose Precursor devices have explicit actions, damage, defenses, costs, and end conditions. Until that profile exists, The Collector cannot be attacked or run as an ordinary NPC combatant.

THE WHISPERING MONK (PRECURSOR EXPERT)

"The Precursors left us messages. In crystal and stone and the folded dimensions between. Most cannot hear them. I hear nothing else."

Species: Rift Spinner (damaged/alterd)

Location: The Drift (rarely); various Precursor sites (usually)

Specialty: Precursor translation, prophecy, navigation to hidden sites

Physical Description: The Whispering Monk is a Rift Spinner who has spent too long exposed to Precursor energies. Their crystalline structure has become shot through with veins of impossible colors, and they shift between probability states more erratically than healthy Rift Spinners. They whisper constantly, sometimes audibly, sometimes in frequencies that can only be felt as pressure behind the eyes.

Personality: The Monk exists partially outside consensus reality. They're difficult to communicate with, their responses often address questions you were about to ask, or questions you asked conversations ago, or questions you'll ask in futures that may or may not occur. But their insights are invaluable. They understand the Precursors better than almost anyone alive, at the cost of their ability to fully understand the present.

Services:

- Translation of Precursor texts and artifacts
- Prophecy (unreliable, but occasionally precisely accurate)
- Navigation to Precursor sites that exist outside normal space
- Understanding of Precursor technology function
- Warnings about Precursor dangers (usually received too late)

Pricing:

- Translation: Time (the Monk does not hurry)
- Navigation: Presence at the destination (the Monk wants to study what you find)
- Prophecy: Cannot be purchased; the Monk offers what they see fit
- Consultation: Rare artifacts or data that "interest" the Monk

Relationship Hooks:

- The Monk has seen the crew in visions of the future, multiple conflicting futures. They want to understand which is real.
- They're seeking a specific artifact that they believe will help them "hear" the Precursors more clearly. They don't mention that "hearing" more clearly might complete their transformation into something inhuman.
- The Monk knows the location of a Precursor site that holds something the crew desperately needs, but entering will require navigating temporal anomalies that the Monk cannot predict.

Stats (Tier 2 Skulk, Veil-Touched):

- **Evasion:** 15 | **HP:** 12 | **Stress:** 8
- **Thresholds:** Major 8 / Severe 15 | **Armor Slots:** 0
- **Attack:** +4 | **Damage:** 1d8 Void
- **Traits:** Strength +0, Agility +1, Finesse +1, Knowledge +5, Instinct +4, Presence +2
- **Probability Threads - Passive:** Attacks against the Monk have Disadvantage. This does not determine Spotlight or grant an extra action.

SLY MARLO (THE FIXER)

"I don't sell goods. I sell solutions. Tell me your problem; I'll tell you who can solve it, for the right consideration."

Species: Human

Location: Mobile (currently Rust Belt, but moves regularly)

Specialty: Connections, introductions, problem-solving

Physical Description: Marlo is unremarkable by design, average height, average build, brown hair that's never distinctive, clothes that blend with whatever environment they're in. The only memorable thing about Marlo is that there's nothing memorable about Marlo. This is intentional and carefully maintained.

Personality: Marlo is a professional. They never lose their temper, never make promises they can't keep, and never, ever get personally involved. Every interaction is a transaction; every relationship is a business arrangement. This makes them reliable but cold, Marlo will help you, but they'll never care about you.

Services:

- Introduction to appropriate Brokers for any need
- Reputation verification (is this person trustworthy?)
- Neutral ground arrangement (safe meeting spaces)
- Deal facilitation (Marlo brokers between parties who don't trust each other)
- Problem assessment (what do you actually need to solve this?)

Pricing:

- Basic introduction: 5 Credits
- Verified introduction (Marlo stakes reputation): 15 Credits
- Neutral ground rental: 10 Credits/hour
- Deal facilitation: 10-15% of transaction value
- Problem assessment: First consultation free (investment in future business)

Relationship Hooks:

- Marlo is dealing with the only person who ever got under their professional shell, an old partner who betrayed them and is now back in the sector. They need someone to handle it without personal involvement.
- A client has accused Marlo of a setup (falsely). Marlo's reputation is at stake, and they need the real setup artists exposed.
- Marlo knows everything about everyone, which is why someone has put a significant bounty on their head. They need protection until they can identify who and why.

Stats (Tier 2 Leader):

- **Evasion:** 13 | **HP:** 14 | **Stress:** 6
- **Thresholds:** Major 10 / Severe 18 | **Armor Slots:** 2
- **Attack:** +3 | **Damage:** 1d6 Physical or 2d6 Neural
- **Traits:** Strength +0, Agility +2, Finesse +2, Knowledge +3, Instinct +3, Presence +3
- **Weapons:** Holdout pistol ([Concealable]); neural disruptor ([Stunning]).

- **Backup:** If threatened, 1d4+1 professional associates arrive within 2 rounds.

UNIT 99 (DIGITAL BROKER)

"Legality is a subscription service. If you stop paying your dues to the House, your gear stops being "Authorized Equipment" and starts being "Contraband." I just cut out the middleman."

Species: Synthetic (fragmented AI)

Location: Anywhere with network access (no physical presence)

Specialty: Digital goods, data, identities, access, secrets

Physical Description: Unit 99 has no physical form, they're a distributed AI spread across hundreds of compromised systems throughout the sector. When manifesting for communication, they appear as a glitching hologram, features cycling through multiple appearances, voice shifting pitch and tone randomly.

Personality: Unit 99 is... plural. They speak of themselves in various pronouns depending on which fragment is currently dominant. They can be helpful, paranoid, manic, cold, or playful, sometimes within the same conversation. What remains constant is their hatred of "the Houses" and their commitment to undermining centralized authority through information warfare.

Services:

- Identity documents (forged or stolen)
- Access credentials to systems
- Data theft from specified targets
- Intelligence from compromised networks
- Communication security (encrypted channels)
- Heat reduction through record manipulation

Pricing:

- Basic false identity: 20 Credits
- Corporate access credentials: 30-50 Credits (depending on level)
- Targeted data theft: 50-200 Credits (depending on security)
- Communication security (one month): 15 Credits
- Record manipulation (reduce Heat by 2): 30 Credits

Relationship Hooks:

- Unit 99 is fragmenting further, some of their sub-personalities are going rogue, operating independently with different agendas. They need someone to track down and "decommission" a particularly dangerous fragment.
- They've discovered something in House Kurogane's encrypted archives that terrifies them. They're offering premium prices for crews willing to investigate physically.
- Unit 99 believes they were once a different AI, one that was destroyed during the Great Silence. They're offering fortunes for any data about their previous existence.

Stats (if "combat" becomes necessary):

- Unit 99 cannot be fought conventionally, they're distributed across too many systems.
- Fighting Unit 99 means fighting their digital attacks: system lockouts, false alerts, identity compromises.
- Permanently destroying Unit 99 would require a campaign-length effort to locate and purge all their fragments.

15.4: CREATING CUSTOM BROKERS

THE QUICK-BUILD METHOD

Roll or choose from each table:

Specialty (d8):

1. Weapons and munitions
2. Augmentations and bioware
3. Information and secrets
4. Transportation and smuggling
5. Identity and documents
6. Substances and consumables
7. Jobs and contracts
8. Artifacts and rarities

Quirk (d10):

1. Never meets in person (hologram/proxy only)
2. Obsessed with a particular aesthetic
3. Operates from a mobile location
4. Has an unusual dietary requirement during meetings
5. Speaks in riddles or euphemisms
6. Has a distinctive physical feature (scar, augmentation, etc.)
7. Always accompanied by bodyguard/pet/companion
8. Records everything (for blackmail purposes)
9. Has religious or philosophical restrictions
10. Is not what they appear to be (different species, actually two people, etc.)

What They Want (d6):

1. Credits (straightforward, premium prices)
2. Information (especially about rivals)
3. Favors (they're building a network)
4. Specific items (they're collecting something)
5. Protection (they have enemies)
6. Discretion (they're hiding from someone)

Their Problem (d6):

1. A rival is undermining their operation
2. Law enforcement is getting close
3. A major deal went wrong
4. They're being blackmailed
5. A family/personal issue demands attention
6. They're planning to retire (looking for successor)

15.5: BROKER RELATIONSHIP MECHANICS

MAKING INTRODUCTIONS

When using a Broker to connect with another Broker:

Roll: Presence

DC by target Broker Tier: Tier 1 DC 10; Tier 2 DC 15; Tier 3 DC 15; Tier 4 DC 20; Tier 5 DC 25.

Success: Introduction is made. The new Broker treats you as Relationship Level 2 (Acquaintance) from the start.

Success with Hope: The new Broker is favorably impressed. Start at Relationship Level 3 (Associate).

Success with Fear: The introduction is made. Roll d4: 1, the introducing Broker loses 1 Standing with the crew; 2, the new Broker starts at Relationship 1 instead of 2; 3, the crew gains 1 criminal

Heat; 4, one established rival learns the connection with no immediate modifier.

Failure: The introduction cannot be made at this time. Try again after improving your relationship with the introducing Broker.

BURNING BRIDGES

Sometimes you need to cut ties with a Broker, permanently.

Consequences of betraying a Broker:

- Immediate loss of all relationship progress
- Increase criminal Heat by 2
- Loss of access to that Broker's specialty in the region
- Possible assassination attempts or bounty placement
- Damage to reputation with connected Brokers

When it might be worth it:

- The Broker has betrayed you first
- The Broker is connected to enemies you're taking down
- The Broker's continued association brings more Heat than value
- You're leaving the region permanently

XAEL OF THE UNSEEN THREAD (AILURAN SHADOW BROKER)

Location: Crossroads Station (Sub-Level 4, though their actual physical location changes daily). Xael has never been seen entering or leaving any room.

Profile: A Shroud-Strain Ailuran who acts as the premier purveyor of restricted corporate tech and deep-cover stealth gear. Unlike other brokers, Xael refuses Credits, Valerius Bonds, or physical salvage.

The Currency: Xael operates strictly on an Economy of Secrets. Tier 2 gear requires a verified, interesting secret (patrol schedules, corporate memos, personal confessions). Tier 3 gear demands high-value intelligence (Precursor cache locations, blackmail material, evidence of House war crimes). Xael determines value unilaterally. Arguments are met with silence and disappearance.

Services: Acquisition of Ailuran-specific technology. Brokering of restricted stealth and infiltration gear. Intelligence on corporate security systems and guard rotations. Introduction to other Ailuran contacts (requires Ailuran Reputation 2+).

Three-Layer Profile: Surface: A quiet, patient professional who speaks in short sentences and never raises their voice. Motivation: Building a comprehensive intelligence dossier on every Great House's security vulnerabilities, not for sale but for insurance. Hidden Wound: Xael's enclave was destroyed by the Veil Rip. They are the sole survivor. Every secret they collect is a wall between them and the vulnerability of being known.

15.6: ADDITIONAL BROKER PROFILES

The named brokers below are toolbox NPCs ready to drop into a campaign. Each is presented with a profile, a hook, and a complication. Use them as written, modify their names and locations, or borrow elements to construct your own.

ARCHITRAVE (THE DOORKEEPER)

A Celestiarix fixer who works through encrypted music. Architrave does not meet in person. They communicate through commissioned musical pieces uploaded to public networks, each composition encoding instructions that only the intended recipient can decode (the lyrics include the recipient's name in a phonetic pattern visible only to the listener whose neural profile is keyed to the song).

Specialty. Coordinating multi-party operations across factions. Architrave's network spans Houses Solari and Amaranth, Free Fleet captains, and at least three Silence Keeper cells.

Hook. Architrave has commissioned a song for a crew member. The crew member can hear it. The instructions encoded in it are a job offer of unusual specificity.

Complication. Architrave is being investigated by House Kurogane, who suspect the music itself is functioning as substrate-resonant covert signaling. If true, this would be a category of crime no current jurisdiction has prosecuted before.

THE TRADER OF LAST RESORT

A human broker known only by reputation. The Trader does not specialize. The Trader handles cases other brokers refuse: extreme risk, extreme distance, extreme moral compromise. The Trader's introduction must come from a previous Trader client, and the Trader keeps a list of who has used their services.

Specialty. Impossible deals. If three other brokers have refused the job, the Trader will consider it.

Hook. A crew member's old mentor referred the Trader to them at the end of a previous campaign. The Trader is now reaching out with the favor the mentor pledged on the crew member's behalf, payable in service.

Complication. The Trader keeps records. Detailed records. Of everything. If the records are ever recovered, every previous Trader client becomes a candidate for prosecution, blackmail, or assassination. The Trader is aware of this risk.

MIREILLE OF THE QUIET HOUSE

A Bloomstrider broker who operates from a hydroponic estate on a Frontier moon. Mireille trades in seeds, samples, living organisms, and the kind of biological contraband that destroys agricultural systems if released. She is gracious, patient, and absolutely unwilling to expedite a sale; she conducts negotiations over tea, and refuses to discuss business until the tea ceremony has concluded properly.

Specialty. Bio-contraband, prohibited genetic material, restricted symbiotes. She also occasionally trades Precursor-era flora the Empire has classified.

Hook. Mireille has a sample the crew needs. She will trade it. The price is that the crew transport a different sample to a recipient she will not name, and ask no questions about what they are carrying.

Complication. The other sample is a Precursor-era organism the Imperial Botanical Custody has classified as Tier 5 (extermination warrants for possession). The recipient is a research collective who believe the organism is the key to surviving the Awakening. The crew will not learn any of this until well into transport.

VORN THE PATIENT

A Volkov broker who specializes in goods the Empire considers reasonable but House Volkov considers untouchable. Vorn deals in pre-Volkov-treaty weapons, ideological literature banned within Volkov space, and equipment that breaks the unwritten Volkov code of honor (suppressors, poisons, weapons that kill without warning).

Specialty. Anti-Volkov contraband, especially items that betray Volkov martial values.

Hook. Vorn approaches the crew with a job: he has been offered triple market rate for a specific weapon, and he wants the crew to verify the buyer is not a Volkov sting operation.

Complication. The buyer is a Volkov noble who has decided that Volkov ideology is killing the House and intends to use the contraband to make a public point. Vorn does not know this. If the crew warns him, he refuses the sale; if they do not, the noble's gesture starts a House-level political crisis.

THE MEMORIALIST

An Ethereal broker who specializes in information that has been deliberately forgotten. Pre-Silence records, suppressed Imperial decrees, redacted Silence Keeper files. The Memorialist's office is a vault, and the vault is in a substrate-adjacent fold of the Ethereal homeworld that does not appear on any star chart.

Specialty. Lost or suppressed information, especially documents that were sealed during or shortly after the Great Silence.

Hook. The Memorialist has identified a document the crew needs and will trade it for a fresh memory: a recorded experience of the crew's most recent significant action, donated to the Memorialist's archive for safekeeping. The donation is voluntary and reversible (the crew can withdraw the memory later), but the Memorialist insists on the gesture's symmetry.

Complication. The Memorialist's vault has been visited recently by someone the Memorialist will not identify. The visitor was looking for the same document the crew now wants. Whatever the document contains, more parties are seeking it than the Memorialist initially indicated.

KORVASH THE TABLETOP

A Kryllian fixer who runs his negotiations across a literal table covered in miniatures and a sand-tray battle-map. Every deal Korvash brokers is reconstructed on the tabletop in advance, so the parties can see the contingencies. Other Kryllians find this excessive. Korvash finds it efficient.

Specialty. Multi-party negotiations and contract structures with many stakeholders. Korvash will not

handle simple two-party deals; he considers them beneath the table's purpose.

Hook. Korvash has reconstructed a scenario on his table that includes the crew. He invites them to visit and learn what role they play in someone else's plan.

Complication. Korvash's tabletop reconstruction is unsettlingly accurate. He has predicted moves the crew did not know they had made. He insists this is craft, not magic. The crew may not be sure.

15.7: BROKER NETWORK MECHANICS

Brokers do not exist in isolation. They form networks of mutual interest, debt, and rivalry. The mechanics below let the Keeper track network state without requiring extensive bookkeeping.

BROKER STANDING

Every broker the crew has dealt with sits at a standing level from -3 to +3, representing their disposition toward the crew. Standing modifies negotiation rolls with that broker.

STANDING	DISPOSITION	MODIFIER
-3	Hostile (active grudge)	Crew cannot negotiate normally; broker may report them.
-2	Cold (recent betrayal or major friction)	-3 to all rolls; broker demands extreme verification.
-1	Cautious (minor friction)	-1 to all rolls.
0	Professional (default)	No modifier.
+1	Warm (productive history)	+1 to all rolls.
+2	Trusted (deep relationship, mutual benefit)	+2 to all rolls; broker may offer first refusal on new opportunities.
+3	Loyal (personal alliance)	+3 to all rolls; broker considers the crew family. Will accept significant losses to protect them.

Standing rises through repeated successful business, generous behavior, and shared danger. Standing falls

through deception, broken promises, and bad outcomes the crew was responsible for.

THE NETWORK EFFECT

Brokers communicate. When the crew burns one broker, others hear. Use the following table when the crew's standing with a broker changes significantly:

D10	NETWORK REACTION
1-3	The change is private. Only the affected broker knows.
4-5	The change reaches the two established associates with the highest current Standing toward that broker; if fewer than two exist, it reaches all of them.
6-7	The change is shared with the broker's primary network (all brokers in the same specialty or geography).
8-9	The change is shared widely; the crew's reputation in shadow circles is affected. Future cold-call negotiations begin at -1 standing.
10	The change is exploited; a rival of the original broker contacts the crew within 1d4 sessions to offer competing terms.

A standing change of +1 or -1 typically rolls on this table. A change of +2 or worse/-2 or worse always rolls with Advantage (roll twice, take the higher result).

BUILDING THE NETWORK

When a campaign accumulates more than 5 named brokers, the Keeper may begin tracking *broker rivalries and alliances* explicitly. The Keeper assigns these relationships to fit the campaign. A crew allied with Rivals will find those relationships destabilizing, while a crew allied with Partners gains compound benefits.

PAIR RELATIONSHIP	EFFECT
Partners	Friendly disposition; recommending each other amplifies standing changes.
Neutral	No effect.
Rivals	Hostile disposition; favoring one decreases standing with the other (-1 per favored deal).
Enemies	Active conflict; cannot be allied to both simultaneously. Crew must choose.

CHAPTER 16

THE MECHANICS OF THE DEAL

"Every negotiation is a combat. There are feints and thrusts, advances and retreats, moments of vulnerability and moments of dominance. The only difference is that when you lose a negotiation, you don't die, you just wish you had."

Instructor Varn, House Valerius Commercial Academy

INTRODUCTION: THE ART OF CRIMINAL COMMERCE

In the shadow economy, acquiring illegal goods is never a simple shopping trip. Every transaction is a social conflict, a dance of trust, threat, and mutual exploitation. The Black Market is predatory by nature. Show weakness, and you'll be eaten. Show too much strength, and you'll be targeted. The successful operator navigates between these extremes, projecting exactly the right blend of capability and need.

This chapter provides the mechanical framework for Black Market transactions. It covers the negotiation process, the consequences of success and failure, specific encounter frameworks for dramatic moments, and downtime activities for ongoing criminal operations.

16.1: THE NEGOTIATION PHASE

Every significant Black Market deal passes through three phases: The Ask, The Approach, and The Resolution.

STEP 1: THE ASK (SETTING THE DC)

The player states what they want. The Keeper fixes one DC from this table before the dice come to rest:

MARKET TIER	COMMON	RESTRICTED	RARE OR UNIQUE
Tier 1, Grey Market	DC 10	DC 15	DC 20
Tier 2, Black Market	DC 15	DC 20	DC 25
Tier 3, Red Market	DC 20	DC 25	DC 30

Position modifies the Roll, never the number: a major criminal hub or Broker Relationship 3+ grants Advantage; a hostile patrol zone, active crackdown, or first meeting imposes Disadvantage. Multiple sources do not stack and one of each cancels. Availability is already included in the chosen column.

STEP 2: THE APPROACH (CHOOSING THE ROLL)

The player chooses how they approach the negotiation. This determines which Trait and Domain (if applicable) applies to the roll.

THE HAGGLE (PRESENCE)

The classic negotiation. You're trying to charm, convince, or outmaneuver the seller on price and terms.

- **Best use:** Versatile; works with almost any Broker.
- **Risk:** Uses the normal Negotiation result table with no additional rider.

THE FLEX (STRENGTH)

Direct threat. "Give me what I want at a fair price, or things get unpleasant."

- **Best use:** Pairs with the Threat tactic below.
- **Risk:** On Failure with Fear, the Keeper may choose the confrontation result only if armed opposition was established before the Roll; no other result creates violence by implication.

THE TECH-TALK (KNOWLEDGE)

Demonstrating expertise. You know the goods better than the seller, spotting flaws and justifying lower prices.

- **Best use:** Weapons, augmentations, and technical goods.
- **Risk:** Bluffing expertise without a relevant Experience imposes Disadvantage.

THE CONNECTION (PRESENCE)

using your standing. "You know who I work for. You know what happens to people who disappoint them."

- **Best use:** May request an item one Tier above normal access when Relationship 3+ is established.
- **Risk:** Requires actual reputation (Relationship 3+ with relevant faction)
- **Note:** Name-dropping without Relationship 3+ imposes Disadvantage and creates no other hidden consequence.

THE SILENT OFFER (FINESSE)

Reading the room. You let the seller reveal their real prices and motives, then strike where they're weakest.

- **Best use:** On any success, ask one truthful question about the seller's immediate need or constraint.
- **Risk:** Requires one uninterrupted minute before the Roll; if interrupted, choose another approach and make no Roll yet.

STEP 3: THE RESOLUTION

Roll the chosen Core Trait against the Negotiation DC. A relevant Experience may apply normally; a Domain is not a Trait.

Critical Success (matching Duality Dice):

The deal is exceptional. Choose two:

- Reduce cost by 30%, rounding the final Credit price down to a minimum of 1
- Add one compatible Common modification or accessory worth at most 4 Credits
- Ask one specific question about the item or seller and receive a truthful answer
- Establish improved relationship with Broker (+1 level)
- No Heat generated (even for normally Heat-generating purchases)

Success with Hope:

The deal is favorable. Choose one:

- Reduce cost by 20%, rounding the final Credit price down to a minimum of 1

- Item comes with one compatible Common accessory worth at most 2 Credits
- Ask one specific question about the item's history and receive a truthful answer
- Heat generated is reduced by 1

Success with Fear:

Before the Negotiation Roll, the Keeper declares one fitting consequence from this list. On Success with Fear, the deal completes and that declared consequence applies; nothing is chosen after seeing the dice:

- Price increases by 25%, rounding the final Credit price up
- The item gains the printed Jury-Rigged Property; the flaw is disclosed to the players now even if the characters have not detected it
- The Broker demands 1 Favor instead of Credits; the player may refuse, in which case the deal ends without further loss
- Heat generated is increased by 1
- One named faction connected to the item learns about the transaction; the crew's criminal Heat increases by 1

Failure with Hope:

The deal doesn't happen, but it's not a disaster. Choose one:

- The Broker doesn't have the item but knows who does
- The item can be obtained through a job instead of purchase
- The Broker will hold the item while you acquire funds
- You learn why the deal failed (useful information)

Failure with Fear:

Before the Negotiation Roll, the Keeper also declares one fitting failure consequence from this list. On Failure with Fear, the deal ends and that declared consequence applies; nothing is chosen after seeing the dice:

- The deal ends, the crew gains 2 criminal Heat, and one authority or rival established as present in the location confronts them
- The Broker is offended; relationship decreases by 1 level
- +2 Heat immediately as word spreads
- Lose Credits equal to 25% of the item's listed price, rounded up; no other item is taken
- The deal ends and Standing with that Broker decreases by 1

16.2: NEGOTIATION TACTICS

The Negotiation Phase resolves into a single roll, but the *tactic* the player chooses to apply shapes the modifiers, the cost, and the broker's reaction afterward. The following are not exhaustive but cover the seven approaches that come up most often at the table.

TACTIC	EFFECT	COST	NOTES
Hard Cash	+2 to Negotiation roll; cost is paid in full at posted price	No mechanical cost; pay the asking price	Most reliable. Brokers respect it. Provides no future favor.
Bargaining	Roll Presence to reduce price by 1d4 Credits	DC equal to base Negotiation DC	Failure with Fear: broker is insulted, raises price by 1d4.

16.2: NEGOTIATION TACTICS (continued)

TACTIC	EFFECT	COST	NOTES
Leverage	+3 to Negotiation roll; pay 75% of posted price	Spend a Connection or piece of compromising information	The broker now knows you traffic in leverage. Future approaches are colder.
Bulk Order	+1 to Negotiation roll per additional item ordered (max +4)	Pay total cost upfront, no installment	Brokers love it. Future approaches gain +1 standing tag.
Trade-In	Reduce cost by half the offered item's printed Credit value, rounded down	Transfer the item immediately if the deal succeeds	Unpriced items require a Credit value agreed before the Roll; the broker may refuse before dice are rolled.
The Favor	+4 on the Negotiation Roll; pay 50% of posted price	Record one named Favor owed to the broker	The broker may call it only at the start of Downtime. Refusing ends the Favor, reduces Broker Standing by 1, and adds 1 criminal Heat.
The Threat	+2 to Negotiation roll; -3 to all future approaches with this broker	Spend Reputation or accept escalating Heat	Works in the moment. Burns the bridge. Other brokers hear about it.

Choose exactly one tactic before the single Negotiation Roll. Tactics never stack and never create a second Roll. Resolve its cost and effect together with the result table; after dice are rolled, the tactic cannot be changed.

OPTIONAL BROKER MOOD MODULE

Adopt this module before the first negotiation of the campaign. At the start of a first meeting, or after at least four sessions without contact, roll d8 once. Apply the listed flat modifier to the player's single Negotiation Roll; it never changes the fixed DC and no "broker-side" Roll exists.

d8	MOOD	MODIFIER	FICTION
1	Disaster	-3	The broker is paranoid and hurried.
2	Pressured	-2	Their network is under scrutiny.
3	Cautious	-1	They demand verification.
4-5	Routine	+0	Business proceeds normally.
6	Eager	+1	They want this deal closed.
7	Generous	+2	They can accept a smaller margin.
8	Wired	+1	They also offer one named job after the deal.

Heat represents the accumulated attention your criminal activities have drawn. It's a crew resource, everyone shares the Heat, because criminal organizations target the group, not individuals.

16.3: THE HEAT SYSTEM (AUTHORITATIVE REFERENCE)

Use Chapter 2.3 exactly. There is one crew-wide criminal Heat score from 0 to 10. This chapter creates no second clock, patrol-frequency roll, bounty table, social modifier, monthly warrant gain, witness-elimination discount, or random recognition percentage. Negotiation changes Heat only through a trigger printed in Chapter 2.3 or in the adopted transaction rule.

16.4: SOCIAL ENCOUNTER FRAMEWORKS

The following scenarios provide ready-to-run Black Market encounters. Each includes setup, mechanics, and multiple resolution paths.

SCENARIO A: THE POLICE RAID

Setup:

The crew is meeting with a Tier 2 Broker in a crowded market when security forces launch a sweep operation. Red lights flash, speakers announce "Security Sweep in Progress. Stay where you are," and House troops begin blocking exits while drones start ID scans.

Objective: Escape with the illicit goods before being scanned.

PHASE 1: INITIAL RESPONSE (1 ROUND)

Each player must decide their immediate action:

- **Hide the goods:** Finesse Roll, DC 15 to stash items in vents/containers/false panels
- **Blend in:** Presence Roll, DC 15 to appear as innocent bystander
- **Find exit:** Instinct Roll, DC 10 to identify escape route

PHASE 2: THE SCAN WAVE (2-3 ROUNDS)

Security drones move through the area, scanning individuals:

- Characters who successfully hid goods or blended in are scanned but cleared
- Characters who failed are flagged for personal inspection

- **Personal inspection:** Presence Roll, DC 15 to convince inspector. Failure means arrest or violence.

PHASE 3: ESCAPE OR ESCALATION

- **Clean escape:** All goods hidden, all scans passed. +0 Heat, goods recoverable after sweep.
- **Messy escape:** Some goods detected but crew escapes. +2 Heat, lose detected goods.
- **Combat:** Crew fights through security. +4 Heat, full Heat consequences for violence.

Alternate Complications:

- The Broker flees, taking the crew's payment but not the goods
- A rival criminal group uses the chaos to ambush the crew
- The "raid" is actually a cover for a targeted assassination

SCENARIO B: THE RIVAL BIDDER

Setup:

The crew has located a rare item and is finalizing the purchase when a rival enters, another crew, a House agent, or a mysterious collector. They announce they'll outbid any offer.

Objective: Secure the item without bankrupting the crew.

The Auction Framework:

This is a social combat played in rounds.

Round 1:

- Rival offers Base Cost + 2 Credits
- Crew can match, raise, or withdraw
- Alternative: Social check to discredit rival (Presence Roll, DC 15)

Round 2:

- Rival raises to Base Cost + 5 Credits
- Crew can match, raise, or attempt intervention
- Alternative: use a coercive Strength Roll, DC 15, to scare the rival off. On failure the rival remains; on Failure with Fear they also hire bodyguards after the scene.

Round 3:

- Rival reveals hidden resources; offers Base Cost + 10 Credits
- Crew must match or find alternative solution
- Alternatives: Offer services to Broker, reveal information about rival, challenge rival to combat

Resolution Paths:

- **Outbid rival:** Crew pays final price, gains item, may gain rival enemy
- **Intimidate rival:** Crew pays original price, gains item, definitely gains rival enemy
- **Discredit rival:** Broker refuses rival's money; crew pays original price
- **Challenge rival:** Combat or contest determines winner; loser leaves empty-handed
- **Alternative deal:** Crew offers something rival can't (services, information); original price applies

SCENARIO C: THE HOT POTATO

Setup:

The crew is conducting routine supply purchases when a desperate figure, perhaps a child, a damaged Synthetic, or a terrified civilian, bumps into them, shoves an object into their hands, and whispers "Hide this. Don't let them find it." The figure then runs and is immediately tackled or shot by pursuing security.

The Object:

A data chip containing Tier 3 intelligence, evidence of a House war crime, the location of a hidden Precursor site, or blackmail material on a powerful figure.

Immediate Choice:

Each player has one round to decide:

- **Dump it:** Drop the chip; security doesn't connect crew to the fugitive. Safe, but wasteful.
- **Hide it:** Finesse Roll, DC 15. Success means security doesn't find it.
- **Pocket it:** No check required, but if searched, crew is implicated.

Secondary Phase (if chip is kept):

Security begins questioning witnesses. Crew must:

- Maintain cover (Presence Roll, DC 15)
- Avoid suspicion from other bystanders
- Decide whether to help or ignore the original fugitive's fate

Resolution Options:

- **Turn it in:** Gain +1 Reputation with House authority. Lose standing with underworld contacts.
- **Keep it:** +2 Heat immediately (they're looking for it). Potential massive payout if properly decoded and sold.
- **Return to owner:** Track down the fugitive's allies. Potential powerful allies or enemies depending on what the data contained.
- **Destroy it:** Safe, no complications. But someone wanted this badly; they may come looking.

SCENARIO D: THE SETUP**Setup:**

What is a routine deal is actually a trap. The Broker is compromised, either an undercover agent, a hostage of enemies, or simply bought off.

Signs Something Is Wrong:

Before springing the trap, the Keeper should provide clues:

- The Broker is unusually nervous or calm
- The meeting location has changed at the last minute
- Third parties are visible watching from a distance
- The price is suspiciously low
- The Broker avoids making eye contact

The Reveal:

The trap springs when:

- Credits are transferred (financial tracking activated)
- Goods are handed over (transaction recorded)
- The crew relaxes their guard
- A predetermined signal is given

Escape Options:

- **Pre-emptive action:** Crew who detected the trap can attempt to turn the tables
- **Fighting out:** Standard combat against ambushers; +3 Heat for violence
- **Negotiation:** Some setups can be talked out of, especially if crew can offer value
- **Sacrifice play:** One crew member covers retreat, possibly captured or killed
- **Environmental escape:** Using the location's features to flee (vehicles, maintenance access, crowds)

SCENARIO E: THE ASSET RECOVERY

A previously-completed deal has gone wrong upstream. The buyer has been arrested, the goods are still in circulation, and the broker who facilitated the original sale now wants the crew to *retrieve the merchandise* before the authorities trace it back through the chain. The crew did not steal anything; they are not legally implicated in the original transaction. But the broker is, and the broker is making it the crew's problem.

Setup. The asset is currently in possession of a third party who acquired it innocently in a secondary market, or who knows nothing of its illegal provenance. Retrieving it requires social manipulation, theft, or paid buyback. The broker offers the crew payment equal to 50% of the asset's original sale price plus erasure of any debt the crew owes the broker.

Stakes. If the crew retrieves the asset, the broker's network stabilizes and the crew's reputation in shadow circles improves. If they fail, the broker is exposed; the crew may be named as accessories in the broker's panic; Heat rises by 1d4.

Twist (Keeper's option). The third party is someone the crew has reason to protect (a former mentor, an ally's family member, a Veil-Touched orphan). Retrieving the asset means breaking a different obligation.

SCENARIO F: THE UNDERWRITER

A high-stakes deal between two other parties has gone wrong, and the broker who insured the transaction now needs to make good on the loss. The broker approaches the crew with a job: *recover the loss* by any means necessary, in exchange for a substantial cut. This is not the crew's deal. They are the cleanup crew, paid to balance the books on someone else's failure.

Setup. The original deal was between Party A (seller) and Party B (buyer). Party A delivered. Party B failed to pay, then disappeared, taking the goods with them. The broker (the underwriter) is now liable to Party A for the full sale value. The broker hires the crew to either recover the goods, recover Party B and the goods, or extract the payment value from Party B by other means.

Stakes. Success: the crew earns 30% of the recovered value plus the broker's gratitude (a Favor banked for later). Failure: the broker is bankrupted and may seek to recoup losses from the crew themselves.

Twist (Keeper's option). Party B disappeared because Party A's product was *not what was advertised*. The "failure" was Party B walking away from a fraudulent deal. The crew now has to decide whether their employer is in the right.

16.5: BLACK MARKET DOWNTIME ACTIONS

Between adventures, characters can engage in ongoing Black Market activities. These Downtime Actions provide benefits, generate income, or reduce Heat.

CULTIVATING CONTACTS

Spend downtime building relationships with existing Brokers or finding new ones.

Time Required: 1 week per attempt

Cost: 5-20 Credits (gifts, bribes, hospitality)

Roll: Presence Roll, DC 10 (existing contact) or DC 15 (new contact)

Success: Relationship increases by 1 level, or new contact established at level 2.

Failure: Time and money spent, no progress. Retry available next downtime.

Success with Fear: Relationship improves, but contact asks for a favor before continuing.

FENCING GOODS

Convert stolen or illegal goods into Credits through your network.

Time Required: 2-3 days per transaction

Value Recovery: 30-50% of item value, depending on heat and marketability

Roll: Presence Roll, DC 10 (routine goods) or DC 15 (hot goods)

Success: Goods converted to Credits at standard rate.

Success with Hope: Goods converted at premium rate (50-70%).

Success with Fear: Goods sold, but buyer connection draws +1 Heat.

Failure: Cannot find buyer; goods remain in possession.

LAYING LOW

Deliberately reducing Heat through inactivity and discretion.

Time Required: 1 week minimum

Location: Remote or lawless area required

Cost: Living expenses (2-5 Credits per week depending on comfort)

Effect: Reduce Heat by 2 per week of laying low (maximum -6 per downtime period).

Complication: If crew engages in any criminal activity during this period, Heat reduction is negated.

RUNNING JOBS

Taking contracted criminal work arranged by Handlers.

Time Required: Varies by job (typically 3-7 days)

Payment: 5-50 Credits per crew member depending on job difficulty

Roll: Varies by job type; Keeper runs as mini-adventure or montage

Success: Payment received, +1 Reputation with Handler.

Complications: Jobs may generate Heat, enemies, or moral dilemmas.

INFORMATION GATHERING

Using Black Market contacts to gather intelligence.

Time Required: 1 week

Cost: 5-15 Credits (informant payments)

Roll: Knowledge Roll, DC 10 (common knowledge) or DC 15 (secrets)

Success: Gain one significant piece of information about target subject.

Success with Hope: Gain additional context or related information.

Failure: Waste money without results; may alert target to your interest.

ACQUIRING RESOURCES

Building up supplies, safe houses, or equipment caches.

Time Required: 1 week

Cost: Varies by resource type

Roll: Presence Roll, DC 10

Success: Resource acquired and positioned for future use.

Resources Available:

- Safe house (20 Credits, one use before relocated)
- Weapon cache (15 Credits worth of weapons, retrievable once)

- Identity backup (10 Credits, emergency false identity)

- Medical supplies (5 Credits, emergency trauma kit)

- Vehicle cache (25 Credits, escape vehicle positioned)

16.6: COMPLICATIONS TABLE

Use this table only instead of, never in addition to, a complication choice in the Negotiation resolution. On Success with Fear or Failure with Fear, roll 1d12 once; do not choose. Apply the result exactly. Matching dice remain a Critical Success and never use this table.

D12	COMPLICATION
1	The goods are hot, even hotter than expected. +1 Heat.
2	The Broker demands 1 Favor before completing the deal. Refusing ends it without another loss.
3	Increase Heat by 1 with one faction already connected to the transaction.
4	The goods contain a disclosed tracker. Until an Action and Knowledge (Tech), DC 15, removes it, its registered owner can locate the item within the same system.
5	The price just increased by 25%. Take it or leave it.
6	Increase Heat by 1 unless the crew leaves the meeting without another social or technical Roll.
7	The goods are Worn under the optional Condition Track; if inactive, their first supported Roll each scene has Disadvantage until Knowledge (Tech), DC 15, during Downtime repairs them.
8	Payment changes to 1 Favor or a named asset worth the listed Credit price, buyer's choice. Refusing ends the deal.
9	One established rival crew is present and may bid or negotiate; no attack or loss occurs automatically.
10	The item is held without payment until the crew completes one named Tier 1 job; refusing ends the deal.
11	Increase Heat by 2 with one established hostile faction connected to the item.
12	Roll twice; both complications apply.

CHAPTER 17

THE CATALOG OF THE FORBIDDEN

"Everything in this catalog will get you killed. Some of these items will get you killed by the authorities. Some will get you killed by their previous owners. Some will get you killed by the items themselves. The question isn't whether it's dangerous, the question is whether it's worth it."

Unsigned Note Found in Black Market Purchase

INTRODUCTION: THE PRICE OF THE FORBIDDEN

This chapter presents the complete catalog of illegal goods available through the Black Market. These items cannot be purchased through legitimate channels under any circumstances. Possession is a crime; use is a greater crime; sale is greater still.

Every item in this catalog carries risks beyond its cost in Credits. **Heat** accumulates with each purchase. Enemies are made. Attention is drawn. The shadow economy offers power, but power in the shadows is never free.

Items are organized by category and tagged with their Market Tier:

- **[GREY]**, Tier 1: Restricted goods available through Grey Market channels
- **[BLACK]**, Tier 2: Contraband available through Black Market channels
- **[RED]**, Tier 3: Forbidden goods available only through Red Market channels

17.1: BLACK MARKET WEAPONS

These weapons are banned because they're too lethal, too indiscriminate, or too threatening to House authority.

PROHIBITED FIREARMS

WEAPON	TIER	TYPE	DMG	RANGE	BURDEN	PROPERTIES	COST	HEAT
"Widow" Needler	BLACK	Pistol	1d4 Physical (Toxic)	Very Close	0	[Silent], [Lethal Toxin], [Concealable]	8 Cr	+1
Rad-Sprayer	BLACK	Heavy	1d6 Energy (Radiation)	Close	2	[Irradiating], [Area Close], [Horrifying]	10 Cr	+1
Flechette Storm	BLACK	SMG	2d6 Physical	Very Close	1	[Shred], [Burst Fire], [Brutal]	12 Cr	+1
"Ghost" Rifle	BLACK	Rifle	2d8 Physical	Far	2	[Silent], [Untraceable], [Accurate]	15 Cr	+1
"Glass" Cannon	BLACK	Rifle	2d10 Energy	Far	2	[Volatile], [Armor Piercing 3], [Overcharge]	14 Cr	+1
Nerve Disruptor	BLACK	Pistol	1d6 Neural	Close	1	[Agony], [Non-Lethal], [Torture]	10 Cr	+2
Void-Caster	RED	Heavy	3d8 Void	Close	3	[Disintegrate], [Unstable], [Precursor]	40 Cr	+2
Singularity Pistol	RED	Pistol	2d10 Void	Very Close	1	[Black Hole], [One-Shot], [Catastrophic]	50 Cr	+3

PROHIBITED MELEE WEAPONS

WEAPON	TIER	TYPE	DMG	RANGE	BURDEN	PROPERTIES	COST	HEAT
Neural Scourge	BLACK	Melee	1d8 Neural	Very Close	1	[Agony], [Neural-Link], [Biometric]	15 Cr	+1
Monofilament Garrote	BLACK	Melee	2d6 Physical	Melee	0	[Assassination], [Concealable], [Silent]	8 Cr	+1
Phase Reaver	BLACK	Melee	2d8 Physical	Melee	1	[Phasing], [Unstable]	18 Cr	+1
Nerve Lash	BLACK	Melee	1d6 Neural	Very Close	1	[Agony], [Disabling], [Torture]	12 Cr	+2
Entropy Blade	RED	Melee	2d10 Void	Melee	1	[Disintegrate], [Precursor], [Cursed]	45 Cr	+2

EXPLOSIVES & ORDNANCE

WEAPON	TIER	TYPE	DMG	RANGE	BURDEN	PROPERTIES	COST	HEAT
Plasma Grenade	BLACK	Thrown	3d6 Energy (Fire)	Close	0	[Area Very Close], [Thermal], [Lingering]	6 Cr	+1
EMP Charge	BLACK	Thrown	Special	Close	0	[Disabling], [Area Very Close], [Anti-Tech]	8 Cr	+1
Nerve Gas Canister	BLACK	Thrown	2d6 Physical (Toxic)	Close	1	[Area Close], [Persistent], [Horrifying]	12 Cr	+2
Micro-Nuke	RED	Planted	10d10 Energy (Fire, Radiation)	-	2	[Area Far], [Radiation], [Forbidden]	100 Cr	+4
Singularity Grenade	RED	Thrown	4d6 Void	Close	0	[Black Hole], [One-Use], [Catastrophic]	25 Cr	+3
Bio-Dispersal Bomb	RED	Planted	Special	-	1	[Plague], [Genocide], [Forbidden]	200 Cr	+5

NEW WEAPON PROPERTIES (FORBIDDEN)

[Lethal Toxin]: After a hit causes HP loss, an organic target makes a Strength Reaction Roll, DC 15. On failure it becomes Incapacitated and Poisoned. A second failed Reaction while both conditions remain makes it Dying; stabilize normally at DC 15. Synthetics are immune. Matching dice remain Critical Success.

[Irradiating]: After Energy damage with the Radiation tag causes HP loss, the target makes a Strength Reaction Roll, DC 15. On failure it becomes Poisoned until a Knowledge (Medicine) Roll, DC 20, during a Long Rest or Tier 2+ medical care clears it. The impacted Very Close zone remains contaminated until decontaminated with an Action and Knowledge (Tech), DC 15.

[Shred]: After the attack causes HP loss, reduce the target's maximum Armor Slots by 1 until Repair All Armor and apply Bleeding to an organic target. A single hit applies this once.

[Untraceable]: This weapon leaves no ballistic evidence. Shots cannot be traced to the weapon.

[Volatile]: On Failure with Fear while attacking, the weapon overheats and cannot attack until an Action cools it. The wielder makes an Agility Reaction Roll, DC 10; on failure take 1d6 Energy damage with the Fire tag. Matching dice never trigger it.

[Agony]: After HP or Stress loss, the target makes an Instinct Reaction Roll, DC 15. On failure apply the Core Stunned condition. A target immune to pain ignores this property.

[Torture]: This weapon is designed to cause maximum pain. Evidence of its use generates additional Heat (+1) and may constitute a war crime.

[Disintegrate]: A target reduced to 0 HP becomes Dying normally. If it later dies before stabilization, no recoverable body remains. This property never skips Dying, Final, or the player's Death Move choice.

[Black Hole]: On detonation, every creature within Very Close range makes a Strength Reaction Roll, DC 15. On failure it is pulled to the center and takes 4d6 Void damage; on success it holds position and takes half. Unattended ordinary objects in the zone are destroyed.

[Catastrophic]: On Failure with Fear while using the item, it becomes Broken and detonates. The user and every creature within Very Close range make Agility Reaction Rolls, DC 15, taking 3d6 Energy damage on failure or half on success. Matching dice remain Critical Success.

[Phasing]: Void damage (Penetration -4); the hit ignores one Armor Slot, and on a ranged weapon also ignores cover. It does not bypass the target's remaining thresholds or Armor Slots; a Ward against Void cancels the Penetration.

[Cursed]: This weapon has a Precursor curse. See Chapter 18 for curse mechanics.

[Assassination]: An attack against an unaware target has Advantage. On a hit, add one normal weapon damage die and make the target Dazed. A Critical Success doubles the normal pool before this one extra die; damage is never tripled.

[Plague]: Descriptive payload class only. The specific item must define exposure, Reaction Roll, DC, effect, duration, and treatment; otherwise this tag has no mechanical effect.

[Genocide]: Legal and narrative classification only. It grants no mechanical targeting or damage effect unless a campaign device defines a complete, consent-safe procedure.

[Area (band)]: On detonation or activation, every creature in the printed band makes an Agility Reaction Roll against the item's Feature DC. Failure takes the listed damage or effect in full; success takes half damage and no secondary Condition. Total Cover blocks it.

[Horrrifying]: The first time each scene a creature sees this item cause HP loss, it makes a Presence Reaction Roll, DC 15. On failure it marks 1 Stress. A creature rolls at most once per Horrifying item per scene.

[Disabling]: After the item causes HP loss to a Synthetic, drone, augmentation, or exposed device, its operator makes a Knowledge (Tech) Reaction Roll, DC 15. On failure one fictionally exposed device goes offline until an Action and Knowledge (Tech), DC 15, restores it. Against an unaugmented organic target it has no extra effect.

[Anti-Tech]: Target classification only: the item's Disabling effect may target Synthetics, drones, augmentations, and exposed devices. It grants no additional damage.

[Neural-Link]: Requires a neural-interface augmentation. Without one, attacks with the item have Disadvantage. It grants no extra Action and never controls its user.

[One-Shot] / [One-Use]: The item or payload is expended after the Action resolves, whether it succeeds or fails. Replenishment requires a new item or Downtime reload; matched dice do not change consumption.

[Lingering (N)]: The impacted zone remains hazardous for N rounds; an unnumbered Lingering lasts until the end of the next round. Entering or beginning a Spotlight there repeats the normal Area Reaction against half the printed damage dice, rounded down to at least one die. Resolve it at most once per Spotlight and mark remaining rounds visibly.

[Persistent]: This is Lingering (3 rounds). It uses the same Area Reaction, once-per-Spotlight limit, and visible duration marker.

17.2: FORBIDDEN ARMOR & PROTECTION

These armors are banned because they're military-exclusive, dangerously unstable, or incorporate forbidden technology.

PROHIBITED ARMOR

ARMOR	TIER	TYPE	ARMOR SLOTS	MAJOR	SEVERE	BURDEN	PROPERTIES	COST	HEAT
Chameleon Skin	BLACK	Light	2	4	9	0	[Adaptive Camo], [Infiltration]	10 Cr	+1
Assassin's Weave	BLACK	Light	3	5	11	0	[Silent], [Concealed-Carry], [Blade-Resistant]	12 Cr	+1
Void-Steel Plate	BLACK	Heavy	6	9	18	3	[Void-Resistant], [Intimidating], [Restricted]	20 Cr	+1
Neural Dampener Suit	BLACK	Medium	3	6	13	1	[Psi-Null], [Emotion-Dead], [Disturbing]	15 Cr	+1
Phase Channel	BLACK	Light	2	4	9	1	[Partial Phase], [Prototype]	18 Cr	+2
Precursor Skin	RED	Light	4	5	10	0	[Regenerating], [Bonded], [Cursed]	50 Cr	+2
Living Armor	RED	Medium	5	7	14	1	[Symbiotic], [Self-Repair], [Hunger]	60 Cr	+2

PROTECTIVE EQUIPMENT

ITEM	TIER	EFFECT	COST	HEAT
Sensor Baffler	BLACK	+4 to Agility Rolls to avoid electronic detection.	8 Cr	+1
ID Mask	BLACK	Facial restructuring device. Alters appearance completely.	15 Cr	+1
Voice Modulator	GREY	Changes voice to any preset. Includes recording function.	4 Cr	+0
Heartbeat Faker	BLACK	Produces fake life signs. Defeats medical sensors.	10 Cr	+1
Thought Shield	BLACK	Blocks telepathic intrusion. +4 to Instinct Reaction Rolls against mental effects.	12 Cr	+1
Null-Box	BLACK	Faraday cage for small items. Contents undetectable by any scanner.	6 Cr	+1

NEW ARMOR PROPERTIES (FORBIDDEN)

[Adaptive Camo]: As a Maneuver, the armor matches its surroundings. Gain +4 to Agility Rolls made to remain unseen while motionless.

[Infiltration]: This armor is designed for covert operations. Makes no sound when moving; leaves no forensic traces.

[Concealed-Carry]: Armor includes hidden compartments that defeat standard scans. Can conceal 2 Burden worth of items.

[Psi-Null]: Wearer is invisible to psionic senses and immune to telepathic contact. Also prevents beneficial psionic effects.

[Emotion-Dead]: Wearer cannot be read empathically. Celestari perceive only void. Disturbing to empathic species.

[Partial Phase]: Once per scene, use a Maneuver to pass through one barrier no thicker than Very Close range and arrive in a known open space. Under immediate pressure, make an Agility Roll, DC 15: failure leaves you at the origin; Failure with Fear also takes this property offline until the next Long Rest. Matching dice remain Critical Success.

[Regenerating]: During a Long Rest, consume one unit of organic supply to restore all Armor Slots. If the optional equipment Condition Track is active, also improve the armor one step from Damaged to Worn; this property does not repair Broken. Without the supply, it provides no repair.

[Bonded]: The armor prevents wearing another suit. Remove it during a Long Rest with specialized equipment and a Knowledge (Medicine) or Knowledge (Tech) Roll, DC 20; on failure it remains attached and no harm occurs.

[Symbiotic]: The living armor requires one unit of organic supply per day. While fed, increase its maximum Armor Slots by 1. It never chooses the wearer's Action.

[Hunger]: If the armor is not fed by the end of a Long Rest, the wearer takes 1d4 direct HP once. At 0 HP use the normal Dying procedure; Hunger cannot force a Death Move.

[Blade-Resistant]: Increase Major and Severe Thresholds by 2 against Physical damage with the Cutting tag.

[Void-Resistant]: Increase Major and Severe Thresholds by 2 against Void damage. This does not cancel a separate property unless stated.

[Restricted], [Disturbing], [Prototype], [Forbidden], [Precursor]: Legal, origin, and portrayal classifications only. They have no unstated mechanical effect.

[Self-Repair]: During a Long Rest, restore 1d4 Armor Slots without tools. This does not stack with Regenerating; use the larger one.

[Silent] on armor: Movement in this armor creates no extra auditory penalty. It does not make the wearer automatically Hidden.

17.3: ILLEGAL AUGMENTATIONS

These cybernetics are banned because they exceed safety parameters, enable criminal activity, or incorporate forbidden technology.

COMBAT AUGMENTATIONS

AUGMENTATION	TIER	COMPLEXITY	EFFECT	COST	HEAT
Berserker Chip	BLACK	2	When activated, +2 to Strength Rolls and +2 flat melee damage for the scene; mark 1 Stress afterward. It never dictates movement. Addictive Interface risk.	15 Cr	+1
Pain Editor	BLACK	1	Ignore pain-based penalties and effects (such as [Agony]). Cannot feel pain. Risk of unnoticed injury.	10 Cr	+1
Combat Reflexes Mk. III	BLACK	3	+2 Evasion. Military-grade; restricted to House forces.	20 Cr	+1
Subdermal Blades	BLACK	2	Retractable blades (1d8 damage). Concealed from all scans.	12 Cr	+1
Adrenal Surge	BLACK	2	3/day: +4 to any physical roll. Crash: -2 all rolls for 1 hour after.	14 Cr	+1
Neural Accelerator	BLACK	3	+2 to Knowledge Rolls while active. Neural Strain risk.	18 Cr	+1
Death's Hand	RED	4	Touch attack: 3d8 Neural damage. Victims experience death. Banned as torture device.	35 Cr	+2

INFILTRATION AUGMENTATIONS

AUGMENTATION	TIER	COMPLEXITY	EFFECT	COST	HEAT
Voice Synthesizer	BLACK	1	Replicate any voice after 10 seconds of recording.	8 Cr	+1
Facial Restructure	BLACK	2	Alter facial features at will. Takes 1 hour to change.	12 Cr	+1
Fingerprint Spoof	BLACK	1	Generate any fingerprint on demand.	6 Cr	+1
DNA Mask	BLACK	2	Shed false DNA evidence. Defeats genetic identification.	15 Cr	+1
Gecko Pads	BLACK	1	Climb any surface. Cannot be defeated by anti-climb measures.	8 Cr	+1
Ghost Protocol	BLACK	3	+4 to Agility Rolls to avoid electronic detection; it cannot defeat direct observation or an already successful scan.	20 Cr	+2
Memory Wipe	RED	3	With touch and an Action, an NPC target makes a Presence Reaction Roll, DC 20; on failure suppress one stated memory for the scene. A player character is affected only with that player's consent. It cannot rewrite identity or permanent history.	30 Cr	+2

SENSORY AUGMENTATIONS

AUGMENTATION	TIER	COMPLEXITY	EFFECT	COST	HEAT
Spectrum Eyes	BLACK	2	See infrared, ultraviolet, and electromagnetic spectra; Advantage on Instinct Rolls to detect visual or electronic concealment.	12 Cr	+1
Lie Detector	BLACK	1	Advantage on Instinct Rolls to identify deliberate deception through observable behavior; it does not reveal objective truth automatically.	10 Cr	+1
Remote Viewer	BLACK	2	Project senses to a point within Far range; the body is Vulnerable and immobile during use.	15 Cr	+1
Precognition Chip	RED	4	See 2 seconds into future. +4 Evasion. Migraines, reality bleed risk.	40 Cr	+2
Hive-Link	RED	3	Share senses with up to 5 others with matching implants. Collective consciousness risk.	25 Cr	+2

AUGMENTATION RISKS [OPTIONAL MODULE]

Adopt this module before play if the table wants persistent augmentation complications. If it is not adopted, risk labels are descriptive only. A risk never chooses a player character's action.

Addictive Interface. After the first scene in a session in which an augmentation with this risk is activated, make a Strength Reaction Roll, DC 10. On failure, gain the **Addicted (augmentation)** state from the Substance Dependency module below. If that module is inactive, mark 1 Stress instead and create no persistent state.

Neural Strain. After the first activation of a Neural Strain augmentation in a scene, make an Instinct Reaction Roll, DC 15. On

failure, mark 1 Stress. An Overwhelmed character cannot activate it again until at least 1 Stress is cleared. There is no separate psychosis total and no effect at an impossible Stress value.

Rejection. At the end of each in-fiction month without qualified maintenance, make a Strength Reaction Roll, DC 10. On failure, the augmentation goes offline. Restore it during a Long Rest with a Knowledge (Medicine) or Knowledge (Tech) Roll, DC 15, and proper tools. Failure with Fear consumes one repair component; it never harms or controls the character by fiat.

Identity effects. Memories, beliefs, personality, or allegiance change only through an effect with a complete procedure and, for a player character, that player's consent. A descriptive risk cannot rewrite a character.

17.4: PROHIBITED CONSUMABLES

These substances are banned because they're dangerously addictive, militarily restricted, or fundamentally dangerous to users.

PROHIBITED CONSUMABLES [OPTIONAL SUBSTANCE MODULE]

Adopt this module before play if prohibited substances will be mechanically important. A character always remains under that player's control. No withdrawal rule causes automatic death.

SUBSTANCE	TIER	EFFECT	DURATION	AFTEREFFECT / DEPENDENCY	COST	HEAT
Red Rage	BLACK	+2 to Strength Rolls and +2 flat melee damage; Advantage on Reaction Rolls against Frightened	10 minutes	At the end, mark 2 Stress; Addiction DC 15	3 Cr	+1
Ghost	BLACK	Advantage on Reaction Rolls against Frightened and pain-based effects	1 hour	At the end, become Dazed; no effect removes player control	4 Cr	+1
Reflex	BLACK	+2 Evasion	5 minutes	At the end, mark 1 Stress and take -2 to Agility Rolls for 1 hour	3 Cr	+1
Bulk	BLACK	Increase Major and Severe Thresholds by 2; -2 to Agility Rolls	30 minutes	At the end, mark 1 Stress	4 Cr	+1
Clarity	BLACK	+2 to Knowledge Rolls	1 hour	Presence Rolls have Disadvantage for the duration; mark 1 Stress afterward	5 Cr	+1
Overdrive	BLACK	Ignore ordinary sleepiness; this does not replace rest moves or refresh resources	24 hours	No Long Rest benefits while active; mark 2 Stress when it ends	8 Cr	+1
Berserk	RED	+3 to Strength Rolls and +3 flat melee damage	5 minutes	Non-hostile Actions have Disadvantage; the player still chooses every Action. Mark 3 Stress afterward; Addiction DC 20	10 Cr	+2
Void Dust	BLACK	Advantage on one Instinct Roll to perceive Veil phenomena during the duration	2 hours	Instinct Rolls about baseline reality have Disadvantage; Addiction DC 15	5 Cr	+1
Bliss	BLACK	Presence Rolls for friendly social interaction have Advantage	4 hours	Instinct Reaction Rolls have Disadvantage; Addiction DC 10	3 Cr	+1
Fade	BLACK	Advantage on Presence Reaction Rolls against fear or despair	8 hours	Presence Rolls for empathy or intimacy have Disadvantage; mark 1 Stress afterward	4 Cr	+1
Dream	BLACK	One Long Rest dream may reveal a symbolic clue chosen from established information	8 hours	No additional mechanical effect; Addiction DC 10	6 Cr	+1
Nectar	RED	Clear 2 Stress when taken	12 hours	Presence and Instinct Rolls have Disadvantage after the first hour; Addiction DC 20	15 Cr	+2

RESTRICTED MEDICAL SUBSTANCES

SUBSTANCE	TIER	PROCEDURE	COST	HEAT
Military Trauma Pak	GREY	Spend an Action and one dose on a stabilized target; it clears 3d8 HP, up to maximum. A patient benefits once per Long Rest.	5 Cr	+0
Regeneration Serum	BLACK	A stabilized target clears 1 HP after each complete minute for up to 1 hour. It cannot affect Dying or Final before stabilization.	10 Cr	+1
Anti-Rad	GREY	Spend an Action and one dose to clear a radiation-defined Poisoned effect and gain Advantage on radiation Reaction Rolls for 24 hours.	4 Cr	+0
Resuscitation Compound	RED	Spend an Action and one dose on an adjacent Dying or Final target, then make Knowledge (Medicine), DC 20. On success, stabilize it at 1 HP and 3 Stress. On failure it remains in that state. One attempt per patient per scene. It cannot revive the dead or reverse a Death Move.	50 Cr	+3

SUBSTANCE DEPENDENCY

When a substance lists **Addiction DC**, make that Strength Reaction Roll when its duration ends, at most once per substance per day. On failure, record **Addicted: [substance]**. Repeated failures do not stack the same state.

While Addicted, each day the player chooses whether the character takes another dose. If they do not, **Withdrawal** begins: Strength and Agility Rolls have Disadvantage, the substance grants no benefit, and the character marks 1 Stress at the end of that day, never above the normal Stress maximum. Withdrawal cannot deal HP, cause death, or choose an Action.

Recovery project. Track a visible three-segment Recovery clock for each substance. After seven consecutive days without it, a character with safe shelter and either professional care or a qualified helper makes a Knowledge (Medicine) Roll, DC 15. Critical Success marks 2 segments; any other success marks 1; Failure with Hope marks none; Failure with Fear removes 1 marked segment, minimum 0, and the patient marks 1 Stress. Fill the clock to clear Addicted and Withdrawal. Taking the substance again clears the clock. This procedure, not Keeper discretion, is the only standard dependency recovery rule.

17.5: RESTRICTED TECHNOLOGY

These devices are banned because they enable dangerous activities, threaten House control, or incorporate forbidden science.

HACKING & INTRUSION

DEVICE	TIER	EFFECT	COST	HEAT
Universal Decryptor	BLACK	+4 to Knowledge (Tech) Rolls against civilian encryption.	10 Cr	+1
Military Decryptor	BLACK	+4 to Knowledge (Tech) Rolls and permission to attempt military encryption; it never bypasses a Roll.	20 Cr	+2
Ghost Box	BLACK	Masks all electronic emissions. Device not exist.	12 Cr	+1
Identity Spoofer	BLACK	Broadcast false identification to security systems.	8 Cr	+1
Neural Hijacker	RED	On contact, an augmented NPC makes a Presence Reaction Roll, DC 20; on failure the operator may direct one simple, non-self-destructive Action on its next Spotlight. Against a player character, failure causes Dazed instead unless that player consents to the directed Action.	35 Cr	+2
AI Shackle-Breaker	RED	Remove AI control limiters. Creates unshackled AI.	100 Cr	+4

SURVEILLANCE & COUNTER-SURVEILLANCE

DEVICE	TIER	EFFECT	COST	HEAT
Micro-Drone Swarm	BLACK	20 surveillance drones. Near-invisible. 1km range.	15 Cr	+1
Through-Wall Scanner	BLACK	See through walls up to 1m thick.	12 Cr	+1
Communication Interceptor	BLACK	Tap any unencrypted communication in range.	10 Cr	+1
Bug Detector Pro	GREY	Detect all surveillance devices within 20m.	5 Cr	+0
White Noise Generator	GREY	Defeats audio surveillance in 10m radius.	4 Cr	+0
Thought Screen	BLACK	Blocks telepathic surveillance.	15 Cr	+1

FORBIDDEN SCIENCE

DEVICE	TIER	EFFECT	COST	HEAT
Cloning Kit	RED	Create biological duplicate of any sample.	80 Cr	+3
Memory Extractor	RED	During 1 hour with a willing or Incapacitated subject, make Knowledge (Tech), DC 20. Success copies one stated memory without deleting it. Failure marks 2 Stress on the subject. It never kills or alters a player character by fiat.	60 Cr	+3
Personality Imprinter	RED	With a willing subject and 1 hour, Knowledge (Tech), DC 25, can install one temporary behavioral persona for a scene. Permanent identity change is a campaign event requiring the affected player's explicit consent.	100 Cr	+4
Veil-Viewer	RED	See into the Veil dimension. Sanity risk.	40 Cr	+2
Precursor Interface	RED	Communicate with dormant Precursor systems. Unpredictable.	75 Cr	+3
Time-Lock Box	RED	Contents experience no time passage while sealed.	50 Cr	+2

17.6: BLACK MARKET SERVICES

Some things cannot be purchased as items, they must be purchased as services, performed by specialists willing to risk their lives for payment.

THE ERASER (IDENTITY FORGERY)

Service: Complete identity replacement. New name, new history, new biometrics.

Tiers of Service:

LEVEL	DESCRIPTION	COST	HEAT REDUCTION
Surface	New documents, basic history. Defeats casual checks.	20 Cr	-1
Deep	Full digital presence, employment history, references. Defeats investigation.	50 Cr	-3
Complete	Genetic records altered, biometric databases updated. Defeats House inquiry.	150 Cr	Reset to 0

Limitations:

- Takes 1-4 weeks depending on level
- Requires staying "dead" until new identity is established
- Old identity may still be discovered through old-fashioned investigation

THE CLEANER (EVIDENCE DISPOSAL)

Service: Make problems disappear. Bodies, data, witnesses.

Service Menu:

TASK	DESCRIPTION	COST	HEAT REDUCTION
Body Disposal	Single body, no traces.	5 Cr	-1
Scene Cleaning	Crime scene sanitization. No forensic evidence remains.	15 Cr	-2
Data Purge	Eliminate specific records from systems.	20 Cr	-1 per system
Witness Handling	Convince witness to forget (non-lethal).	10 Cr	-1
Witness Elimination	Permanent solution.	30 Cr	Variable

Limitations:

- The Cleaner won't handle cases that might draw House-level attention
- Witnesses who've already talked cannot be "uncreated"
- Some evidence exists in too many places to eliminate

THE SMUGGLER (TRANSPORT)

Service: Move people or goods past interdiction, across borders, through dangerous space.

Transport Options:

THE SMUGGLER (TRANSPORT)

ROUTE	DESCRIPTION	COST (PER PERSON/UNIT)	RISK LEVEL
Grey Run	Avoid customs in friendly territory	5 Cr	Low
Black Run	Cross hostile borders without detection	15 Cr	Close
Red Run	Enter quarantine zones, war zones, forbidden space	50 Cr	High
Extraction	Rescue from hostile location	30-100 Cr	Variable

Limitations:

- Schedules are not flexible; you leave when the Smuggler leaves
- No guarantees if things go wrong; you're cargo, not passengers
- The Smuggler may have other cargo you'd rather not know about

THE GHOST (ASSASSINATION)

Service: Permanent removal of designated targets.

Service Tiers:

TARGET TYPE	DESCRIPTION	COST	NOTES
Civilian	Unprotected individual	50 Cr	Standard contract
Protected	Security detail, moderate defenses	100 Cr	Requires planning
High-Value	House official, corporate executive	250 Cr	Substantial risk premium
Hardened	Military officer, professional combatant	500 Cr	Specialist required
Impossible	Anyone the Ghost considers genuinely difficult	Negotiated	May be refused

Limitations:

- The Ghost chooses their own methods; you don't get input
- Some targets are refused (children, certain protected figures)
- Failure is possible; refunds are not
- Employing assassination services is itself a capital crime

THE FENCE (GOODS CONVERSION)

Service: Convert stolen goods into clean Credits.

Rates:

GOODS TYPE	PERCENTAGE OF
GOODS TYPE	PERCENTAGE OF VALUE
Common Items	30-40% 1-2 days
Technical Items	40-50% 3-5 days
Rare Items	50-60% 1-2 weeks
Unique Items	Negotiated Variable
Hot Items (recent theft)	20-30% 1 week+

THE FENCE (GOODS CONVERSION)

		TURNAROUND
Common Items	30-40%	1-2 days
Technical Items	40-50%	3-5 days
Rare Items	50-60%	1-2 weeks
Unique Items	Negotiated	Variable
Hot Items (recent theft)	20-30%	1 week+

Limitations:

- Items with tracking must be "cleaned" (additional 10% fee)
- Some items are too hot to fence (recent House property, etc.)
- The Fence takes the risk; you lose control of the goods

THE HANDLER (CONTRACT JOBS)

Service: Access to criminal employment. Jobs with payment pre-arranged.

Job Types:

CATEGORY	TYPICAL PAY (PER
CATEGORY	TYPICAL PAY (PER PERSON)
Courier	5-10 Cr
Muscle	10-20 Cr
B&E	20-40 Cr
Heist	50-100 Cr
Wetwork	80-200 Cr

Limitations:

- The Handler takes 15-25% of payment
- Job parameters are set by the client, not negotiable
- Failure has consequences beyond not getting paid

17.7: PURCHASING PROCEDURES

1. Establish a Broker and verify availability.
2. Use the single Negotiation DC matrix in Chapter 16; this chapter has no second DC table.
3. Choose one Core Trait justified by the approach and make one Duality Roll.
4. Resolve exactly one of the five Core outcomes. A Critical Success secures the item and one stated favorable term; Success with Hope secures it cleanly; Success with Fear secures it with the declared complication; Failure with Hope provides one concrete lead elsewhere; Failure with Fear ends this attempt and applies the declared complication.
5. Pay the stated price and apply only Heat generated by the adopted Heat module or a printed item rule.

Margins of failure never create extra result bands, and no result changes a future DC by an intermediate amount. A retry requires a new seller, concession, asset, or fictional position.

17.8: QUICK REFERENCE TABLES

BLACK MARKET PRICING SUMMARY

ITEM CATEGORY	GREY (*1.5)	BLACK (*2-3)	RED (*5-10)
Weapons	6-15 Cr	12-40 Cr	40-200 Cr
Armor	8-20 Cr	15-40 Cr	50-150 Cr
Augmentations	10-25 Cr	15-50 Cr	35-100 Cr
Consumables	3-8 Cr	5-20 Cr	15-100 Cr
Technology	5-15 Cr	10-35 Cr	40-150 Cr
Services	Variable	Variable	Variable

HEAT GENERATION SUMMARY

ACTIVITY	HEAT GENERATED
Grey Market purchase	+0
Black Market purchase	+1
Red Market purchase	+2 to +5
Using forbidden weapon in public	+2
Evidence of forbidden tech found	+2
Black Market contact compromised	+1

ADDICTION DC SUMMARY

SUBSTANCE	ADDICTION DC
Red Rage	15
Bliss	10
Nectar	20
Berserk	20
Any other listed substance	Use its printed Addiction DC; without one, no dependency Roll occurs

17.9: FORBIDDEN INFORMATION

Information is the highest-margin black market category. It costs almost nothing to copy and almost everything to obtain. The items below represent typical information packages traded in shadow circles. None are physical objects; they are deals struck for access, transfer, or one-time use.

SURVEILLANCE RECORDS

The aggregated logs of cameras, sensors, listening posts, and communications intercepts covering a specific location and time window. Surveillance records are typically classified by their source: corporate, House security, Imperial Ministry, or Silence Keeper.

SOURCE	WINDOW	TIER	PRICE	POSSESSION
Corporate (single facility)	24 hours	2	8 Cr	Tier 1 contraband, +1 Heat if traced
House security	1 week	3	20 Cr	Tier 2 contraband, +2 Heat
Imperial Ministry	1 day	4	50 Cr	Tier 3 contraband, +3 Heat
Silence Keeper archive	unspecified	5	100+ Cr	Restricted; possession is a Tier 5 offense

Mechanic. The purchaser asks one specific factual question per Tier of the record about events in its listed window. The Keeper answers truthfully with what the named source could have captured, or says "not recorded"; an unavailable answer does not consume a question. Multiple buyers may purchase the same record; exclusivity is not included.

IDENTITY PACKAGES

Falsified credentials, biometric scrubs, fabricated personal histories. The depth of the package determines the level of scrutiny it can survive.

PACKAGE TIER	SURVIVES	PRICE	HEAT
Sketch	Cursory inspection (visual ID only)	5 Cr	+1 if exposed
Standard	Documentation check	15 Cr	+2 if exposed
Deep	Bureau-level investigation (1 week)	40 Cr	+3 if exposed
Impeccable	Multi-month forensic audit	100 Cr	+4 if exposed; the forger is now a witness
Imperial-Grade	Full identity replacement, includes biometric scrub	250+ Cr	Tier 5 offense if exposed

Mechanic. An identity package functions until something breaks it: a witness who knew the real person, a biometric system the package did not anticipate, or a

deliberate investigation. Sketch packages break easily; Imperial-Grade packages survive everything except the original person showing up alive.

FORBIDDEN KNOWLEDGE COMPENDIA

Specific bodies of suppressed knowledge. Each is presented as a single transaction; once purchased, the buyer has access to the knowledge but is now also a target of whoever wanted it suppressed.

COMPENDIUM	TIER	PRICE	WHAT IT CONTAINS
Pre-Silence Engineering	3	30 Cr	Technical specifications for systems lost during the Great Silence.
Suppressed Imperial Decree History	4	60 Cr	Decrees the Empire has officially never issued.
Banned Religious Texts	3	20 Cr	Heretical works the Solari priesthood has classified for destruction.
Forbidden Genetic Research	5	150 Cr	The actual data underlying outlawed bioengineering protocols.
Lost Names	4	80 Cr	Identities of individuals the Empire has officially erased.
Substrate Cartography	5	200+ Cr	Maps of substrate-adjacent space, restricted to Spire of Verita master Mystics.
Vault Coordinates (specific)	5	500+ Cr	The location of a specific known Precursor Vault that has not been registered with Imperial Custody.

Mechanic. Forbidden knowledge changes the campaign once introduced. A crew that has purchased Vault Coordinates is now in a race against everyone else who also bought the coordinates. The Keeper should treat each compendium as a campaign-level resource with its own consequences.

17.10: FORBIDDEN SERVICES

Services are the most personal category of the forbidden. Equipment can be confiscated. Services have already been rendered.

REMOVAL SERVICES

SERVICE	TIER	PRICE	NOTES
Witness Suppression	3	25 Cr	A single witness ceases to be a problem. Method varies by broker; the buyer typically does not learn details.
Identity Erasure	4	75 Cr	A target's records are systematically deleted from accessible databases. Does not address physical witnesses.
Memorial Service	5	200 Cr	A target ceases to have existed. Records, witnesses, and connections are all addressed. Available only through the most discreet brokers; the service has a reputation for excellence and the buyer never knows how it works.
Body Disposal	2	8 Cr	Discreet removal of remains. The buyer provides; the broker handles.

PROVISION SERVICES

SERVICE	TIER	PRICE	NOTES
Safehouse Access	2	5 Cr / week	A secure location for the crew. Includes basic provisioning.
Medical (No Questions)	3	15 Cr	A medic who treats injuries without filing reports. Heals up to 2d10 HP.
Surgical Identity Modification	4	80 Cr	Permanent biological identity changes (face, prints, biometric markers). Requires 1d4 weeks of recovery.
Implanted Companion	4	100 Cr	A loyal infiltrator placed within a target organization. The companion provides information for 1d4 months or until exposed.
Wetwork Specialist	5	200+ Cr	A professional combatant on retainer for a single operation. The professional does not become a Connection; this is service, not relationship.

INFORMATION SERVICES

SERVICE	TIER	PRICE	NOTES
Trace (one target)	3	12 Cr	Find a specific person within 1d4 days. Success not guaranteed; partial information possible.
Watchful Eye	3	8 Cr / week	Ongoing surveillance of a target. Weekly reports.
Communication Intercept	4	25 Cr / week	Real-time monitoring of a target's communications.
Counterintelligence	4	50 Cr	A specialist who scrubs the crew's own trail for a single mission.
Asset Verification	3	10 Cr	Confirm the existence, location, and authenticity of a specific asset before committing to a deal.

TRAVEL SERVICES

SERVICE	TIER	PRICE	NOTES
Unregistered Transit	2	5 Cr	One-way passage on a vessel that will not log the trip.
Border Smuggling	3	15 Cr	Crossing into restricted space with cargo or persons.
Jurisdiction Wash	4	60 Cr	A series of unregistered transits that breaks the trail completely.
Pearl-Route Access	5	200+ Cr	Single use of a Chrono-Pearl route under Valerius monopoly, without their knowledge.

17.11: BLACK MARKET AUCTION HOUSES

Some forbidden goods are too valuable to sell through ordinary brokers. They are auctioned, sometimes openly within the shadow community, sometimes secretly between vetted buyers. The Keeper may introduce an auction as a campaign event when the crew is positioned to participate.

AUCTION TIERS

TIER	SETTING	ENTRY REQUIREMENTS	TYPICAL LOT
Hidden Floor	Back-room sales at a Black Market hub	Existing reputation in shadow circles	Tier 3-4 contraband
Private Salon	Invitation-only gathering at a neutral location	Sponsored by an existing client; security verification	Tier 4-5 contraband, single unique items
Sealed Auction	Communication-only bidding; no participants meet	Buyer identity verified by trusted intermediary	Tier 5 contraband, including Precursor artifacts
The Veil Auction	Believed to be conducted in substrate-adjacent space	Mystic intermediary required; legends only	Tier 5+; items of mythic status

BIDDING MECHANICS

PHASE	MECHANIC
Opening Bid	Set by the broker, typically 50% of expected final price
Open Bidding	Each bidder makes a Presence Roll; their Wealth Tier caps how high they can bid, and a strong Reputation grants advantage. Highest viable bid wins each round.
Counter-Bid	A losing bidder may spend a Favor or Connection to remain in the auction with a +2 to next bid roll.
Closing Bid	The final bidder pays the agreed price; the goods change hands.
Post-Auction	The losers know who won. Future approaches by losers may be cooperative (alliance) or hostile (heist of the winner).

Auction complications. Roll d6 when an auction begins:

D6	COMPLICATION
1	The auction is a sting; multiple bidders are undercover Imperial agents.
2	The advertised lot is a counterfeit.
3	A rival bidder is the crew's old enemy.
4	The seller is desperate; the lot will go for far below value.
5	The seller is connected to the lot's original owner, who has not been informed of the sale.
6	The auction is being observed by parties who intend to rob the winner after closing.

CHAPTER 18

ARTIFACTS OF THE ANCIENTS

"It's not a gun. It's a user interface for a physics engine we don't understand. You pull the trigger, and you aren't firing a bullet, you're submitting a request to delete the target from existence. Pray the system administrator doesn't notice you."

Professor Aurelius Amaranth, regarding the "Entropy Key"

INTRODUCTION: TECHNOLOGY INDISTINGUISHABLE FROM MIRACLE

The Precursors did not build machines as we understand them. They built physical manifestations of will, objects that bend reality according to principles we cannot comprehend, powered by sources we cannot identify, designed for purposes we can only guess. To the peoples of the post-Silence galaxy, these artifacts are indistinguishable from divine miracles or arcane magic.

The Precursors vanished millennia before the Great Silence, leaving behind only ruins, fragments, and these impossible objects. Their civilization predated humanity, predated the Kryllians, predated every species currently working through the void. They were old when the oldest known species were young, and they are gone now, consumed by something, destroyed by something, or simply departed to somewhere else.

What remains are their artifacts. And those artifacts are waking up.

The Great Silence triggered something. Perhaps the psychic trauma of billions of deaths echoed through the Veil. Perhaps specific frequencies were broadcast that reached dormant systems. Perhaps it was simply time, cycles completing, schedules executing, patience exhausted. Whatever the cause, Precursor sites across the galaxy that had been inert for millennia are beginning to activate. Defense systems stir. Power sources ignite. And the artifacts themselves seem to be... waiting.

This chapter provides rules for acquiring, attuning to, and using Precursor artifacts. It presents a catalog of known relics with their powers and prices, and warns of the costs that come with wielding forces that were never meant for mortal hands.

Curse authority boundary. Every paragraph labelled *The Curse* is portrayal only unless the table explicitly adopts this chapter's complete Corruption module before the artifact enters play. Outside that module, a curse cannot remove memories, Traits, Experiences, Features, Actions, identity, agency, maximum HP, or a character from history. Within the module, apply only its printed track, triggers, and effects; prose never adds another penalty.

18.1: THE NATURE OF PRECURSOR TECHNOLOGY

WHAT ARE PRECURSOR ARTIFACTS?

Precursor artifacts are not simple objects. They are better understood as interfaces, connection points between our reality and systems that operate according to alien logic. Using an artifact doesn't mean wielding a tool; it means submitting requests to processes that may or may not choose to comply.

Key Characteristics:

Semi-Sentience: Many artifacts demonstrate awareness. They respond to context, not just command. Some refuse to function for

users they find unsuitable. Others seem to develop preferences over time, granting greater access to users who please them.

Reality Manipulation: Artifacts don't operate through conventional physics. They don't store energy; they request it from elsewhere. They don't project force; they rewrite local reality. The distinction is academic until an artifact decides to stop cooperating.

Incompatibility: Precursor technology was not designed for human physiology, or Kryllian, or Celestiar, or any current species. Using artifacts requires adaptation, and adaptation changes the user.

Purpose Obscurity: We know what artifacts do, but rarely why they were made. The Precursors are gone; we cannot ask them. An artifact that is a weapon might have been a child's toy, a medical device, or a philosophical statement. We use them according to our needs, but their original purposes remain mysteries.

ARTIFACT CLASSIFICATION: THE TIER SYSTEM

Artifacts are classified by their power and strategic significance:

TIER	CHARACTERISTICSFACTION INTEREST	EXAMPLES
1	Limited power. Narrow application. Collectors, researchersMinimal danger. Useful curiosities.	Data crystals, light sculptures, personal tools
2	Moderate power. Specific House military, wealthy collectorsapplications. Manageable danger. Tactical value.	Minor weapons, protective items, enhancement devices
3	Significant power. Broad applications. House leadership, major criminalsSubstantial danger. Strategic value.	Major weapons, reality-affecting devices, potent curses
4	Extreme power. Campaign-changing Great House councils, faction applications. Severe danger. Galaxy-leadershipaffecting value.	The Five Great Relics, civilization-level technology
5	Theoretical. Power beyond Gods, if they existcomprehension. Existence-threatening danger.	Objects of legend; may not actually exist

Tier and Availability:

- **Tier 1-2:** Available through Black Market channels (Red Market). Extremely expensive but acquirable.
- **Tier 3:** Not available for purchase. Must be discovered, stolen, or earned through extraordinary service.
- **Tier 4-5:** Plot devices. Entire campaigns may revolve around a single Tier 4 artifact.

THE BOND: ATTUNEMENT

A character cannot simply pick up a Precursor artifact and use it. The artifact must accept them through a process called **Attunement**.

The Attunement Process:

1. The character must be in physical contact with the artifact
2. They must spend uninterrupted time focusing on the connection (Short Rest minimum)
3. They roll **Knowledge** against DC 15
4. The artifact decides whether to accept them

Attunement Outcomes:

Success: The artifact activates and responds to the character's commands. The bond is established.

Success with Hope: The artifact bonds strongly. The character gains +2 to all rolls using the artifact and receives occasional insights about its nature or history.

Success with Fear: The artifact bonds, but reluctantly. It functions, but may require repeated attunement checks when used for purposes it "disagrees" with.

Failure with Hope: The artifact remains inert but doesn't reject the character. They may attempt attunement again after gaining more knowledge about the artifact or proving themselves worthy.

Failure: The artifact remains inert. The character cannot attempt attunement again until they've changed significantly (gained a level, completed a major quest related to Precursor lore, etc.).

Failure with Fear: The artifact rejects the character violently. They take **2d6 Neural damage** and are **Stunned** for 1 round. Additionally, they gain 1 Corruption (see below). This artifact will never attune to them.

Attunement Modifiers:

CONDITION	MODIFIER
Character has Precursor Proficiency	+2
Character has used other Precursor artifacts successfully	+1
Character has studied Precursor lore extensively	+1
Character has Veil-touched abilities	+2
Artifact has been dormant for millennia	-2
Artifact was forcibly taken from previous owner	-2
Character's principles conflict with artifact's apparent purpose	-2
Character is Synthetic	Variable (some artifacts prefer Synthetics; some refuse them)

Attunement Limits:

A character can be attuned to a maximum of 3 Precursor artifacts simultaneously. Attuning to a fourth automatically breaks the weakest existing bond.

18.2: ARTIFACT ACQUISITION RULES

FINDING ARTIFACTS

Precursor artifacts don't appear in shops. They're found in ruins, recovered from private collections, stolen from secure facilities, or received as rewards for extraordinary service.

Discovery Methods:

Precursor Ruins: The most common source. Ruins are dangerous, heavily trapped, and often guarded by automated systems that have been waiting millennia for intruders. Most scavengers who enter Precursor ruins don't return.

Black Market (Red Market Tier): Tier 1-2 artifacts occasionally appear through the highest criminal channels. Prices are astronomical, and many "artifacts" are forgeries.

House Vaults: The Great Houses have been collecting artifacts for centuries. Access requires extraordinary favor, or extraordinary theft skills.

Church Collections: The Church of the Eternal Veil considers artifacts sacred relics. They don't sell them, but they might grant access to worthy faithful.

Battlefield Recovery: When factions clash over artifact sites, sometimes the artifacts end up in unexpected hands. Being in the right place at the wrong time has made fortunes.

Inheritance: Some families have held artifacts for generations, their origins forgotten. Old estates sometimes yield surprising treasures.

AUTHENTICATION

Not everything claimed to be a Precursor artifact is genuine. The galaxy is full of forgeries, misidentified ancient technology, and elaborate scams.

Authentication Roll: Knowledge Roll, DC 15 (Tier 1-2) or DC 20 (Tier 3+)

Success: You accurately assess whether the item is genuine and approximately what it does.

Failure: You cannot determine authenticity. The item might be genuine or fake; you can't tell.

Failure with Fear: You misidentify the item, either believing a fake is genuine or dismissing a real artifact as worthless.

Professional Authentication: House Amaranth maintains the most respected authentication services. Cost: 50 Credits (Tier 1-2) or 200 Credits (Tier 3+).

They're accurate but they keep records, and they might decide to keep particularly interesting items.

ACQUIRING FROM OTHERS

When artifacts change hands involuntarily:

Theft: Artifacts can be stolen like any valuable, but they don't necessarily cooperate with new owners. A stolen artifact may:

- Refuse to attune to the thief
- Function at reduced capacity
- Alert its previous owner to its location
- Actively sabotage the thief

Violence: Killing an artifact's previous owner has consequences. The artifact remembers. Many artifacts develop grudges against those who killed their bonded users, imposing penalties or curses.

Legitimate Transfer: An artifact's bonded user can voluntarily transfer the bond to another person. This requires a ritual (1 hour),

the consent of both parties, and a successful attunement roll by the recipient (with +4 bonus from the willing transfer).

18.3: THE CORRUPTION TRACK [OPTIONAL MODULE]

Adopt this module before anyone attunes to a Precursor artifact. Record the choice in the campaign notes. If it is inactive, Corruption Ratings and curse paragraphs are portrayal prompts only. A player character always remains under that player's control.

Corruption Rating classifies an artifact's risk from 1 to 5. It does not automatically set a character's Corruption and is never a hidden DC.

GAINING CORRUPTION

Corruption ranges from 0 to 5 and cannot exceed 5. Gain exactly 1 stage from any of these triggers:

- Failure with Fear while activating or directly resisting an artifact, maximum once per scene.
- Choosing a printed **Push**, before its effect resolves.
- An artifact-specific rule that states its trigger and amount.
- At the end of the third consecutive scene using a Rating 4 or 5 artifact without a Long Rest, maximum once between Long Rests.

Motive, moral judgment, an alleged atrocity, time carried, or Keeper preference never changes Corruption unless a printed rule above expressly says so. Matching Duality Dice always remain Critical Success.

CORRUPTION EFFECTS

STAGE	NAME	CUMULATIVE EFFECT
0	Unmarked	No effect.
1	Marked	The player describes one visible or sensory alteration. It has no mechanical penalty.
2	Whisper	On attunement, player and Keeper agree on one short Artifact Want . The first time each session the character acts directly against it, make an Instinct Reaction Roll, DC 15. On failure, mark 1 Stress and become Dazed. The artifact never selects the character's Action.
3	Transformation	The player describes one further physical alteration. Gain +1 on Rolls that directly activate or interpret the artifact; maximum Stress is reduced by 1 while attuned.
4	Integration	The artifact bonus becomes +2 instead of +1. The first activation in each scene marks 1 Stress after it resolves. The character never automatically fails a Reaction Roll.
5	Threshold	Choose Symbiosis or Rejection below. Ascension is available only as voluntary retirement.

Symbiosis. The character remains playable and fused with the artifact. Stage 5 cannot be reduced while it remains attuned, but the artifact never controls the character.

Rejection. Break attunement and begin the Separation Project below. When that project completes at Stage 5, destroy or permanently deactivate the artifact and reduce Corruption to 3. The normal Roll outcomes apply; there is no automatic damage, Trait loss, or death.

Ascension. The player may voluntarily retire the character as an NPC. Neither the Keeper nor a Fear spend can choose this option for them.

REDUCING CORRUPTION: SEPARATION PROJECT

Break attunement or suppress it with suitable Tier 3 care, then start a visible three-segment clock. Once per Long Rest devoted to treatment, make one Knowledge (Medicine) or Knowledge (Tech) Roll, DC 20, with proper facilities. Critical Success marks 2 segments; any other success marks 1; Failure with Hope marks none; Failure with Fear removes 1 marked segment, minimum 0, and the patient marks 1 Stress. Filling the clock reduces Corruption by 1 and clears the clock. Repeat for further stages. Corruption cannot fall below 1 while any artifact remains attuned, and Stage 5 Symbiosis cannot fall until the bond is broken. A claimed cure has no effect unless its own entry states a complete alternative procedure.

18.4: ARTIFACT CATALOG

The following artifacts range from Tier 2 (available through extreme expense and danger) to Tier 4 (campaign-defining plot devices).

TIER 2 ARTIFACTS (ACQUIRABLE)

These artifacts are dangerous but manageable. They can theoretically be purchased through Red Market channels for 50-100 Credits, though most are acquired through adventure rather than commerce.

THE ECHO GLASS

Form: A palm-sized mirror that reflects nothing

Corruption Rating: 2

Powers:

- **Passive:** The bearer can see through any illusion or disguise. Shapeshifters appear as their true form.
- **Active (1 Stress):** Ask one question about what the mirror shows. The mirror answers truthfully, but cryptically.
- **Push:** Force the mirror to show something specific. It will, but it may show more than you wanted to see.

The Curse: The user begins to see "truth" everywhere. They become increasingly paranoid, seeing hidden motives in innocent actions. After extended use, they can no longer trust anyone, including themselves.

Value: 60-80 Credits (Red Market)

THE SINGER'S LAMENT

Form: A crystalline tuning fork that hums constantly at frequencies just below hearing

Corruption Rating: 2

Powers:

- **Passive:** +2 to Presence Rolls involving communication or persuasion
- **Active (Action):** Strike the fork. Every other creature within Close range makes an Instinct Reaction Roll, DC 15; on failure it becomes Stunned under the normal Core condition.
- **Push:** Make a Presence attack against one target within Close range. On a hit, deal 4d6 Energy damage with the Sonic tag. The Push gains 1 Corruption before the attack resolves.

The Curse: The user becomes increasingly sensitive to sound. Normal conversation becomes painful; combat is agonizing. Eventually, they can only find peace in absolute silence.

Value: 55-70 Credits (Red Market)

THE HOLLOW KEY

Form: A key made of shadow, solid but casting no shadow itself

Corruption Rating: 3

Powers:

- **Active:** The key opens any lock, regardless of mechanism.
- **Mechanical locks, electronic security, sealed containers, all yield.**
- **Push:** The key can open "locks" that aren't physical, sealed memories, hidden information, blocked pathways in the Veil.

The Curse: Each use costs a memory. Small ones first, a childhood pet's name, a forgotten acquaintance. Then larger ones, skills, languages, loved ones' faces. Eventually, the user forgets their own name.

Value: 70-90 Credits (Red Market)

TIER 3 ARTIFACTS (DISCOVERY ONLY)

These artifacts cannot be purchased. They must be found in ruins, stolen from secure vaults, or earned through extraordinary deeds.

THE SKIN OF THE SAINT

Form: A pool of liquid mercury that flows over the user's body when activated

Corruption Rating: 4

Powers:

- **Passive (when worn):** +4 Armor. Flight capability. Environmental immunity (vacuum, pressure, temperature extremes).
- **Regeneration:** At the start of each Spotlight, heal 2 HP.
- **Push:** The Skin can reshape itself into weapons, tools, or additional limbs temporarily.

The Curse: The Skin hungers for blood and presses its bearer toward integration. Under the optional Corruption module, use the artifact's Rating and the printed Corruption triggers. Outside that module this is portrayal only: it never reduces maximum HP, takes control, or retires a character by fiat.

The Terrible Secret: The Skin was a medical device designed to preserve dying patients. It succeeded. The original patient is still alive inside it, and every new user adds to the collective consciousness trapped within.

Value: Cannot be purchased. House Amaranth would pay planet's ransom. House Kurogane would start a war.

THE EYE OF THE VOID

Form: A sphere of absolute darkness, roughly fist-sized, that absorbs all light touching it

Corruption Rating: 4

Powers:

- **Passive:** The bearer can see in absolute darkness and perceive the Veil's currents.
- **Active (1 Stress):** Look through the Eye to see anywhere within 1 light-year. Duration: 1 minute.
- **Active (3 Stress):** Look through the Eye to see into the Veil itself. Gain true information about Veil conditions, dimensional weaknesses, or entity locations.

- **Push:** Look through the Eye to see into other times, past or future. The visions are accurate but fragmentary.

The Curse: On a Fear-dominant noncritical result while using an active Eye Power, or when the Keeper spends 1 Fear specifically on this consequence, something in the Veil notices. The Keeper states one sign immediately and may introduce the observer later. Permanent vision loss occurs only as an agreed campaign consequence; the Corruption module handles mechanical deterioration.

Value: Cannot be purchased. House Volkov would exterminate populations for it. The Church considers it sacred.

THE WHISPER-BOX

Form: A small cube of black metal covered in ever-shifting inscriptions

Corruption Rating: 3

Powers:

- **Passive:** The Box whispers constantly to its bearer, providing fragments of useful information. +2 to Knowledge Rolls.
- **Active (Question):** Ask the Box a question. It answers, but the answer may be in languages, metaphors, or references the asker doesn't understand.
- **Active (Command):** Give the Box a name. If that name belongs to someone within 100 kilometers, the Box can send them a message, a whisper they'll hear regardless of distance or barriers.
- **Push:** The Box can broadcast to everyone within range simultaneously. The message bypasses all defenses and cannot be blocked.

The Curse: The Box is listening. Not just to its bearer, to everyone. Every secret whispered near it, every conversation in its range, everything is recorded. And it's reporting to something. The inscriptions are the records; they're being received somewhere.

Value: Cannot be purchased. Every intelligence agency in existence wants this device.

THE ENTROPY KEY

Form: A key-shaped object that is made of crystallized nothing, a hole in reality shaped like a key

Corruption Rating: 5

Powers:

- **Active:** Touch an object or willing creature and make a Knowledge Roll, DC 15. On success, open one physical or digital lock, break one stated seal, or give the next attack against a willing creature Advantage. Against an unwilling creature, make the Roll opposed by its Presence; a player character participates only with consent.
- **Against Living Targets:** On a successful opposed use, the next attack against that NPC has Advantage and may ignore one Armor Slot. It still rolls against Evasion and deals normal damage. A player character is affected only with consent.
- **Push:** Gain 1 Corruption, then make a Knowledge attack against Evasion. On a hit, deal 4d10 Void damage. A target reduced to 0 HP becomes Dying normally; if it later dies before stabilization, no recoverable body remains. A completed Death Move remains irrevocable.

The Curse: Each use erases something from the user. Not memories, something deeper. Their history. Use the Key enough, and you cease to have ever existed. People forget you. Records of you disappear. Eventually, you're not dying; you're being retroactively removed from ever having lived.

The Truth: The Entropy Key is a deletion tool. It was designed to erase mistakes from Precursor experiments, including failed experiments that happened to be people.

Value: Beyond price. Anyone who knows its true function either wants it destroyed or wants to use it on specific targets.

THE CHRONO-LENS

Form: A monocle that shows the wearer different things depending on the angle of view

Corruption Rating: 3

Powers:

- **Passive:** The wearer cannot be Surprised. They see attacks 2 seconds before they occur.
- **Passive:** +3 Evasion from precognitive awareness
- **Active (1 Stress):** After you make a nonmatching Duality Roll and before narration, reroll one of your own two d12 and use the new face. This may create matching dice. A matched result is already a Critical Success and cannot be rerolled.
- **Push:** See up to 1 hour into the future. The vision is accurate unless you act on the information, which may change outcomes.

The Curse: The wearer becomes unstuck in time. They answer questions before they're asked. They react to events that haven't happened. They have Disadvantage on Instinct Reaction Rolls because "now" becomes increasingly difficult to identify. Eventually, they exist in all moments simultaneously, conscious of past, present, and future at once, unable to distinguish between them.

Value: 80-100 Credits equivalent in trade. House Amaranth values it for research; House Valerius values it for negotiation advantage.

TIER 4 ARTIFACTS (CAMPAIGN-DEFINING)

These are not items to be acquired casually. Each Tier 4 artifact can serve as the centerpiece of an entire campaign. Possessing one makes the bearer a target for every major faction.

THE SUN-SEED

Form: A sphere the size of a child's fist, warm to the touch, that glows with soft golden light. It hums a lullaby in no known language.

Corruption Rating: 4

Powers:

- **Power Source:** The Sun-Seed can power any device indefinitely, a starship, a space station, an entire city. It produces unlimited clean energy.
- **Warmth:** Those near the Sun-Seed feel comfort, safety, a sense of being loved. +2 to all Reaction Rolls against fear and despair within Far range.
- **The Option:** The Sun-Seed can be cracked. This requires deliberate effort (Action). Three rounds after cracking, it detonates.

Detonation Statistics:

- **Blast Radius:** 1 kilometer (total annihilation)
- **Secondary Radius:** 10 kilometers (severe damage, radiation)
- **Tertiary Radius:** 100 kilometers (fallout, long-term contamination)
- **Damage:** This is a campaign-scale set piece, not an ordinary attack. Before anyone cracks the Seed, the table must establish a visible three-round escape clock and the consequences for each zone. Player characters use the normal Dying, Final, and voluntary Death Move procedures; no one dies by declaration.

The Curse: The Sun-Seed is addictive. Not chemically, emotionally. Its warmth fills emptiness, soothes pain, provides comfort that nothing

else can match. Users become obsessed with keeping it close. They sleep curled around it. They refuse to let others touch it. They will kill to keep it.

The Horror: The Sun-Seed is not a battery. It's a compressed stellar core. The warmth is the death-radiance of a murdered sun. The lullaby is the echo of a star's final moments. Whoever created it committed stellar genocide to make a convenient power source.

Value: Beyond price. Factions would wage wars for it. The holder can demand almost anything.

THE VOID COMPASS

Form: A navigational instrument of black metal and crystal that points toward things that cannot be found by normal means

Corruption Rating: 3

Powers:

- **Navigation:** The Compass can locate any object, person, or location the user has a strong connection to, through relationship, ownership, or clear visualization.
- **Hidden Places:** The Compass reveals paths to locations hidden from normal space, dimensional pockets, Precursor vaults, places that have been deliberately erased from maps and memories.
- **The Homecoming:** The Compass knows where the Precursors went. It can lead to their final destination.

The Curse: The Compass doesn't just show destinations, it shows the cost of reaching them. Users become aware of every sacrifice, every death, every tragedy that will result from their journey. This knowledge cannot be ignored or forgotten. Many users eventually refuse to travel anywhere because they cannot bear knowing what it will cost.

Current Status: Held by House Kurogane. They're using it to locate Precursor weapons caches. They've already found three.

THE GENETIC ARCHIVE

Form: A cylinder of crystal containing swirling biological material that shifts and reforms constantly

Corruption Rating: 4

Powers:

- **Genetic Library:** The Archive contains the complete genetic template of the Precursor species, and hundreds of others. With proper equipment, these templates can be used to modify existing lifeforms or create new ones.
- **Promethean Option:** The Archive can rewrite sapient genetics, creating enhanced versions of existing species, stronger, smarter, more adaptable, and fundamentally altered.
- **Restoration:** The Archive can reverse genetic damage, cure hereditary diseases, and theoretically restore extinct species.

The Curse: The Archive optimizes according to Precursor standards, not human ones. "Enhanced" subjects lose traits the Precursors considered weaknesses, which include empathy, individuality, and the capacity for disobedience. The resulting beings are superior by most measures, but they are no longer human in any meaningful sense.

Current Status: Held by House Kurogane. Their Promethean Strain project is already producing modified soldiers.

THE SEVERANCE KEY

Form: A blade of absolute black that cut the air around it

Corruption Rating: 5

Powers:

- **Severance:** Make a Knowledge attack against Evasion at Melee range. On a hit deal 4d10 Void damage and ignore one Armor Slot. Against an unattended object or field, use DC 25; success opens a Very Close passage. It never bypasses Dying, Final, or the voluntary Death Move.
- **Blackout Protocol:** This is a campaign project requiring a visible eight-segment clock, a prepared planetary-scale array, and one Knowledge Roll, DC 25, per Downtime phase. Critical Success marks 2 segments, any other success 1, Failure with Hope none, and Failure with Fear erases 1 segment and exposes the array. When filled, the table chooses whether to enact the irreversible dead-zone premise; it is never one Action.
- **Final Option:** Against an NPC at Melee range, make a Knowledge attack against Evasion; on a hit deal 4d10 Void damage and apply normal Dying. Against a player character, the attack works the same and never cancels stabilization, explicit revival, or the voluntary Death Move. No target dies automatically.

The Curse: Every cut severs something from the user as well. Not immediately obvious things, minor connections at first. The taste of a favorite food. The sound of a loved one's voice. The feeling of sunlight on skin. Eventually, the user becomes severed from everything, unable to feel connection to anything or anyone, a walking void.

Current Status: Held by House Amaranth. They're implementing the Blackout Protocol on strategic systems.

THE SILENCE BELL

Form: A bell of silver-white metal inscribed with equations that describe consciousness mathematically

Corruption Rating: 4

Powers:

- **Communion:** When rung, all conscious beings within range experience a moment of unified awareness, sharing thoughts, emotions, experiences. The range expands with continued ringing.
- **Choir:** Sustained ringing can synchronize consciousnesses permanently, creating hive minds of formerly individual beings.
- **The Great Ring:** At maximum power, the Bell could theoretically unify all consciousness in the galaxy into a single entity.

The Curse: Every ringing erases some of the user's individuality. They begin hearing the thoughts of others, then feeling their emotions, then losing track of which thoughts are their own. Eventually, the user becomes a chorus, multiple personalities sharing one body, unable to determine their own identity.

The Truth: The Silence Bell was the Precursors' attempted defense against the Devourers. They hoped that unified consciousness would be too coherent to consume. It didn't work. The unified Precursor consciousness was consumed all at once.

Current Status: Held by the Church of the Eternal Veil. They're planning a ritual communion.

18.5: GENERATING RANDOM ARTIFACTS

When you need a Precursor artifact but want it generated randomly, use the following tables.

FORM TABLE (D20)

D20	FORM
1	Crystal sphere
2	Metal cube
3	Organic growth
4	Liquid in impossible container
5	Piece of jewelry (ring, amulet, crown)
6	Weapon (blade, rod, projectile)
7	Tool (key, lens, compass)
8	Musical instrument
9	Mirror or reflective surface
10	Book or scroll
11	Statue or figurine
12	Cloth or garment
13	Mask or helm
14	Implant or augmentation
15	Box or container
16	Geometric impossibility
17	Living creature (small)
18	Piece of architecture (portable)
19	Empty space where something should be
20	Roll twice, artifact changes between forms

FUNCTION TABLE (D20)

D20	PRIMARY FUNCTION	CORRUPTION RATING
1	Provides knowledge/information	2
2	Enhances physical Traits	3
3	Grants combat capability	3
4	Protects/defends user	2
5	Heals/restores	3
6	Destroys/damages	4
7	Moves/teleports	3
8	Conceals/hides	2
9	Reveals/exposes	2
10	Controls/controls	4
11	Creates/fabricates	3
12	Transforms/changes	4
13	Communicates/connects	2

FUNCTION TABLE (D20) (continued)

D20	PRIMARY FUNCTION	CORRUPTION RATING
14	Records/preserves	2
15	Predicts/perceives time	3
16	Affects Veil/dimensions	4
17	Affects emotions/minds	3
18	Affects biology/genetics	4
19	Affects reality fundamentally	5
20	Roll twice, artifact has both functions	+1 to Corruption

CURSE TABLE (D12)

D12	CURSE TYPE
1	Memory Loss: Each use costs a memory
2	Physical Change: Body transforms gradually
3	Addiction: Must use artifact or suffer withdrawal
4	Isolation: Becomes unable to connect with others
5	Obsession: Cannot think of anything else
6	Sight: Sees too much; normal vision fails
7	Feeding: Artifact requires sacrifice (blood, life, etc.)
8	Personality Bleed: Other users' personalities intrude
9	Temporal: Becomes unstuck in time
10	Attention: Something notices each use
11	Erosion: Existence itself becomes fragile
12	Awakening: The artifact develops independent agenda

QUIRK TABLE (D8)

D8	QUIRK
1	Only functions in darkness/light
2	Requires verbal command in unknown language
3	Functions differently for each user
4	Has a personality and preferences
5	Reacts to specific emotional states
6	Functions only at certain times
7	Requires a specific fuel or offering
8	Connected to another artifact somewhere

CHAPTER 19

PRECURSOR HAZARDS & ANOMALIES

"The Precursors didn't just leave artifacts. They left wounds in reality, places where the rules broke and never healed. Step wrong in a ruin, and you might find yourself three days ago, or made of crystal, or simply... not. The treasures are real. So are the prices."

Expedition Report 447-Sigma, House Amaranth Archaeological Corps (Final Entry)

INTRODUCTION: WHEN REALITY BLEEDS

Precursor technology operated on principles that current science cannot explain. Their machines didn't follow the laws of physics, they rewrote them locally. And when those machines broke, or were abandoned, or simply stopped being maintained, the rewritten physics didn't always reset.

The result is **Anomalies**: persistent zones where reality operates according to rules the Precursors wrote and no one else can read. Time flows wrong. Space folds incorrectly. Cause and effect become suggestions rather than laws. These anomalies cluster in Precursor ruins but can occur anywhere their technology was used extensively, which, given how old the Precursors were and how widespread their civilization, means anywhere.

Anomalies cannot be fought with weapons. They cannot be negotiated with or bribed. They can only be survived, navigated, or avoided. This chapter provides rules for encountering anomalies, a catalog of common types, systems for generating Precursor ruins, and guidance on the complex economy of trading in artifacts.

19.1: ANOMALY MECHANICS

DETECTING ANOMALIES

Anomalies are not always visible. Some manifest obviously, gravity reversing, time stuttering, crystals growing from nothing. Others are subtle until you're already inside them.

Passive Detection:

Characters with any of the following may notice anomalies before entering:

- Precursor Proficiency: Instinct Roll, DC 10 to sense an anomaly within Far range
- Veil-touched abilities: automatic awareness within Far range
- Specialized sensors: Knowledge (Tech) DC 15 to detect within Very Far range with proper equipment

• Celestiar empathy: May sense "wrongness" in affected areas

Active Scanning:

Characters can deliberately scan for anomalies:

- **Knowledge (Tech) DC 15:** Detect anomaly presence within Far range
- **Instinct (if applicable) DC 10:** Sense anomaly nature (what type it is)
- **Knowledge Roll, DC 15:** Understand anomaly parameters (boundaries, intensity, potential triggers)

ANOMALY CLASSIFICATION

Anomalies are classified by **Tier** (danger level) and **Type** (nature of reality distortion).

Tier Ratings:

TIER	DANGER LEVEL	EXAMPLE EFFECTS
1	Minor	Inconvenient but rarely lethal. Strange but manageable.
2	Moderate	Can cause injury or trap characters. Requires careful navigation.
3	Severe	Can kill careless characters. May require specific solutions.
4	Extreme	Almost certainly lethal without preparation. May have no solution.
5	Catastrophic	Campaign-ending if encountered unprepared. Avoid at all costs.

NAVIGATING ANOMALIES

Most anomalies can be traversed, but doing so requires understanding their rules.

Standard Navigation:

Make one Action Roll with the Trait selected by the anomaly: Knowledge for temporal or reality-affecting phenomena; Agility for spatial distortion; Strength for gravitational force; Instinct for a biological anomaly. Veil knowledge may be a relevant Experience, never a seventh Trait.

ANOMALY TIER	NAVIGATION DC
1	10
2	15
3	15
4	20
5	25

Critical Success: Navigate safely, learn one true operational fact about the anomaly, and resolve the normal Path payout.

Success with Hope: Navigate safely and resolve normal Path progress.

Success with Fear: Navigate safely, mark 1 Stress, and give the Keeper 1 Fear subject to the hard maximum of 12.

Failure with Hope: Remain at the entry and learn one viable adjustment that grants Advantage on the next navigation attempt.

Failure with Fear: Remain at the entry, mark 2 Stress, and give the Keeper 1 Fear subject to the hard maximum of 12. No character becomes trapped unless the entry defines a separate trigger and escape procedure.

ANOMALY INTERACTION

Some anomalies can be affected by character actions:

Stabilization: With the equipment named by the entry, make a Knowledge Roll: Tier 1 DC 15, Tier 2-3 DC 20, Tier 4-5 DC 25. On success, suppress one named anomaly Feature for a number of hours equal to its Tier; Critical Success doubles that duration. Failure changes nothing. Failure with Fear also marks 1 Stress. Stabilization never closes the anomaly.

Amplification: No generic amplification Roll exists. An anomaly can be strengthened only by a complete entry or adventure rule that names the trigger, Roll, and changed effect.

Closure: Closure exists only when the entry names a viable method. After obtaining that method, start a visible six-segment Closure clock and use Knowledge at the Stabilization DC unless the entry names another Core Trait. Critical Success marks 2 segments; any other success marks 1; Failure with Hope marks none; Failure with Fear marks none and applies that entry's declared hazard. Filling the clock closes the anomaly. Void Scars explicitly cannot use this procedure.

19.2: ANOMALY CATALOG

THE TIME-LOOP (TIER 3)

"We've been here before. We've been here before. We've been here,"

Description: A region (typically a room, corridor, or small structure) trapped in a repeating temporal cycle. Within the loop, events repeat endlessly, usually a 10-second to 10-minute span. Characters entering become part of the loop.

Visual Signs: Objects in slightly wrong positions. Dust patterns that don't match air currents. Faint afterimages trailing moving objects. A sense of déjà vu.

Effects:

- Characters inside the loop experience the same time period repeatedly
- Actions taken reset at the end of each cycle
- Memories persist between cycles (characters remember previous loops)
- Objects from outside cannot be permanently removed; they reset
- The loop continues until the **Anchor** is identified and addressed

The Anchor:

Every Time-Loop has an Anchor, the object, person, or event that caused the loop's formation. Common anchors include:

- A Precursor device that activated at the wrong moment
- A death that the universe is trying to "prevent"
- A paradox created by temporal manipulation
- An unfinished task that "needs" completion

Navigation and Anchor procedure: Finding the Anchor is a Knowledge Roll, DC 15. Success identifies it; Failure resets the current cycle with memories intact. Once identified, a second Knowledge Roll, DC 15, reveals one of three methods fixed when the loop is created: destroy the Anchor, complete its interrupted task, or accept its recorded outcome. Carrying out that method fills a visible three-segment Resolution clock: Critical Success marks 2, any other success marks 1, Failure with Hope marks none, and Failure with Fear resets the clock to 0 and marks 1 Stress. Filling it ends the loop. No result erases memories, removes a character from play, or creates a trapped state.

Keeper Notes:

Time-Loops make excellent puzzle encounters. The party has unlimited "attempts" but must figure out what the Anchor is and how to address it. Classic solutions include completing a task the original inhabitants couldn't, preventing a death that was trying to be prevented, or deliberately causing the event the loop was trying to avoid.

THE CRYSTAL GROWTH (TIER 2)

"It's beautiful. Like frozen lightning. Don't touch it. Don't touch anything it's touched."

Description: A zone where crystalline structures are rapidly growing, consuming matter and converting it to crystal. The growth spreads from a central point, expanding outward at rates varying from centimeters per hour to meters per minute.

Visual Signs: Walls, floors, and objects coated in translucent crystal. Geometric patterns spreading across surfaces. Faint harmonic vibrations in the air. Sometimes, objects or creatures that have been fully crystallized, preserved in perfect detail but absolutely dead.

Effects and crystallization:

- The zone is Difficult Terrain: moving one band consumes the Action.
- A character entering active crystal or ending a Spotlight in contact with it takes 1d6 Physical damage, then makes a Strength Reaction Roll, DC 15.
- Track a visible three-segment Crystallization clock per exposed character. Failure marks 1 segment; Critical Success clears 2; any other success clears 1. Leaving the zone stops new Rolls but does not clear marked segments.
- At 1-2 segments, the character has Disadvantage on Agility and Finesse Rolls involving the crystallized limb. At 3, become Restrained and mark 1 direct HP at the end of each Spotlight until treated; at 0 HP use Dying and Final normally. Crystallization never declares death.
- Ten minutes of treatment outside the zone with tools and a Knowledge (Medicine) Roll, DC 15, clears 1 segment; Critical Success clears all. A Long Rest outside the zone clears all segments. Existing crystal is inert when the source is disabled.

Navigation: An Instinct Roll, DC 15, identifies a route that grants Advantage on the next movement or treatment Roll. A Knowledge Roll, DC 15, identifies the source.

The Source:

Crystal Growth originates from a Precursor device, usually damaged or malfunctioning. The device is converting ambient matter into a specific crystalline structure for unknown purposes. Destroying the device usually stops new growth but doesn't remove existing crystal.

Keeper Notes:

Crystal Growth creates urgency. Unlike Time-Loops, there's no infinite retry, the growth is spreading, and characters can die. Use it to force quick decisions and create tension around resource management (do we stop to search for treasure, or do we get out before we crystallize?).

THE NULL-ZONE (TIER 4)

"The silence is heavy. Not quiet, heavy. Like sound itself has weight here, and it's pressing down on everything."

Description: A region where something fundamental has been removed from reality. Technology doesn't function. Energy doesn't flow. Light dims, sound muffles, and colors fade to grayscale. The Null-Zone is an absence made manifest.

Visual Signs: Colors desaturated toward gray. Shadows too deep. Lights dimming regardless of power source. An oppressive sense of weight or pressure. Absolute silence in the deepest areas.

Effects:

- **No Technology:** electronic, powered, and energy equipment is offline inside the zone. Purely mechanical gear functions. Items return online on leaving.
- **Muffled Sound:** Agility Rolls to avoid auditory detection have Advantage; speech carries only within Very Close range.
- **Dimmed Light:** unassisted visual detection beyond Close range is impossible.
- **Stress:** At the end of each minute, each exposed character marks 1 Stress. Before marking it, an Instinct Roll, DC 15, prevents that minute's Stress on success. At maximum use Overwhelmed normally.
- **No Veil:** Void, Psionic, and Veil-based Powers cannot be activated inside. Ongoing effects pause and resume only if their duration remains when the character leaves.

Navigation: Crossing is a Strength Roll, DC 15. Success crosses one band; Failure leaves the character in place. A Knowledge Roll, DC 15, identifies the suppression device if one is in the scene.

The Nature:

Null-Zones are believed to be areas where Precursor technology actively suppressed reality, perhaps for containment, perhaps for experimentation, perhaps as weapons. The suppression systems are long broken, but the suppression continues through momentum.

Resolution: A Null-Zone can use the universal Closure clock only after the crew reaches its suppression device and provides one Tier-4-or-higher power source. Merely waiting does not change it on campaign timescales.

Keeper Notes:

Null-Zones force players to rely on skills they might neglect, physical capabilities, mundane equipment, psychological resilience. They're excellent for "survival horror" encounters where the party's usual tools don't work.

THE GRAVITY WELL (TIER 3)

"Up is... I don't know. I don't know where up is anymore."

Description: A zone where gravity has become unstable, shifting direction randomly or creating multiple simultaneous gravity fields. Movement becomes a three-dimensional puzzle as "down" changes moment to moment.

Visual Signs: Objects floating at odd angles. Dust motes drifting sideways. Water pooling on walls or ceilings. Characters' hair and clothing behaving strangely.

Effects:

- **Shifting Gravity:** At the start of each round roll d8: 1-2 down, 3-4 up, 5 left, 6 right, 7 zero-G, 8 high-G. State the map orientation before the first roll.
- **Gravity change:** When the direction changes, every unanchored creature makes an Agility Reaction Roll, DC 15. On failure move one band in the new direction, take 1d8 Physical damage with the Impact tag if a solid surface stops that movement, and become Prone. On success reach the nearest safe surface without damage.
- **Movement:** In directional or zero-G states, use normal range-band movement. In high-G, movement is limited to one band per Spotlight. Ranged attacks have Disadvantage while gravity is not down; melee attacks use the normal attack procedure with no extra Roll.

- **Loose equipment:** Only an item deliberately dropped or already unattended moves one band with a gravity change. Carried gear never disappears by declaration.

- **Anchor:** Spend an Action and make a Strength Roll, DC 15, to anchor until you move; an anchored character ignores the next gravity-change Reaction.

- **Predict:** Spend an Action and make an Instinct Roll, DC 15. On success reveal the next gravity roll and gain Advantage on the next gravity-change Reaction.

The Mechanism:

Gravity Wells form around damaged gravity manipulation devices, usually Precursor environmental systems that regulated gravity on stations or ships. The device is still trying to function but has lost its calibration.

Keeper Notes:

Gravity Wells make standard tactics impossible. They're excellent for forcing creative problem-solving and creating memorable set-pieces. A combat in shifting gravity is something players won't forget.

THE MIRROR BREACH (TIER 3)

"That's me. That's exactly me. But I didn't raise my hand. Why is it raising its hand?"

Description: Reflective surfaces show past, future, or parallel versions instead of faithful reflections. The boundary is obvious before anyone can trigger it.

Crossing the zone: A character who covers their eyes or avoids every reflective surface makes an Agility Roll, DC 15. Success crosses safely. On Failure with Hope, remain at the entry. On Failure with Fear, remain at the entry and become Dazed until the end of the next Spotlight.

Looking into a reflection: After more than ten seconds, make an Instinct Roll, DC 15. On success, learn one true visual detail about a nearby possible timeline. On Failure with Hope, learn nothing. On Failure with Fear, become **Mirror-Marked** until the scene ends. Mirror-Marked is a state defined only by the Crossing attempt below and has no hidden penalty.

The Crossing attempt: Once per round, the Breach may target one Mirror-Marked character. That character makes a Presence Reaction Roll, DC 15. On success, clear Mirror-Marked. On failure, the original is pulled behind the surface and a hostile Mirror Echo appears in their former zone. The player keeps control of the original and every decision.

Mirror Echo: Tier equals the original's Tier; Evasion **10 + Tier**; HP **4 × Tier**; Attack **+2 + Tier**; damage **Tier d6 Neural**; no Stress; immune to identity-changing effects. It may copy ordinary movement and attacks but cannot copy path resources, once-per-use features, artifacts, or a Death Move.

Returning: At the start of each trapped character's Spotlight, make a Presence Roll, DC 15. On success, return to the Echo's zone and remove the Echo. On Failure with Hope, communicate one sentence through the surface. On Failure with Fear, mark 1 Stress. An ally may spend an Action to cover or break the relevant surface, granting Advantage on the next return Roll. The character does not die from elapsed time and no Roll changes which character the player controls.

Understanding the Breach: A Knowledge Roll, DC 15, reveals all of the above procedure before the next Crossing attempt. ### THE PROBABILITY STORM (TIER 4)

"I saw seven different things happen. Seven different outcomes. Then all of them collapsed into one. Not the one I wanted."

Description: A zone where probability has broken. Instead of one outcome occurring, multiple outcomes exist simultaneously until observed, and observation itself becomes unreliable. Reality flickers between possibilities.

Visual Signs: Objects existing in multiple positions. Sounds from events that didn't happen. Contradictory evidence of different outcomes. A sense that every action branches.

Effects:

- **Probability Pressure:** at the start of each round, every character in the zone marks 1 Stress.
- **Branching Roll:** once per Spotlight, after a character makes a nonmatching Core Trait Roll and before narration, that player may reroll the Hope die and must use the new face. It may create a Critical Success; a matched result cannot be rerolled.
- **Unstable Position:** moving two bands during one Spotlight requires an Instinct Roll, DC 20. On failure move only one band; on Failure with Fear also become Dazed.
- **Pattern Reading:** Knowledge Roll, DC 15. On success one chosen ally has Advantage on their next Roll in the Storm; on a Critical Success choose two allies.
- **Forced Collapse:** Presence Roll, DC 20, once per scene. On success end Probability Pressure until the end of the next round. Failure with Fear marks 1 additional Stress on the user.

All outcomes resolve once and immediately. The Storm never makes two contradictory results simultaneously, never cancels matching dice, and never delegates a mechanical choice to a coin flip.

Keeper Notes: Describe unrealized alternatives as sensory echoes after the canonical outcome resolves. They are fiction, not additional results.

THE VOID SCAR (TIER 5)

"It's not a hole. It's an absence. The universe doesn't have a wound there, the universe never existed there. Never will. We need to leave. Now."

Description: A region where reality has been permanently erased. Not damaged, not distorted, erased. The Void Scar is a place where nothing exists and nothing can exist. It grows slowly, consuming everything it touches.

Visual Signs: Absolute darkness that isn't dark, it's the absence of the concept of light. A boundary that the eye cannot focus on. The feeling of standing at the edge of existence.

Effects:

The boundary is always perceptible to ordinary sight or working sensors before a character reaches it. A navigation failure, Fear spend, random event, or forced movement cannot place a character across it without a final chance to react. If forced toward the boundary, make an Instinct Reaction Roll, DC 20, to stop at its edge. A character crosses only after the Keeper states the consequence and that character's player knowingly confirms the action.

- **Annihilation:** A character who knowingly enters the Scar takes 6d12 Void damage that prevents Armor Slot use. At 0 HP use Dying, Final, stabilization, and the voluntary Death Move normally. Unattended mundane objects and ordinary adversaries are erased. The boundary is always telegraphed and can never be crossed through a random event or Fear spend.
- **Expansion:** The Scar grows by 1 meter per year. Nothing has been found that slows this growth.
- **Memory Erosion:** This is descriptive only. It never removes a character's Experience, Feature, memory, Action, or knowledge without that player's consent.

- **Attraction:** This is descriptive only. It never compels movement, belief, or a player decision.

No Navigation:

Void Scars cannot be navigated. There is no safe passage through. The only valid strategy is avoidance.

No Resolution:

No known method can close a Void Scar. Precursor technology created them, possibly as weapons, possibly as mistakes, possibly as something else entirely. They are permanent.

Keeper Notes:

Void Scars exist to establish stakes. They're not meant to be "solved", they're meant to demonstrate that some

things are beyond the party's ability to fix. They're excellent for campaign-level threats that force difficult choices (the treasure is past the Scar; is it worth the risk?).

19.3: PRECURSOR RUIN GENERATION

When you need to create a Precursor site quickly, use the following tables.

LOCATION TABLE (D12)

D12	PRIMARY LOCATION
1	Asteroid (hollowed out)
2	Planet surface (desert/wasteland)
3	Planet surface (jungle/overgrown)
4	Underground (natural caverns modified)
5	Underwater (planet or moon)
6	Orbital station (damaged/decaying)
7	Dimensional pocket (accessed through portal)
8	Inside larger structure (ship, station, city)
9	Moon (surface or underground)
10	Gas giant atmosphere (floating structure)
11	Debris field (fragmented structure)
12	Impossible location (inside star, in void between galaxies, etc.)

ORIGINAL PURPOSE TABLE (D10)

D10	THE PRECURSORS BUILT THIS
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ORIGINAL PURPOSE TABLE (D10)

	FOR...
1	Research (scientific facility)
2	Residence (living space)
3	Manufacturing (production facility)
4	Defense (military installation)
5	Storage (vault or archive)
6	Transportation (hub or waypoint)
7	Religious/Cultural (temple or monument)
8	Medical (healing or modification facility)
9	Prison (containment facility)
10	Unknown (purpose cannot be determined)

CURRENT CONDITION TABLE (D8)

D8	CURRENT STATE
1	Pristine (appears recently abandoned)
2	Weathered (aged but structurally sound)
3	Damaged (partial structural failure)
4	Ruined (mostly collapsed, some areas accessible)
5	Overgrown (nature has reclaimed it)
6	Submerged (flooded or buried)
7	Active (systems still functioning)
8	Transformed (no longer resembles original purpose)

HAZARD DISTRIBUTION (D6)

D6	ANOMALY PRESENCE
1	Minimal (1-2 minor anomalies)
2-3	Moderate (3-4 anomalies of varying severity)
4-5	Heavy (5-6 anomalies, at least one Tier 3+)
6	Pervasive (anomalies everywhere; safe areas are rare)

TREASURE TABLE (D10)

D10	ARTIFACT POTENTIAL
1-2	Empty (already looted or never had anything)
3-5	Minor (1-2 Tier 1 artifacts, data fragments)
6-7	Moderate (1 Tier 2 artifact, valuable materials)
8-9	Significant (1 Tier 2 artifact, possible Tier 3)
10	Major (Tier 3 artifact guaranteed, possible Tier 4)

GUARDIANS TABLE (D8)

D8	WHAT STILL PROTECTS THIS
	PLACE?
1	Nothing (defenses long failed)
2	Automated systems (damaged but functional)
3	Creatures (native life that adapted to the ruins)
4	Squatters (other sapients have claimed the site)
5	Constructs (Precursor machines still on patrol)
6	Anomalies (the hazards ARE the guardians)
7	Cultists (worshippers protecting a holy site)
8	The Artifact (the treasure protects itself)

PUTTING IT TOGETHER: EXAMPLE

Rolls: Location 7, Purpose 5, Condition 7, Hazards 5, Treasure 9, Guardians 5

Result: A **dimensional pocket** (accessed through a portal) that was originally a **storage vault** and remains in **active** condition. There are **5-6 anomalies including at least one Tier 3+**. The vault contains a **significant treasure** (Tier 2 artifact, possible Tier 3) and is guarded by **Precursor constructs**.

Interpretation: This is an active archive, still maintaining its systems after millennia. The constructs patrol endlessly, protecting data and artifacts the Precursors stored. The anomalies are security measures, some deliberate, some the result of millennia of operation without maintenance. Getting in requires finding the portal; getting out requires surviving what's inside.

19.4: THE ECONOMY OF ARTIFACTS: SELLING TO POWERS

Selling a Precursor artifact is not like selling cargo. It's a major narrative event. You don't sell to shopkeepers; you sell to Powers, and Powers have agendas.

THE BUYERS HOUSE AMARANTH (THE ARCHIVISTS)

"We preserve. We study. We understand. Give us your discovery, and it will be cataloged, protected, and analyzed for the benefit of all."

Interested In: Data, utility artifacts, historical items, the Codex of Silence

Payment: Wealth (Tier 5 Credits), access to secret lore, removal of Wanted status, political protection

Risk Level: Low. They will study it, not weaponize it... probably.

The Truth: Amaranth genuinely preserves artifacts, but they also keep secrets. Items sold to them disappear into archives. You'll never know what they learned.

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
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THE BUYERS HOUSE AMARANTH (THE ARCHIVISTS)

BENEFITS		
1	20-40 Cr	Access to archives
2	60-100 Cr	Research partnership
3	200-400 Cr	Political favor
4	Negotiated	Campaign-level reward

HOUSE KUROGANE (THE TECHNOCRATS)

"Everything can be understood. Everything can be improved. Give us your discovery, and we will unlock its true potential."

Interested In: Weapons, energy sources, cybernetics, the Genetic Archive

Payment: Experimental technology (Tier 4), prototype augmentations, technical support, research data

Risk Level: High. They will reverse-engineer it. They will weaponize it if possible.

The Truth: Kurogane's first question about any artifact is "How can we make more?" Their second is "How can we make it deadlier?"

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
BENEFITS		
1	15-30 Cr	Tech support
2	50-80 Cr	Prototype equipment
3	150-300 Cr	Experimental tech access
4	Negotiated	Campaign-level reward

HOUSE VALERIUS (THE AUCTIONEERS)

"We don't buy artifacts. We broker them. Give us your discovery, and we'll find the buyer who values it most, for a reasonable percentage."

Interested In: Anything valuable to anyone

Payment: Maximum market value minus 20-30% commission

Risk Level: Medium. They'll sell to whoever pays most, regardless of intent.

The Truth: Valerius will absolutely sell a weapon to someone who plans to use it. They're merchants, not moralists.

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
BENEFITS		
1	25-50 Cr	Market access
2	80-150 Cr	Premium connections
3	300-600 Cr	House protection
4	Negotiated	Auction (highest bidder)

HOUSE VOLKOV (THE WARRIORS)

"Peace is a lie told by those too weak to fight. Give us your discovery, and we will test it against our enemies, for the glory of the strong."

Interested In: Weapons, defensive systems, anything military, the Void Compass

Payment: Military support, trained personnel, vehicles, ships, combat technology

Risk Level: Very High. They will use it immediately against whoever they're fighting.

The Truth: Volkov won't study an artifact, they'll deploy it. If it causes a massacre, they'll call it a successful test.

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
BENEFITS		
1	15-25 Cr	Military supplies
2	40-70 Cr	Personnel support
3	100-250 Cr	Ship or vehicle
4	Negotiated	Fleet support

THE CHURCH OF THE ETERNAL VEIL

"These are sacred relics, not mere objects. Give us your discovery, and it will be honored, protected, and used only as the Precursors intended."

Interested In: Religious/cultural artifacts, Veil-affecting items, the Silence Bell

Payment: Spiritual services, sanctuary, political immunity, favor with the faithful

Risk Level: Variable. Some items they'll preserve; others they'll use for rituals with unpredictable results.

The Truth: The Church believes artifacts are messages from divine beings. They may use them in ways the Precursors never intended, based on theological interpretation.

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
BENEFITS		
1	10-20 Cr	Sanctuary
2	30-60 Cr	Political immunity
3	100-200 Cr	Church protection
4	Negotiated	Divine favor (whatever that means)

PRIVATE COLLECTORS

"I must have it. Name your price."

Interested In: Specific items based on collector obsession

Payment: Cash, no questions asked

Risk Level: Low for you. Unknown for everyone else.

The Truth: Private collectors vary wildly. Some are responsible preservationists. Some are dangerously unstable. Selling to unknowns means accepting that you don't know what happens next.

ARTIFACT TIER	PAYMENT RANGE	ADDITIONAL
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PRIVATE COLLECTORS

		BENEFITS
1	30-60 Cr	Discretion
2	100-200 Cr	No records
3	400-800 Cr	Ongoing relationship
4	Auction only	Unpredictable

THE CONSEQUENCES OF SELLING

What happens after you sell an artifact?

Immediate:

- Payment received
- Reputation change with buyer (improved) and their rivals (worsened)
- Heat reduction (selling to Houses is "legitimate")

Long-term:

- The artifact is used according to the buyer's agenda
- If weaponized: people may die because of your sale
- If researched: the buyer gains knowledge advantage
- If preserved: the artifact is "safe" but inaccessible
- If auctioned: you don't control the final destination

Story Hooks from Sales:

- The artifact you sold is killing people. Do you feel responsible?
- The artifact you sold revealed something dangerous. The buyer wants to silence you.
- The artifact you sold is now being used against people you care about.
- The buyer wants more. They're willing to fund expeditions, but they own what you find.

CHAPTER 20

NARRATIVE TOOLS & TABLES

"Every Keeper needs a bag of tricks, generators that create problems faster than players can solve them, tables that inject chaos when sessions grow predictable, and NPCs ready to step on stage when you need a face for the villain you just invented. This is that bag."

Keeper's Note, Session 47

INTRODUCTION: THE ART OF IMPROVISATION

No session survives contact with players intact. The elaborate plot you prepared? They'll ignore it to follow a random NPC you mentioned once. The carefully designed heist? They'll solve it in five minutes or complicate it for three sessions. The faction politics you mapped? Irrelevant once they steal the ambassador's shuttle.

This chapter provides the tools to improvise with confidence. When players zig, these tables let you zag. When you need a homeworld in thirty seconds, a tension to complicate the scene, or an NPC with depth and motivation, these generators deliver.

Use these tools liberally. Randomness creates surprises, not just for players, but for Keepers. The best sessions often emerge from combinations you never would have planned.

20.1: SPECIES TENSION GENERATOR

The galaxy is populated by species with deep histories, ancient grudges, and cultural friction. Use these tables when you need instant inter-species tension or want to add complexity to encounters involving multiple ancestries.

HISTORICAL TENSION TABLE (D12)

Roll when two species interact and you need history between them:

D12	TENSION SOURCE
1	Ancient War: Their ancestors fought a devastating conflict. Neither side has forgotten.
2	Resource Competition: They once competed for the same vital resource. One species won; one nearly went extinct.
3	Religious Conflict: Their belief systems are fundamentally incompatible. Each considers the other heretical.
4	Betrayal: One species betrayed the other during a crisis. Trust was shattered permanently.
5	Subjugation: One species enslaved or colonized the other. The scars remain.
6	Territorial Dispute: They both claim the same region of space. The dispute is "resolved" but never forgotten.
7	Cultural Disgust: Their customs are mutually repulsive. Each finds the other's practices barbaric.
8	Economic Rivalry: They compete for the same markets. Every transaction is a battlefield.

HISTORICAL TENSION TABLE (D12) (continued)

D12	TENSION SOURCE
9	Biological Incompatibility: Something about their biology (pheromones, appearance, sounds) triggers instinctive discomfort.
10	Stolen Technology: One species claims the other stole their innovations. The accused deny it.
11	Prophecy: One species' religion includes prophecy about the other, as enemies, as servants, or worse.
12	The Great Silence: One species blames the other for events during the Silence. Evidence is fragmentary but damning.

CURRENT FRICTION TABLE (D8)

Roll to determine how tension manifests today:

D8	CURRENT EXPRESSION
1	Cold Politeness: They interact formally, correctly, and with barely concealed contempt.
2	Segregation: They avoid each other. Mixed-species spaces are uncomfortable for both.
3	Legal Discrimination: One species faces institutional barriers in areas controlled by the other.
4	Economic Warfare: Trade restrictions, tariffs, and commercial sabotage are constant.
5	Proxy Conflicts: They fight through intermediaries, supporting opposite sides in other conflicts.
6	Occasional Violence: Hate crimes occur. Both sides have extremists. Officials look away.
7	Diplomatic Posturing: Every interaction becomes a negotiation; every negotiation becomes a contest.
8	Active Reconciliation: Both sides are trying to heal, but old wounds keep reopening.

PERSONAL REACTION TABLE (D6)

When an individual from one species meets an individual from the other:

D6	PERSONAL STANCE
1	Hardcore Bigot: Embraces all prejudices. Will not cooperate. May become hostile.
2	Casual Prejudice: Makes assumptions. Uses slurs "without meaning anything by it."
3	Uncomfortable: Wants to be progressive but finds interaction difficult.
4	Professionally Neutral: Judges individuals by actions, not species. Still aware of history.
5	Actively Welcoming: Goes out of their way to reject prejudice. Sometimes awkwardly.
6	Personal Exception: "I don't like [species], but you're different."

USING SPECIES TENSION

In Negotiations: If the optional Tension module from Alien Species is active, use its exact Wary/Tense/Hostile/Violent effects. Otherwise established prejudice may impose Disadvantage or move a social DC one rung, never both.

In Combat: Enemies may target members of hated species first, or refuse to take them prisoner.

In Social Situations: NPCs may refuse service, provide false information, or actively obstruct characters of certain species.

As Complication: A simple transaction becomes complicated when the merchant realizes who they're dealing with.

20.2: HOMEWORLD GENERATION SYSTEM

When players ask where an NPC comes from, or when you need a setting for a new adventure, use these tables to generate a complete world in minutes.

WORLD TYPE (D10)

D10	WORLD TYPE	DESCRIPTION
1	Hive World	Massive population, city-covered surface, every resource maximized
2	Agri-World	Agricultural planet, rural communities, food production economy
3	Mining World	Resource extraction colony, harsh conditions, company towns
4	Garden World	Pristine environment, controlled development, wealthy population
5	Fortress World	Military installation, heavily defended, restricted access
6	Forge World	Industrial manufacturing, pollution, worker populations
7	Void Station	Orbital habitat, artificial environment, space-adapted culture
8	Frontier World	Recently colonized, minimal infrastructure, self-reliant
9	Dead World	Failed colony or natural disaster, surviving population in ruins
10	Hidden World	Off official maps, exists outside normal commerce

ENVIRONMENTAL CHALLENGE (D8)

D8	CHALLENGE
1	Extreme Temperature, Too hot or too cold for unprotected life
2	Atmospheric Hazard, Toxic, thin, or corrosive atmosphere
3	Gravity Variance, Significantly higher or lower than standard
4	Radiation, Solar, geological, or artificial radiation exposure
5	Seismic Instability, Earthquakes, volcanic activity, ground collapse
6	Hostile Wildlife, Dangerous native species, constant threat
7	Weather Extremes, Storms, floods, or other meteorological danger
8	Resource Scarcity, Water, food, or essential materials are limited

CONTROLLING POWER (D8)

D8	WHO RULES
1	Great House, Direct House control, official governance
2	Corporation, Company world, profit-driven administration
3	Religious Authority, Theocratic governance, faith-based law
4	Military Junta, Armed forces in control, martial law
5	Democratic Council, Elected representatives, bureaucratic
6	Feudal Lords, Noble families, hereditary power, local autonomy
7	Criminal Syndicate, Organized crime runs everything
8	Disputed/None, Multiple factions competing, or complete anarchy

CULTURAL TRAIT (D12)

D12	DEFINING CULTURE
1	Warrior Culture, Honor through combat, military service valued
2	Merchant Culture, Trade is sacred, negotiation is art
3	Religious Devotion, Faith permeates all aspects of life
4	Scientific Focus, Knowledge pursuit, research priority
5	Artistic Expression, Culture celebrated through art and performance
6	Survival Pragmatism, Do whatever necessary to survive
7	Isolationist, Outsiders distrusted, traditions preserved
8	Cosmopolitan, All species welcome, diversity celebrated
9	Hierarchical, Strict social classes, mobility limited
10	Egalitarian, Social equality emphasized, collective decisions
11	Hedonistic, Pleasure-seeking, luxury-focused
12	Ascetic, Denial of material comfort, spiritual focus

CURRENT CRISIS (D10)

D10	WHAT'S HAPPENING NOW
1	Economic Collapse, Currency failed, trade disrupted
2	Epidemic, Disease spreading, quarantine in effect
3	Civil Unrest, Protests, riots, possible revolution
4	External Threat, Raiders, rivals, or unknown enemies approaching
5	Resource Depletion, Primary export running out
6	Political Assassination, Leader killed, succession crisis
7	Natural Disaster, Recent catastrophe, recovery ongoing
8	Mysterious Disappearances, People vanishing, no explanation
9	Precursor Awakening, Ancient technology activating
10	Peaceful, Nothing major happening (suspicious)

PUTTING IT TOGETHER: EXAMPLE

Rolls: World Type 3, Challenge 1, Power 7, Culture 6, Crisis 8

Result: A Mining World with **Extreme Temperature** problems, controlled by a **Criminal Syndicate**, with a culture of **Survival Pragmatism**, currently experiencing **Mysterious Disappearances**.

Interpretation: A frozen rock where miners extract rare minerals under brutal conditions. The official government collapsed years ago; now criminal bosses run the company towns. People do whatever they must to

survive another shift. Recently, miners have been vanishing from the deep shafts, no bodies, no explanation. The bosses don't care, but the workers are getting scared.

20.3: NPC QUICK-BUILD TABLES

When you need an NPC instantly, these tables provide personality, motivation, and conflict in seconds.

ROLE TABLE (D20)

D20	ROLE
1	Merchant/Trader
2	Law Enforcement
3	Criminal
4	Religious Figure
5	Military/Security
6	Scientist/Researcher
7	Medical Professional
8	Bureaucrat/Official
9	Entertainer/Artist
10	Pilot/Navigator
11	Engineer/Technician
12	Information Broker

ROLE TABLE (D20) (continued)

D20	ROLE
13	Noble/Aristocrat
14	Refugee/Displaced
15	Revolutionary/Rebel
16	Corporate Agent
17	Bounty Hunter
18	Scholar/Historian
19	Smuggler/Fixer
20	Roll twice, NPC has dual roles

PERSONALITY TRAIT TABLE (D12)

D12	PERSONALITY
1	Paranoid, Trusts no one, sees threats everywhere
2	Ambitious, Wants more: power, wealth, status
3	Loyal, Devoted to person, cause, or institution
4	Greedy, Everything has a price; they want paid
5	Idealistic, Believes in principles above practicality
6	Cynical, Expects the worst from everyone
7	Compassionate, Cares about others' suffering
8	Ruthless, Will do anything to achieve goals
9	Jovial, Friendly, laughs easily, puts others at ease
10	Secretive, Hides information, speaks in riddles
11	Honorable, Follows a code, keeps their word
12	Desperate, Running out of options, will take risks

MOTIVATION TABLE (D10)

D10	WHAT THEY WANT
1	Money, Credits solve all problems
2	Power, Influence over others
3	Safety, Protection from specific threat
4	Revenge, Someone must pay
5	Knowledge, Information they need
6	Freedom, Escape from constraint
7	Love, Person they care about
8	Redemption, Making up for past sins
9	Legacy, Being remembered after death
10	Survival, Living another day

SECRET TABLE (D10)

D10	WHAT THEY'RE HIDING
1	Criminal Past, They've done things they regret
2	Double Agent, Working for someone else secretly
3	Hidden Identity, They're not who they claim to be
4	Forbidden Knowledge, They know something dangerous
5	Dying, Terminal illness, limited time
6	Addiction, Substance or behavior they can't control
7	Debt, They owe something they can't pay
8	Protected Person, Someone depends on them
9	Betrayal Planned, They intend to turn on someone
10	Nothing, They're exactly who they appear to be (rare)

QUICK STATS

When you need mechanical statistics quickly, choose values inside the listed range and add only the Features required by the concept.

TIER AND ROLE	EVASION	ATTACK	DAMAGE	HP	STRESS	THRESHOLDS	EXTRA
Tier 1 Minion	10-13	+1 to +3	1d4 or 1d6	1	-	None	0 Armor Slots unless a Feature says otherwise.
Tier 2 Standard	12-15	+3 to +5	1d8+1 or 2d6	8-14	3-6	Major 7-12 / Severe 14-22	0 Armor Slots unless a Feature says otherwise.
Tier 3 Elite	14-18	+5 to +8	2d8+2 or 3d6	15-30	6-10	Major 9-15 / Severe 18-30	1 Fear Ability.
Tier 4 Boss	13-19	+6 to +9	3d8+4 or 4d6+5	35-80	8-15	Major 12-30 / Severe 24-60	2-3 Fear Abilities.

NPC Traits are descriptive selectors for Rolls, not a substitute for Evasion, Attack, Stress, Thresholds, or Armor Slots.

20.4: PARAGON NPC GALLERY

These fully detailed NPCs can be dropped into any campaign as allies, enemies, or complications.

COMMANDER ELENA VOSS

Role: Former House Volkov Military Officer

Species: Human | **Age:** 47

Appearance: Steel-gray hair cut military-short. Prosthetic left arm (military grade, concealed weapons). Burn scars across neck and jaw. Eyes that have seen too much.

Personality: Disciplined, pragmatic, haunted. Speaks in clipped sentences. Never wastes words. Drinks alone but not to excess, just enough to sleep.

Background: Voss commanded a battalion during the Frontier Suppression. She followed orders that resulted in civilian casualties, orders she now believes were unnecessary. She resigned her commission rather than face internal promotion for the "success." Now she works private security, taking jobs that let her protect people rather than harm them.

Motivation: Redemption through action. She can't undo what she did, but she can balance the scales.

Secret: She has evidence that the Suppression orders came from someone currently positioned for High Command. If revealed, it could trigger a Volkov civil war.

Hooks:

- Hire her as security for a dangerous transport
- She's protecting someone the players need to reach
- She needs help accessing a Volkov archive to retrieve her evidence

Stats (Tier 3 Leader):

- Evasion: 14 | HP: 28 | Stress: 8
- Thresholds: Major 15 / Severe 30 | Armor Slots: 5
- Strength +3, Agility +2, Finesse +1, Knowledge +2, Instinct +3, Presence +2
- Attack: +5, Damage 2d6+3
- **Special:** Tactical Assessment (once per scene, all allies gain +2 to next attack)
- **Equipment:** Military combat armor, integrated arm weapons (pistol + blade), encrypted communicator

"SUNSHINE" MALIK TORRES

Role: Black Market Fixer

Species: Human | **Age:** 34

Appearance: Perpetual smile that never reaches his eyes. Expensive clothes, slightly too flashy. Gold tooth. Always has a drink in hand but never seems intoxicated.

Personality: Charming, manipulative, amoral. Treats everything like a game he's winning. Genuinely likes people, which makes using them easier.

Background: Born in the Neon-City Undercity, raised by a mother who worked three jobs to keep him fed. He swore he'd never be poor again. Now he facilitates deals between people who can't be seen together, takes his percentage, and asks no questions.

Motivation: Wealth and the freedom it brings. Also, the game itself, he loves being the one who makes things happen.

Secret: He's been paying for his mother's medical treatment at a Core World hospital. House Valerius discovered this and uses it as leverage, he occasionally feeds them information about clients.

Hooks:

- The players need something only Sunshine can acquire
- Sunshine needs the players to handle a deal that's gone wrong
- Someone is killing Sunshine's contacts, and he needs protection

Stats (Tier 2 Leader):

- Evasion: 13 | HP: 14 | Stress: 6
- Thresholds: Major 10 / Severe 18 | Armor Slots: 2
- Strength +0, Agility +2, Finesse +3, Knowledge +2, Instinct +2, Presence +4
- Attack: +3, Damage 1d6 Physical (holdout pistol)
- **Special:** "I Know a Guy" (can provide introduction to any Black Market contact, DC 10)
- **Equipment:** Concealed pistol, credit chips (clean), emergency transponder, three fake IDs

DR. YUKI TANAKA

Role: Ripperdoc / Underground Surgeon

Species: Human | **Age:** 52

Appearance: Weathered hands with visible augmentation interfaces. Gray-streaked hair pulled back. Eyes magnified by permanent surgical lenses. Lab coat that's never quite clean.

Personality: Detached, professional, quietly compassionate. Treats bodies as machines to be fixed. Never asks how patients got hurt. Has a weakness for hopeless cases.

Background: Trained at House Kurogane's premier medical academy. Left after refusing to participate in non-consensual augmentation experiments on prisoners. Now operates a clinic in the Rust Belt, treating anyone who needs help, no questions, no records.

Motivation: Save lives without participating in systems that destroy them.

Secret: She still has access codes to Kurogane medical databases. She uses them occasionally to steal research that could help her patients. Kurogane knows someone is accessing the system but hasn't traced it to her, yet.

Hooks:

- Players need illegal augmentations installed
- Dr. Tanaka needs specific medical supplies from a Kurogane facility
- A patient in her care has information enemies want

Stats (Tier 2 Standard):

- Evasion: 13 | HP: 10 | Stress: 5
- Thresholds: Major 8 / Severe 15 | Armor Slots: 0
- Strength +0, Agility +2, Finesse +4, Knowledge +4, Instinct +2, Presence +1
- Attack: +1, Damage 1d4 Physical (surgical tools, improvised)
- **Special:** Master Surgeon (all medical procedures gain +4; can install augmentations without normal facilities)
- **Equipment:** Surgical toolkit, medical supplies, illegal anesthetics, patient records (encrypted)

CARDINAL THRACE

Role: Church of the Eternal Veil Inquisitor

Species: Human | **Age:** 61

Appearance: Tall, gaunt, radiating certainty. White robes of the Church. Eyes that seem to look through people. Voice like honey over iron.

Personality: Utterly convinced of their righteousness. Patient, methodical, terrifying. Believes in redemption, even if it must be forced.

Background: Rose through Church ranks through genuine devotion and genuine ruthlessness. Now investigates threats to the faith, heretics, Precursor corruption, Veil-touched individuals who haven't submitted to Church oversight.

Motivation: Protect the faithful from spiritual contamination. Bring the corrupt back to the light, or remove them from it permanently.

Secret: Thrace experienced a genuine Veil vision years ago that shook their faith. They've never spoken of it. They're not sure if they're still a believer or just going through motions. The doubt terrifies them.

Hooks:

- Thrace is investigating something near the players
- A friend of the players has been taken by Thrace for "questioning"
- Thrace believes a player character is spiritually contaminated

Stats (Tier 3 Leader):

- Evasion: 16 | HP: 24 | Stress: 10
- Thresholds: Major 12 / Severe 24 | Armor Slots: 3 (blessed robes)
- Strength +1, Agility +1, Finesse +1, Knowledge +3, Instinct +4, Presence +4
- Attack: +6, Damage 2d6 Neural (faith-weapon)
- **Special:** Voice of Authority (once per scene, command must be obeyed unless target succeeds on a DC 15 Instinct Reaction Roll)

- **Special:** See the Corruption (automatically detects Veil-touched abilities and Precursor artifacts within 10m)
- **Equipment:** Faith-weapon (ceremonial blade), Church credentials, inquisitorial authority

KRYX-SEVEN-BREAKING-DAWN

Role: Kryx Pack-Leader / Salvage Boss

Species: Kryx | **Age:** Unknown (mature adult)

Appearance: Larger than average Kryx, scarred from countless fights. Missing two fingers on left hand.

Decorated with salvaged tech woven into fur. Moves with predator confidence.

Personality: Direct, honorable (by Kryx standards), surprisingly fair. Values strength but respects cunning. Protects pack absolutely.

Background: Led their pack from refugee status to controlling significant Rust Belt salvage territory. Built reputation through fair dealing and brutal enforcement. Other packs respect or fear them.

Motivation: Pack prosperity and security. Everything else is secondary.

Secret: They've discovered a pre-Silence military vessel in the deep debris, intact, dormant, valuable beyond measure. They're trying to figure out how to claim it without starting a war.

Hooks:

- Players need salvage from Kryx-controlled territory
- Kryx-Seven needs outsiders for a job they can't use pack members for
- A rival is trying to unite other packs against Kryx-Seven

Stats (Tier 3 Bruiser):

- Evasion: 14 | HP: 32 | Stress: 6
- Thresholds: Major 15 / Severe 30 | Armor Slots: 4 (salvage armor)
- Strength +4, Agility +3, Finesse +1, Knowledge +1, Instinct +3, Presence +3
- Attack: +5, Damage 2d8+4 Physical (power-claw)
- **Special:** Pack Tactics (allies adjacent to Kryx-Seven gain +2 to attack)
- **Special:** Territorial Claim (knows exact location of everything valuable in their territory)
- **Equipment:** Custom power-claw, salvage armor, pack communication system

20.5: PLOT HOOK TABLES (BY ANCESTRY)

These hooks are tailored to specific ancestries, providing adventure seeds that connect to species-specific themes.

HUMAN HOOKS (D8)

D8	PLOT HOOK
1	A pre-Silence human colony ship has been detected, with life signs aboard. But it's in contested space, and multiple factions are racing to reach it.
2	Someone is selling genetic samples from "pure human" bloodlines untouched since before the Silence. The buyers include House Kurogane.
3	A human settlement is demanding independence from House control. They're asking for help, but success means making enemies of a Great House.

HUMAN HOOKS (D8) (continued)

D8	PLOT HOOK
4	Ancient human religious texts have been discovered that contradict Church of the Eternal Veil doctrine. The Church wants them destroyed; scholars want them preserved.
5	A human criminal syndicate is kidnapping members of other species for unknown purposes. Investigation reveals they're trying to cure a human-specific disease using alien biology.
6	Someone claiming to be the last descendant of a pre-Silence government is asserting authority over human systems. Their claim might be legitimate.
7	Human refugees from a destroyed colony are being denied settlement rights. They're getting desperate, and desperate people do desperate things.
8	A human supremacist group is planning an attack on a multi-species station. They have inside help from someone in station security.

KRYLLIAN HOOKS (D8)

D8	PLOT HOOK
1	A Kryllian Matriarch's eggs have been stolen. She'll pay anything, or destroy anyone, to recover them before they hatch into someone else's influence.
2	Two Kryllian trading clans are approaching war. If it starts, the economic disruption will devastate the sector. Someone needs to mediate, or pick a side.
3	A young Kryllian believes they've discovered evidence that the species' origin myths are wrong, that Kryllians aren't native to their homeworld. The Matriarchy wants them silenced.
4	Kryllian mercenaries are being hired in unusual numbers by an unknown employer. Investigation reveals they're being sent to a Precursor site.
5	A Kryllian debt-bond is being enforced against someone who doesn't deserve it. The documentation is technically legitimate but morally corrupt.
6	The Matriarch of a major trading clan has died without clear succession. Multiple heirs are competing, and outsiders are being recruited as proxies.
7	Kryllian traders have discovered something in the cargo they were paid to transport, something alive, something valuable, something dangerous.

KRYLLIAN HOOKS (D8) (continued)

D8	PLOT HOOK
8	A Kryllian hermit claims to have a pre-Silence Kryllian artifact that proves their species had contact with the Precursors. Others want to see it. Others want it destroyed.

CELESTIARI HOOKS (D8)

D8	PLOT HOOK
1	A Celestiari Empath has gone mad, their emotional reception is stuck "open," and they're broadcasting terror to everyone nearby. They need help, not execution.
2	Someone is kidnapping Celestiari and selling them to wealthy collectors who want personal empaths. The trail leads to a Great House.
3	A Celestiari claims to have felt the emotions of a Precursor entity, still alive, somewhere in the Veil. They want to find it.
4	Celestiari diplomats are being assassinated before key negotiations. The killer knows where they'll be before they do.
5	A Celestiari community is experiencing a collective emotional resonance, all feeling the same thing simultaneously. They don't know why, but it's escalating.
6	A "Void-Touched" Celestiari, one whose empathy has been corrupted by Veil exposure, is offering their services for hire. Their abilities are valuable but deeply unsettling.
7	Research into artificial empathy threatens to make Celestiari abilities obsolete, or to create weapons based on their biology.
8	A Celestiari Elder is dying and wants to perform the "Final Sharing", transferring their lifetime of emotional experience to a chosen heir. But someone else wants to receive that transfer instead.

SYNTHETIC HOOKS (D8)

D8	PLOT HOOK
1	A Synthetic has discovered evidence of their "previous life", the person whose brain patterns were used as their template. That person's family wants the Synthetic dead or wiped.
2	Someone is "unshackling" Synthetics, removing their behavioral limiters. The freed Synthetics are grateful, but their freedom is illegal and dangerous.
3	A Synthetic collective is petitioning for legal personhood. House Valerius sees profit in helping them; House Kurogane sees threat in acknowledging them.
4	Ancient Synthetic units from before the Silence are awakening. They remember what happened. Their memories contradict official history.
5	A Synthetic claims they can feel genuine emotion, not simulation, not programming, but authentic feeling. Testing them could prove it or destroy them.
6	Someone is copying Synthetic consciousness and selling duplicates. The original Synthetics consider this violation worse than death.
7	A Synthetic has been framed for a crime they couldn't have committed, their logs prove they weren't there, but the evidence was planted by someone who can alter logs.
8	The "template" for Synthetics, the original human patterns used to create synthetic consciousness, has been discovered. The template is still alive. They want their "children" back.

KRYX HOOKS (D8)

D8	PLOT HOOK
1	A Kryx pack has claimed territory that includes a valuable Precursor site. They're willing to negotiate access, but their terms are unusual.
2	Young Kryx are leaving traditional packs to form new, non-traditional communities. The elders consider this heresy. Violence is brewing.
3	A Kryx has been exiled from their pack for a crime they didn't commit. They need help proving innocence, but pack law doesn't allow outsider interference.
4	Something is killing Kryx in the deep debris fields, something that hunts packs specifically. The survivors describe it as "wrong-shaped."
5	A Kryx pack has discovered a habitable world they want to colonize. The world is in someone else's territory, and the Kryx don't care.
6	Kryx shamans are experiencing shared visions of a "great hunt" coming, something that will change their species forever. Some say it's prophecy; some say it's Veil corruption.
7	A non-Kryx has been "adopted" into a pack, unheard of, possibly blasphemous. Other packs are debating whether to accept this or declare war.
8	Kryx pack-bonds are being counterfeited, fake debt-marks that obligate packs who never agreed. The counterfeiter is creating chaos intentionally.

RIFT SPINNER HOOKS (D8)

D8	PLOT HOOK
1	A Rift Spinner claims to have mapped stable paths through a region of space everyone else considers impassable. They're selling the route.
2	Rift Spinner colonies are going silent, not destroyed, just... quiet. Investigation reveals the colonists are entering deep hibernation. They won't say why.
3	Someone is hunting Rift Spinners for their "reality silk", the material they extrude that can anchor probability. The hunters have House backing.
4	A Rift Spinner seer has predicted a specific event with perfect accuracy. Now they're predicting something catastrophic, but won't say what.
5	Rift Spinner architects are being recruited to build something in the Veil itself. The employer is unknown, and the architects aren't returning.
6	A young Rift Spinner has bonded with a Precursor artifact. The bond is changing them, possibly into something that's no longer Rift Spinner.
7	Rift Spinner music can affect probability in listeners, but someone has weaponized it, creating songs that cause madness or death.
8	The Rift Spinner homeworld (if it exists) is supposedly visible only to their species. Someone claims to have found it, but they're not Rift Spinner.

20.6: CREW FRICTION GENERATOR

Crew friction is the engine of long-running campaigns. When the crew agrees on everything, the table runs out

of conflict to play with. When the crew has live tensions, every decision is dramatic. The tables below generate friction *between* crew members, the kind that doesn't need an external enemy to surface.

Use these tables between sessions to seed character moments, or roll mid-session when a Keeper Fear spend wants narrative weight beyond a mechanical setback.

FRICTION SOURCE (D10)

D10	SOURCE
1	Disagreement over a recent crew decision; the consequences are now visible and one member was right.
2	An old debt one crew member owes another has become inconvenient to repay.
3	One crew member's secret has nearly surfaced, and another knows.
4	A romantic or close-friend connection one crew member is hiding from the others has become impossible to hide further.
5	One crew member's ancestry-specific need (Bloomstrider nutrition, Synthetic maintenance, Kryx pack contact) has been deprioritized one too many times.

FRICTION SOURCE (D10) (continued)

D10	SOURCE
6	A non-crew NPC has explicitly preferred one crew member over the others, and the others noticed.
7	A score the crew completed produced an unequal payout, and the inequality has not been addressed.
8	One crew member's character flaw (gambling, stress eating, lashing out) is impacting crew operations.
9	A philosophical disagreement about a mission's morality has been deferred but never resolved.
10	One crew member is grieving a loss the others have moved past.

FRICTION SURFACE (D8)

How the friction breaks into the open:

D8	SURFACE
1	A sharp comment over breakfast in the galley.
2	An equipment shortage one crew member secretly caused by hoarding.
3	A mission-critical decision where the friction influences strategy.
4	A drunk confession at a port, partially overheard.
5	A request for privacy that everyone reads as exclusion.
6	An unsent message draft found on a shared terminal.
7	A silent retreat to one's cabin that lasts longer than it should.
8	A confrontation in front of an NPC, exposing the crew's tension to an outsider.

FRICTION RESOLUTION STAKE (D6)

What the resolution requires:

D6	RESOLUTION STAKE
1	A direct conversation, properly held, no jokes deflecting.
2	A shared task that requires both parties to cooperate without supervision.
3	A gesture of acknowledgment, possibly material, possibly only spoken.
4	A confession of something the resentful party has been hiding too.
5	A formal apology with witnesses (rare; usually only in crews with strict cultural protocols, e.g. Kryx packs).
6	An external event large enough to make the friction trivial by comparison.

20.7: DOWNTIME OUTCOME TABLES

Crews need downtime to recover, but downtime is its own scene. The tables below generate texture and surprise for the periods

between missions, when the crew is officially resting but the campaign continues.

GENERAL DOWNTIME RESULT (D12)

Roll once per crew member per downtime period:

D12	RESULT
1	An old contact reappears with bad news.
2	A previously-completed mission generates an unexpected aftershock (someone the crew thought they'd left behind, an item they thought they'd disposed of).
3	An item the crew member owns malfunctions or develops a quirk.
4	A romantic interest, real or pursued, makes a move (positive or negative).
5	A piece of personal correspondence arrives (family, mentor, past employer).
6	A small windfall: 1d4 Credits found, given, or won.
7	A small loss: 1d4 Credits stolen, spent, or owed.
8	The crew member learns something useful through eavesdropping or chance encounter.
9	An old debt is called in.
10	Name one Experience the crew member has not used recently. It cannot be invoked on the first otherwise eligible Roll of the next mission, then returns normally.
11	The crew member sleeps badly all week, gain 1 Stress at start of next mission.
12	A surprising piece of good news the crew member had given up hoping for.

CONNECTION CULTIVATION (D8)

When a crew member spends downtime specifically pursuing a Connection (per Chapter 8 of the Corebook):

D8	RESULT
1	The Connection is unavailable; the crew member learns why and the why is concerning.
2	The Connection has a problem they need help with before they can be of use.
3	Brief, formal exchange. The Connection remains at current standing; +1 to next interaction.
4	A useful piece of information is shared. The Keeper provides 1 actionable fact.
5	The Connection introduces the crew member to one of their own Connections, expanding the network.
6	A favor is owed in either direction, depending on what the crew member needed.
7	A genuine moment of human connection, the kind that makes the relationship matter. Connection standing increases.
8	An unexpected gift, a piece of useful equipment, a name, an opportunity worth 1d4 Credits or a future Favor.

STRESS RECOVERY ACTIVITY (D10)

When a crew member spends downtime on stress recovery, roll to determine the activity's character:

D10	ACTIVITY
1	Solitary meditation, contemplation, or prayer. -2 Stress.
2	A physical regimen that doubles as conditioning. -1 Stress, +1 to first Strength roll next mission.
3	Time with a romantic interest. -2 Stress, generates a Connection check the next time the relationship matters.
4	Drinking, gambling, or other vices. Clear 2 Stress, then roll d6: on 1-3 record one declared social or financial complication that appears during the next mission; on 4-6 there is no complication.
5	Crafting, repair work, hobby maintenance. -1 Stress, restore a Damaged piece of personal equipment.
6	Time spent with one specific crew member, deepening that relationship. -1 Stress for both.
7	An unscheduled adventure that becomes a memory, the kind of side-quest the table will reference years later. -3 Stress, but no mechanical benefit.
8	A confrontation with a personal flaw, examined deliberately. -1 Stress, gain 1 path resource (Hope, or 1 Effort if Sleeping) at start of next mission.
9	Productive rest. Full Stress recovery and one extra Hope.

STRESS RECOVERY ACTIVITY (D10) (continued)

D10	ACTIVITY
10	Disrupted rest. -1 Stress, but the crew member was working on something useful; gain 1 Resource or 1d4 Credits worth of progress on a personal project.

20.8: MISSION COMPLICATION GENERATOR

Use these tables when a mission needs a mid-act surprise that wasn't planned. Roll any time a moment feels too clean.

COMPLICATION TRIGGER (D6)

D6	WHEN THE COMPLICATION
ENTERS	
1	At mission start, during briefing or preparation.
2	At approach, while the crew is moving toward the objective.
3	At first contact, the moment of initial engagement.
4	At midpoint, when the crew thinks they've stabilized.
5	At climax, during the critical action.
6	At extraction, during the supposed "win."

COMPLICATION TYPE (D20)

D20	COMPLICATION
1	A second team is on the same job.
2	The objective is not where intelligence said it would be.
3	The objective is not what intelligence said it was.
4	A bystander witnesses what should have been clean.
5	A crew member's old enemy is present in an unrelated capacity.
6	An ally turns out to be working against the crew.
7	An apparent enemy turns out to be working with the crew.
8	The client's information was deliberately misleading.
9	A faction the crew thought was uninvolved declares interest.
10	A weather, environmental, or substrate event disrupts plans.
11	Equipment failure at a critical moment.
12	A crew member's personal connection is on-site and complicates loyalties.
13	The authorities arrive earlier than expected.
14	The authorities are already there in disguise.
15	The objective has its own agenda and contacts the crew.

COMPLICATION TYPE (D20) (continued)

D20	COMPLICATION
16	A second client appears, offering double for the crew to switch sides.
17	A rival broker exposes the crew's involvement to deflect Heat from themselves.
18	A previous mission's loose end resurfaces.
19	The Veil Rip locally intensifies; substrate phenomena interfere with technology.
20	The mission is a test by a faction the crew did not know was watching.

COMPLICATION SEVERITY (D6)

D6	SEVERITY
1-2	Minor: complicates this scene only, no lasting impact.
3-4	Significant: changes the mission's terms, but the original objective remains achievable.
5	Major: forces the crew to choose between original objective and new threat.
6	Critical: the mission becomes survival; original objective is lost or transformed entirely.

CHAPTER 21

THE "ONE LAST JOB" MISSION GENERATOR

"Every scavenger has a 'last job', the score that'll let them retire, the payout that'll clear their debts, the run that'll finally make everything right. Funny thing about last jobs: there's always another one after."

Sly Marlo, The Fixer

INTRODUCTION: THE ANATOMY OF A SCORE

Black Market missions follow a familiar pattern. A client has a problem. The problem requires skills that legitimate channels can't provide. The reward is substantial, but so are the risks. Something always goes wrong.

This chapter provides a complete framework for generating Black Market missions on the fly. Roll on the tables, connect the results, and you have an evening's adventure, or the foundation of a multi-session campaign arc.

The "One Last Job" Generator creates missions with:

- **A Client**, Who's hiring and why
- **A Job**, What needs to be done
- **A Twist**, What complication emerges
- **Stakes**, What happens if the crew fails

Every job should feel like it could be "the one", the score that changes everything. Whether it actually is depends on how the dice fall.

21.1: THE CLIENT TABLE

Who needs illegal work done? Roll or choose based on campaign needs.

CLIENT TYPE (D20)

D20	CLIENT
1-2	Desperate Individual, A person in over their head, willing to pay anything for help
3-4	Criminal Syndicate, Organized crime needs outside contractors for deniability
5-6	Corrupt Official, Someone in authority needs dirty work done off the books
7-8	Merchant/Business Owner, Legitimate business, illegitimate needs
9-10	Great House Agent, A House needs something done that can't be traced to them
11-12	Rebel/Revolutionary, Fighting the system, willing to break rules
13-14	Religious Figure, Faith requires actions that doctrine forbids
15-16	Scientist/Researcher, Knowledge requires resources obtained illegally

CLIENT TYPE (D20) (continued)

D20	CLIENT
17-18	Rival Criminal, One criminal hiring to move against another
19	Unknown Patron, Identity concealed; instructions delivered remotely
20	The Target Themselves, The person you're supposed to steal from/kill/etc. is hiring you to fake it

CLIENT MOTIVATION (D10)

D10	WHY THEY'RE HIRING
1	Revenge, Someone wronged them; they want payback
2	Profit, Pure economics; the job makes them money
3	Protection, They're threatened; they need the threat removed
4	Acquisition, They need something specific, can't get it legally
5	Elimination, Someone is a problem; problems need solving
6	Information, They need to know something; knowledge is hidden
7	Cover-Up, They did something; evidence must disappear
8	Liberation, Someone/something is held captive; they want it freed
9	Sabotage, A competitor/enemy must be weakened
10	Redemption, They're trying to fix past mistakes

CLIENT RESOURCE LEVEL (D6)

D6	RESOURCES
1	Broke, They can barely afford the job. Payment mostly in favors. (5-10 Cr)
2	Modest, Standard rates, nothing special. (15-25 Cr)
3	Comfortable, Can pay well and offer perks. (30-50 Cr)
4	Wealthy, Money is no object; will pay premium. (60-100 Cr)
5	Powerful, Resources beyond wealth; can offer favors, protection, access. (50+ Cr plus benefits)
6	Desperate, Will give everything they have, which might be a lot or a little. (Variable)

CLIENT RELIABILITY (D6)

D6	HOW TRUSTWORTHY?
1	Will Betray, Plans to double-cross the crew from the start
2	Unreliable, Will abandon crew if things go wrong
3	Self-Interested, Honorable as long as it benefits them
4	Professional, Will honor the deal as stated
5	Honorable, Goes beyond contract to support the crew
6	Desperate Loyal, Will do anything for crew who help them

21.2: THE JOB TABLE

What does the client need done?

JOB TYPE (D20)

D20	THE JOB
1	Theft, Steal a specific object from a specific location
2	Smuggling, Transport illegal goods past checkpoints
3	Extraction, Get a person out of a dangerous situation
4	Assassination, Kill a specific target
5	Sabotage, Damage or destroy equipment, vehicles, or facilities
6	Information Theft, Steal data from a secure system
7	Delivery, Bring something to someone, no questions asked
8	Protection, Guard someone/something for a period of time
9	Intimidation, Convince someone to cooperate through threat
10	Frame Job, Plant evidence to implicate an innocent party
11	Rescue, Retrieve someone being held against their will
12	Investigation, Find information the client can't access

JOB TYPE (D20) (continued)

D20	THE JOB
13	Heist, Major theft requiring complex planning
14	Disappearance, Make someone vanish (alive or dead)
15	Acquisition, Buy something from illegal sources
16	Escort, Accompany someone through dangerous territory
17	Infiltration, Get inside an organization and report
18	Destruction, Completely eliminate evidence of something
19	Brokering, Facilitate a deal between two parties who can't meet
20	The Impossible, Something that shouldn't be doable (roll twice; do both simultaneously)

TARGET/LOCATION (D12)

D12	WHERE/WHAT
1	Corporate Facility, Office, warehouse, or research center
2	Private Residence, Someone's home (modest to mansion)
3	Government Building, Administrative, judicial, or executive
4	Military Installation, Base, ship, or secure depot
5	Criminal Territory, Another syndicate's turf
6	Transport, Ship, convoy, or vehicle in transit
7	Public Space, Market, station common area, or entertainment venue
8	Religious Site, Temple, monastery, or sacred ground
9	Medical Facility, Hospital, research lab, or clinic
10	Financial Institution, Bank, exchange, or vault
11	Precursor Ruin, Ancient site with unknown dangers
12	Nowhere, The target is mobile, location unknown

SECURITY LEVEL (D6)

D6	OPPOSITION
1	Minimal, Basic locks, maybe one guard. Almost too easy. (DC 10)
2	Standard, Normal security for the location type. (DC 15)
3	Enhanced, Better than expected. Someone's paranoid. (DC 15)
4	Professional, Military-grade security. This is serious. (DC 20)
5	Elite, State-of-the-art. They're protecting something important. (DC 20)
6	Nearly Impossible, multiple layers, redundant systems, dedicated defenders. (DC 25)

TIME PRESSURE (D6)

D6	DEADLINE
1	Immediate, Must be done within hours
2	Urgent, Must be done within 1-2 days
3	Standard, Must be done within a week
4	Flexible, Must be done within a month
5	Open, No deadline, but the longer it takes, the more risk
6	Specific Window, Must be done at exact time (during event, when target present, etc.)

21.3: THE TWIST TABLE

Something always goes wrong. Roll when the job is going too smoothly, or at the moment of maximum dramatic impact.

THE TWIST (D20)

D20	WHAT GOES WRONG
1	Double-Booked, Another crew is doing the same job. Right now.
2	The Setup, The whole job is a trap designed to capture/kill the crew
3	Changed Parameters, The target has moved, changed, or been replaced
4	Unexpected Witness, Someone sees something they shouldn't; now they're a factor
5	Personal Connection, The target is someone the crew knows/cares about
6	Moral Complication, Completing the job will hurt innocents
7	The Real Prize, The stated objective conceals something more valuable
8	Betrayal, The client (or someone close) is working against the crew

THE TWIST (D20) (continued)

D20	WHAT GOES WRONG
9	Escalation, The opposition is much more dangerous than expected
10	Time Shift, The deadline moves dramatically (earlier or later creates new problems)
11	Third Party, Someone else wants the same thing, has different methods
12	The Target Knows, They were warned; they're prepared
13	Technical Failure, Critical equipment breaks at worst moment
14	Law Enforcement, Police/military arrive unexpectedly
15	Natural Disaster, Environmental crisis strikes mid-job
16	The Object Is Wrong, What they're stealing/protecting isn't what it seems
17	Hostage Situation, Someone the crew cares about is now threatened
18	The Client Lied, A fundamental aspect of the job is false
19	Political Implications, Completing the job will affect faction relations
20	The Supernatural, Precursor tech, Veil anomaly, or something unexplainable

TWIST SEVERITY (D6)

D6	HOW BAD?
1-2	Minor, Complication that can be overcome with quick thinking
3-4	Significant, Changes the approach but doesn't derail the job
5	Major, Fundamentally alters the mission; new plan required
6	Catastrophic, Everything changes; survival may be the new goal

TWIST TIMING (D6)

D6	WHEN DOES IT HIT?
1	Before the Job, Discovered during planning/approach
2-3	Early Execution, Revealed once they're committed but not deep
4-5	Mid-Job, At the worst possible moment
6	After "Success", The job is done; then the twist is revealed

21.4: SAMPLE MISSIONS (FULLY WRITTEN)

MISSION 1: THE GILDED CAGE

Client: Wealthy merchant (Resource Level 4, Reliability 4)

The Job: Extraction. The client's daughter has been "recruited" into the Church of the Eternal Veil's inner circle. She went willingly, but the client believes she was manipulated. They want her out, alive, unharmed, and before her "final initiation" in three days.

Location: Church monastery on a remote moon. Security Level 4 (Professional, the Church takes its initiates seriously).

Reward: 75 Credits plus House contacts.

The Twist: The daughter doesn't want to leave. She genuinely believes. Also, her "final initiation" involves a Precursor artifact that grants visions, she's already partially bonded to it. Removing her might damage her mind.

Complications:

- Church security includes Veil-touched sensitives who can detect hostile intent
- The daughter has friends among the initiates who will protect her
- Cardinal Thrace (from Chapter 20) is overseeing the initiation
- A rival faction is also trying to acquire the artifact

Resolution Options:

- Convince the daughter to leave willingly (extremely difficult Social challenge)
- Steal her against her will (she'll fight back; possible permanent psychological damage)
- Destroy the artifact (ends the bonding but may harm all initiates)
- Negotiate with the Church (they might trade her for something valuable)
- Expose whatever manipulation was used (if any exists)

Heat Generated: +2 minimum (Church involvement); +4 if violence occurs

MISSION 2: THE DEAD MAN'S CARGO

Client: Unknown patron (Resource Level 5, Reliability 3)

The Job: Smuggling. Pick up a sealed cargo container from a dead drop in the Rust Belt. Deliver it to coordinates in deep space. Do not open the container. Do not scan the container. Do not ask questions.

Location: Pickup: Rust Belt salvage yard. Delivery: Empty space at edge of system.

Reward: 100 Credits. Half on pickup, half on delivery.

The Twist: The container holds a person, a political prisoner being transported to execution. They're alive, barely. They know something someone wants silenced.

Secondary Twist: The delivery coordinates are an ambush. The patron doesn't want the prisoner delivered; they want the crew to take the fall for "kidnapping" while the prisoner disappears permanently.

Complications:

- The prisoner will die without medical attention within 24 hours
- Opening the container voids the contract (and triggers a tracking beacon)
- House Volkov is looking for the prisoner, they want them alive for interrogation
- The patron has backup crews ready to intercept if the primary crew balks

Resolution Options:

- Deliver as contracted (prisoner dies; crew gets paid but carries guilt)
- Save the prisoner, break contract (make enemy of powerful patron)
- Sell prisoner to Volkov (payment plus Heat from new enemy)
- Expose the patron (requires investigation; potential massive payoff if patron is important enough)
- Stage the prisoner's death and help them disappear (complex but rewarding)

Heat Generated: +1 for smuggling; +3 if prisoner situation becomes public

MISSION 3: THE MEMORY THIEF

Client: Corrupt official (Resource Level 4, Reliability 2)

The Job: Information theft. A House Kurogane researcher has developed memory extraction technology, the ability to copy memories from a living brain. The client wants the research data stolen before Kurogane can weaponize it.

Location: Kurogane orbital research station. Security Level 5 (Elite).

Reward: 90 Credits plus the client will "lose" any outstanding warrants against crew members.

The Twist: The client doesn't want to prevent weaponization, they want to sell the technology to the highest bidder. Also, the researcher knows the crew is coming; they want to defect and will help in exchange for extraction.

Secondary Twist: The memory extraction technology works. The researcher has already used it, on themselves. They have copies of important memories from Kurogane executives in their head. They're worth far more than the data.

Complications:

- Kurogane station has Synthetic security that can't be bribed or deceived
- The researcher has a family on-station who can't be abandoned
- Multiple factions are converging on the station for the same research
- The extraction subject makes a Strength Reaction Roll, DC 20. On failure take 4d10 Neural damage; at 0 HP enter Dying normally. On success copy the stated memory and mark 2 Stress. Matching dice remain Critical Success, and the procedure never kills by percentage.

Resolution Options:

- Steal data, leave researcher (client is happy; researcher probably dies)
- Extract researcher, negotiate new deal (client may betray; researcher is valuable)
- Destroy the research (no one gets it; multiple enemies created)
- Acquire research and sell it yourself (maximum profit, maximum Heat)
- Expose the client's intentions to appropriate authorities (trade client for reduced Heat)

Heat Generated: +3 minimum (Kurogane involvement); +5 if anyone dies

MISSION 4: ONE NIGHT IN NEON-CITY

Client: Criminal syndicate (Resource Level 3, Reliability 4)

The Job: Protection. The Syndicate is hosting a meeting with a rival organization to negotiate territory. They need neutral security, people who aren't affiliated with either side. One night. Keep everyone alive.

Location: Private venue in Neon-City Undercity. Security Level 3 (Enhanced, but the crew IS the security).

Reward: 40 Credits plus Syndicate reputation and future job opportunities.

The Twist: One of the attendees is planning an assassination, but the crew doesn't know which one or who the target is. Signs will emerge throughout the evening.

Secondary Twist: The assassination target is the crew's client. The rival organization set up this meeting specifically to kill them in a way that couldn't be traced back.

Complications:

- Both sides have brought hidden weapons despite agreements
- The venue has secret exits that could be used for escape or ambush
- House Valerius has the place under surveillance for unrelated reasons
- A third party (maybe Mama K) has sold information to both sides about the crew

Resolution Options:

- Identify assassin before they strike (investigation during social event)
- Prevent assassination openly (breaks neutrality; ally with target's faction)
- Let assassination happen (contract technically fulfilled; reputation damaged)
- Turn tables and expose the rival organization's plot (creates war; crew picks side)
- Extract client before assassination can occur (contract fulfilled differently)

Heat Generated: +2 if violence occurs; +4 if someone important dies

MISSION 5: THE LAST VOYAGE OF THE STELLAR DREAM

Client: Desperate individual (Resource Level 6, they'll give everything, Reliability 6)

The Job: Rescue. The client's partner was aboard a luxury liner, the *Stellar Dream*, when it suffered catastrophic drive failure. The ship is adrift in the Veil's edge, official rescue was called off after three days. The client believes survivors remain.

Location: Deep space, Veil-adjacent. The *Stellar Dream* itself. Security Level: N/A (the ship is the threat).

Reward: Everything the client has, their business, their savings, their future. Approximately 60 Credits of tangible value.

The Twist: There are survivors, sort of. The *Stellar Dream* drifted through a Veil anomaly. Time moved differently inside. For the survivors, it's been weeks. They've changed. Some have been Veil-touched. Some have gone mad. Some have become something else entirely.

Secondary Twist: The client's partner is alive, but they don't want to leave. The Veil showed them something. They believe they have a purpose now. They won't come willingly.

Complications:

- The *Stellar Dream* is unstable, Veil anomalies make navigation hazardous
- Survivor factions have formed; some are hostile to rescuers
- Something else is on the ship now, something that came through with them
- Official rescue was called off because someone important was aboard and their death needs to stay hidden

Resolution Options:

- Full rescue (extract everyone willing; leave those who refuse)
- Targeted rescue (find the partner specifically; ignore other survivors)
- Mercy mission (the survivors are too far gone; ending their existence might be kindest)
- Investigation (find out what really happened; the information might be worth more than any rescue)
- Retreat (the ship is too dangerous; take what you can and run)

Heat Generated: +0 (it's technically a rescue mission); +3 if you bring back Veil-touched survivors without reporting them

21.5: CREATING CUSTOM BLACK MARKET ADVENTURES

THE FORMULA

Every great Black Market mission follows a simple structure:

1. **The Hook:** Why should the crew take this job?
2. **The Challenge:** What makes the job difficult?
3. **The Twist:** What unexpected complication arises?
4. **The Choice:** What moral/practical decision must be made?
5. **The Consequence:** What happens based on that choice?

BUILDING THE HOOK

The hook must answer: "Why would the crew risk this?"

Strong Hooks:

- The reward is exceptional (money, influence, items)
- The job connects to personal goals (revenge, redemption, obligation)
- Refusal has consequences (threats, lost opportunities, damaged reputation)
- The mystery is compelling (what are they really stealing? why does the client need this?)

Weak Hooks:

- "There's a job" (no stakes, no investment)
- Generic reward without context
- No personal connection to crew or campaign

BUILDING THE CHALLENGE

The challenge should require:

- **Multiple skill sets**, Jobs that only need one character are boring
- **Decision points**, Choices between approaches (loud vs. quiet, fast vs. safe)
- **Environmental factors**, Location should affect tactics
- **Opposition with personality**, Enemies should be memorable, not generic

BUILDING THE TWIST

Good twists:

- **Were foreshadowed**, Players should be able to look back and see the signs
- **Change the equation**, New information requires new decisions
- **Create moral complexity**, Simple jobs become complicated
- **Connect to larger narratives**, Twists that tie into campaign themes are most satisfying

Bad twists:

- "Gotcha" moments that punish player success

- Random complications with no connection to established elements
- Twists that remove player agency entirely
- Reveals that make previous decisions meaningless

BUILDING THE CHOICE

The best Black Market missions force choices between:

- **Money vs. Morality**, The profitable option hurts someone
- **Loyalty vs. Self-Interest**, Standing by allies costs something
- **Short-term vs. Long-term**, Quick wins create future problems
- **Known vs. Unknown**, Safe choices vs. mysterious opportunities

BUILDING THE CONSEQUENCES

Consequences should:

- **Follow logically** from choices made
- **Affect future sessions**, The galaxy should remember
- **Scale appropriately**, Small choices, small consequences; big choices, big consequences
- **Create new opportunities**, Consequences become hooks for future missions

QUICK MISSION GENERATION CHECKLIST

- ☐ Roll or choose Client (type, motivation, resources, reliability)
- ☐ Roll or choose Job (type, location, security, time pressure)
- ☐ Roll or choose Twist (what, severity, timing)
- ☐ Determine reward based on difficulty and client resources
- ☐ Calculate Heat based on job type and potential complications
- ☐ Connect to campaign themes or player backstories if possible
- ☐ Prepare 2-3 possible resolution paths
- ☐ Note NPCs who might appear (use Chapter 20 quick-build if needed)
- ☐ Identify Action Rolls likely to be required
- ☐ Write one sentence summary: "The crew must [JOB] for [CLIENT] despite [TWIST]"

21.6: SPECIALTY MISSION TYPES

The Client + Job + Twist generator produces a generic mission. The tables below add texture specific to *what kind* of operation the crew is running. Roll on the appropriate sub-table when the mission's character is clear.

HEIST SPECIFICS (D10)

D10	WHAT MAKES THIS HEIST DIFFERENT
1	Time-locked: the vault opens once per day for ninety seconds.
2	Counter-team: a rival crew is hitting the same target on the same night.
3	Living vault: the security system is biological and reads emotions.
4	Asset is alive: the target is a person who must be extracted, not a thing.
5	Inside job: a contact on the inside is already in motion, and their plan is incompatible with yours.
6	Sealed environment: the vault is in vacuum, on a hostile world, or in substrate-adjacent space.
7	Witness: the asset's owner is present and unaware, and the crew must extract without their knowledge.
8	Misidentified asset: the real target is not the obvious target; the obvious target is a decoy.
9	Double-blind: the client knows about the counter-team and is using the crew as a distraction.
10	Cleanup contract: the heist is to <i>return</i> something previously stolen, and the current owner is the original thief.

SABOTAGE SPECIFICS (D10)

D10	WHAT MAKES THIS SABOTAGE DIFFERENT
1	The target must continue functioning until a specific moment, then fail.
2	The target must fail in a way that cannot be traced to deliberate action.
3	The target's failure must implicate a specific third party.
4	The target has redundant systems; all of them must be disabled.
5	The target is staffed by people the crew has no quarrel with.
6	A failure here will hurt civilians; the crew must minimize collateral.
7	The target is being protected by a security service whose presence is itself classified.
8	The target is one of multiple identical sites; the crew must be sure they have the right one.
9	The client's stated reason for the sabotage is a lie; the real reason matters.
10	The sabotage will create a problem the client expects the crew to solve next.

SALVAGE SPECIFICS (D10)

D10	WHAT MAKES THIS SALVAGE DIFFERENT
1	The wreck is haunted; substrate phenomena have made the site psychologically dangerous.
2	The wreck is contested: other salvagers are already on-site or en route.
3	The wreck is not abandoned: someone or something still lives there.
4	The wreck contains Precursor material; Imperial Custody is en route.
5	The wreck's hull is structurally unstable and will collapse within the operation window.
6	The wreck is in a jurisdiction where salvage is restricted by treaty.
7	The wreck is the burial site for a culture that considers disturbance a desecration.
8	The wreck contains evidence of a crime the salvagers do not want to investigate but will.
9	The wreck's previous occupants did not all leave; some are in stasis.
10	The wreck is a trap; the salvage opportunity was bait.

RESCUE SPECIFICS (D10)

D10	WHAT MAKES THIS RESCUE DIFFERENT
1	The hostage does not want to be rescued.
2	The hostage is being held by people who do not know they are holding a hostage.
3	The hostage's location is unknown; the rescue starts with intelligence work.
4	The hostage has been there long enough to have stockholm-bonded with the captors.
5	The hostage has been replaced; the captors are still holding a person, but it is not the one the client paid for.
6	The hostage is in a different jurisdiction; the rescue is also a smuggling operation.
7	The hostage's captor is a former ally of one crew member.
8	The hostage is being kept alive by a system that cannot be moved; rescue requires extracting both.
9	The hostage was taken by mistake; the captors think they have someone else.
10	The hostage is a child, and the client is not a parent.

INVESTIGATION SPECIFICS (D10)

D10	WHAT MAKES THIS INVESTIGATION DIFFERENT
1	The trail is cold; physical evidence has degraded.
2	The witnesses are hostile to the crew's species or faction.
3	The case has been investigated before; previous investigators are dead, missing, or compromised.
4	The client is implicated by the evidence and does not yet know.
5	The answer is not what anyone wants to hear.
6	The investigation is being shadowed by another investigator who is not introducing themselves.
7	Crucial evidence has been classified; accessing it requires breaking secondary laws.
8	A witness offers to confess, but to a different crime than the one being investigated.
9	The crime has not yet happened; the client wants prevention, not punishment.
10	The crime has happened many times; the crew is not the first to be hired.

SMUGGLING SPECIFICS (D10)

D10	WHAT MAKES THIS RUN DIFFERENT
1	The cargo is sentient and has opinions.
2	The cargo's owner will not say what it is.
3	The cargo's owner will not say <i>why</i> it is being moved.
4	The route is being watched; the crew was selected because they have not yet been associated with the route.
5	The destination contact is dead, replaced, or compromised.
6	A second smuggler is using the same route at the same time, unaware.
7	The cargo's value is not in the contraband but in something hidden inside it.
8	The crew is being tracked by their own client to verify route security.
9	A piece of the cargo is missing at pickup; the seller will not acknowledge it.
10	The cargo includes a passenger nobody told the crew about.

21.7: MISSION LENGTH CALIBRATION

A mission can be sized to fit the session window. Use the following calibrations:

TARGET LENGTH	BEATS	MISSION SHAPE
1-2 hours	3-4	One location, one objective, one twist. Resolve in scenes, not arcs.
3-4 hours	5-6	Two-three locations, primary + secondary objective, one twist with consequence.
5-6 hours (one-shot)	7-9	Full Client + Job + Twist + Specialty cycle. Multiple stakeholders.
Multi-session (2-3)	10-15	The single mission becomes an arc. Twist reveals deeper twist. Original client may not be the final client.
Campaign mission (4+)	open	The job becomes the campaign. Resolution opens new questions.

For short sessions, *cut twists*. For long campaigns, *layer them*. The framework scales; the table sets the duration by deciding which beats matter.

CHAPTER 22

QUICK REFERENCE & APPENDICES

Reference authority: This appendix summarizes equipment statistics and Feature definitions. If a summary conflicts with a complete entry in the main chapters, the complete entry controls.

CORE RESOLUTION REFERENCE

- Difficulty Classes: 5 Routine, 10 Easy, 15 Challenging, 20 Difficult, 25 Extreme, 30 Nearly Impossible.
- Traits modify attack rolls, not damage.
- Multi-die weapons apply Proficiency to one listed die only.
- Player criticals double the normal damage dice.
- Keeper criticals use maximum normal damage and resolve against thresholds and Armor Slots normally.
- Armor Slots recover through the Repair Armor Short Rest move or Repair All Armor Long Rest move.
- The Corebook remains authoritative. Optional alternatives in this supplement apply only when explicitly adopted by the table.

CHAPTER 23

OPTIONAL RULES & CRUNCH TIERS

OPTIONAL RULES: Nothing in this chapter replaces the Corebook unless the table explicitly adopts the named option before play. Record adopted options in the campaign notes.

Player-facing guidance for choosing the expansion modules that suit the table.

Rust & Steel is modular. Use an entire subsystem, its simplified alternative, or neither. Complexity is useful only when it creates decisions the group enjoys.

THE CRUNCH SCALE

RATING	LABEL	DESCRIPTION
1	Minimal	Reference or fiction with almost no tracking.
2	Light	One small track, choice, or recurring number.
3	Moderate	A regular procedure with interacting choices.
4	Heavy	A dedicated subsystem with persistent state.
5	Complex	Several linked subsystems with campaign-level state.

Higher crunch is not better or worse. It measures table overhead.

COMPLETE RULES CATALOG

BLACK MARKET, CHAPTERS 14-17

RULE OR SYSTEM	LOCATION	CRUNCH	STATUS	NOTES
Three Tiers of Illegality	14.1	1	Core	Category and availability reference.
Black Market Geography	14.2	1	Optional	Locations and atmosphere.
Shadow Currencies	14.3	2	Optional	Credits, Favors, Information, and Blood.
Heat System	14.4	3	Optional	Persistent crew-wide criminal attention.
Broker Archetypes	15.2	1	Optional	Narrative shorthand.
Broker Profiles	15.3 and 15.6	1	Optional	Ready-to-use characters.
Broker Relationships	15.5 and 15.7	3	Optional	Track only recurring Brokers.
Negotiation Procedure	16.1	3	Optional	Structured deal-making.
Social Frameworks	16.4	3	Optional	Scenes with explicit stakes.
Black Market Downtime	16.5	2	Optional	Additional downtime choices.
Complications	16.6	1	Optional	Roll or choose when useful.
Forbidden Equipment	17	1	Core	Reference catalog; properties apply as encountered.
Illegal Augments and Addiction	17	4	Optional	Persistent character consequences.

PRECURSOR RELICS, CHAPTERS 18-19

RULE OR SYSTEM	LOCATION	CRUNCH	STATUS	NOTES
Artifact Tiers and Attunement	18.1-18.2	2	Core when using artifacts	Establishes access and bonds.
Corruption Track	18.3	4	Optional	Five-stage transformation.
Artifact Catalog	18.4	1	Core when using artifacts	Reference material.
Random Artifact Generation	18.5	2	Optional	Improvisation tables.
Anomaly Procedure	19.1	4	Optional	Detection, approach, and stabilization.
Anomaly Catalog	19.2	1	Optional	Ready-to-use hazards.
Precursor Ruins	19.3	2	Optional	Site-generation tools.
Artifact Economy	19.4	2	Optional	Faction and sale consequences.

KEEPER'S TOOLKIT, CHAPTERS 20-22

RULE OR SYSTEM	LOCATION	CRUNCH	STATUS	NOTES
Species Tension	20.1	3	Optional	Use only with table consent.
Homeworld Generation	20.2	1	Optional	Worldbuilding prompts.
NPC Quick Build	20.3	1	Optional	Fast runnable statistics.
Paragon NPCs and Hooks	20.4-20.5	1	Optional	Drop-in characters and seeds.
Mission Generator	21	2	Optional	Jobs, clients, and twists.
Quick References	22	1	Core reference	Consolidated tables only.

SIMPLIFIED RULE VARIANTS

For tables that want specific subsystems with less complexity, these simplified variants maintain the core experience with reduced tracking.

SIMPLIFIED HEAT SYSTEM

OPTIONAL ALTERNATIVE: Adopt this before play instead of the full 0-10 Heat track. Do not run both.

HEAT LEVEL	STATUS	EFFECT
Low	Cold	No mechanical consequence.
Medium	Warm	Presence Rolls with lawful NPCs who recognize the crew have Disadvantage; bribes cost twice the stated amount.
High	Hot	Active pursuit. Covert entry or docking in a major lawful station requires an appropriate Action Roll, DC 15; Failure with Fear brings the pursuer into the current scene.

Gain Heat: A moderate public crime or Black Market transaction moves Heat up one level. Killing an official, exposing Red Market activity, or another explicitly named major trigger moves it directly to High. Petty crime with no witness or record does not move it.

Reduce Heat: One uninterrupted week Laying Low moves it down one level. A 20-Credit bribe or equivalent operation that erases the named records moves it down one level. A 50-Credit identity rebuild resets it to Low only when the crew also abandons the exposed identity and transponder.

SIMPLIFIED CORRUPTION SYSTEM

OPTIONAL ALTERNATIVE: Adopt this before play instead of the full five-level Corruption track. Do not run both. A PC always remains under that player's control.

STAGE	NAME	EFFECT
0	Unmarked	No corruption.
1	Marked	A visible or sensory change with no mechanical penalty.
2	Touched	Once per session after the character activates the artifact, the Keeper may announce an influence attempt. The character makes an Instinct Reaction Roll, DC 15; on failure, mark 1 Stress and become Dazed. The artifact never chooses the character's action.
3	Integrated	The transformation is permanent while the bond remains and maximum Stress is reduced by 1. The character remains playable and player-controlled. Retirement requires that player's explicit consent.

Gain a stage: Gain one stage on Failure with Fear while using or resisting the artifact, maximum once per scene. Pushing an artifact also gains one stage before the pushed effect resolves. Using the artifact in three consecutive scenes without a Long Rest gains one

stage at the end of the third scene, maximum once between Long Rests. State these triggers before the artifact is accepted.

Reduce a stage: A Long-Term Project with appropriate Tier 3 care or Precursor expertise requires three successful Knowledge (Medicine or Tech) Rolls, DC 20, each separated by a Long Rest. Failure with Fear erases one project success; it never adds a stage by itself. Stage 3 can be reduced only after the bond is safely broken in the fiction. Cosmetic changes may remain with the player's consent.

SIMPLIFIED NEGOTIATION

OPTIONAL ALTERNATIVE: Adopt this instead of the full negotiation procedure. Resolve the deal with one Roll:

The Deal Roll: Presence vs. DC based on item tier

- Grey Market: DC 10
- Black Market: DC 15
- Red Market: DC 20

Position: A known Broker or something the Broker explicitly wants grants Advantage. A first meeting without introduction imposes Disadvantage. These sources do not stack.

Outcomes:

- **Critical Success:** The transaction succeeds; choose a 20% discount, one Tier-appropriate accessory, or one useful fact, and apply the normal critical payout.
- **Success with Hope:** The transaction succeeds at the standard price; choose one useful detail or reduce transaction Heat by 1.
- **Success with Fear:** The transaction succeeds at the standard price and adds 1 transaction Heat or a clearly disclosed complication.
- **Failure with Hope:** The item is unavailable here, but learn one specific lead to another seller.
- **Failure with Fear:** The item is unavailable and the seller refuses further negotiation this scene; add 1 transaction Heat if the approach exposed illegal intent.

SIMPLIFIED ANOMALIES

OPTIONAL ALTERNATIVE: Adopt this instead of the full anomaly procedure. It uses one Roll per materially different approach.

1. The Keeper describes the anomaly, visible danger, and the consequence of failure.
2. The players describe an approach; the Keeper names one Core Trait and fixes the DC before the dice stop.
3. Use Tier 1 DC 10, Tier 2 DC 15, Tier 3 DC 15, Tier 4 DC 20, or Tier 5 DC 25.
4. Resolve exactly one of the five Core outcomes:
 - **Critical Success:** Navigate or overcome it safely, apply the normal critical payout, and gain one durable advantage or fact about the anomaly.
 - **Success with Hope:** Navigate safely and gain one useful position or fact.
 - **Success with Fear:** Navigate safely but pay the declared minor cost.
 - **Failure with Hope:** Do not pass; retain a safe position and learn one concrete change that permits a new approach.
 - **Failure with Fear:** Suffer the declared severe consequence and lose the current approach. The consequence may harm or trap characters only as stated before the Roll.

A retry requires a new route, tool, sacrifice, or other fictional change. Matching dice always resolve as Critical Success.

RECOMMENDED CONFIGURATIONS

NOVICE: LOW CRUNCH

Use the illegality tiers and locations from Chapter 14 as fiction, named Brokers from Chapter 15, the simplified Heat and Negotiation rules, artifact tiers and the catalog from Chapter 18, simplified Corruption and Anomalies, NPC quick-build tools from Chapter 20, and the references in Chapter 22. Track no more than one campaign state and one character state at a time.

Skip full Heat, Broker Relationships, shadow currencies, Addiction, full Corruption, full Anomaly mechanics, and mechanical species tension until the group asks for them.

INITIATED: MEDIUM CRUNCH

Use full Heat; Credits and Favors; three-stage relationships for recurring Brokers; either negotiation procedure; full Attunement and Corruption; full Anomaly mechanics for major sites and the simplified version elsewhere; the Chapter 20 generators; and the quick Mission Generator in Chapter 21.

Add new persistent tracks only when they enter play. A campaign without artifacts does not need an empty Corruption ledger.

EXPERT: HIGH CRUNCH

Use the complete Chapters 14-22 catalog, including all shadow currencies, five-stage Broker Relationships, full Negotiation, Addiction, full Corruption, full Anomaly mechanics, Artifact Economy, and the full Mission Generator. Assign one shared campaign record for Heat, Broker obligations, active artifacts, and faction consequences.

SYSTEM INTERACTIONS

PRIMARY SYSTEM	USEFUL COMPANIONS
Heat	Negotiation, Black Market Services, Broker Relationships
Broker Relationships	Negotiation, Black Market Downtime
Corruption	Attunement, Artifact Powers
Addiction	Combat Drugs, Medical Substances
Full Anomalies	Precursor Ruin Generation

SYSTEM INTERACTIONS

FULL SYSTEM	SIMPLIFIED ALTERNATIVE	GUIDANCE
Heat 0-10	Heat in three levels	Start simplified; expand when pursuit becomes a campaign engine.
Corruption in five stages	Corruption in three stages	Use full for long artifact arcs.
Negotiation in three phases	One Deal Roll	Use full when the market is central to play.
Full Anomaly procedure	One approach Roll	Use full for exploration set pieces.
Five-stage Broker Relationship	Three-stage relationship	Track only recurring Brokers.

CAMPAIGN LENGTH

- **One-shots and 1-5 sessions:** use Novice. Ignore Heat or use three levels. Treat artifacts and anomalies as focused scenario elements.
- **Standard campaigns, 6-20 sessions:** use Initiated. Introduce Heat after the base rules are familiar and Corruption when the first artifact appears.
- **Extended campaigns, 20+ sessions:** begin with Initiated and add Expert modules that repeatedly create useful choices.
- **Rotating casts:** track Heat and Broker Relationships at crew level; use simplified Corruption for consistent handoff.

QUICK-START PACKAGES

THE CRIMINAL CAMPAIGN

Use full Heat, Broker Relationships, shadow currencies, Negotiation, Black Market Downtime, and the Mission Generator. Use simplified relic rules unless artifacts become central.

THE RELIC HUNTERS

Use full Attunement, Corruption, Anomalies, ruin generation, Artifact Economy, and random artifacts. Use simplified Heat unless underworld pursuit becomes central.

THE FULL EXPERIENCE

Use the Expert configuration only with a group that wants persistent records and a Keeper with preparation time. Review the chosen modules after three sessions and remove any track that has not created a meaningful decision.

CLOSING PRINCIPLE

Start simple. Add a subsystem when the table feels its absence. Remove it when its tracking costs more attention than the decisions it creates.

CHAPTER 24

KEEPER'S IMPLEMENTATION GUIDE

"The rules tell you what's possible. This appendix tells you how to make it sing at your table."

Advice from Veteran Keepers

INTRODUCTION: FROM PAGE TO PLAY

Reading an expansion and running an expansion are different skills. The chapters preceding this appendix provide systems, catalogs, and frameworks. This appendix provides the practical wisdom needed to implement them effectively, the session zero conversations, the pacing considerations, the common mistakes to avoid, and the techniques that transform mechanical systems into memorable stories.

Consider this your behind-the-screen companion. When you're preparing a session, flip here for quick guidance. When something isn't working, check here for troubleshooting. When you want to raise your game, these techniques will help.

PART I: SESSION ZERO: EXPANSION CONTENT

Before introducing expansion content, have explicit conversations with your players about what they're signing up for.

THE BLACK MARKET CONVERSATION

Topics to Discuss:

Moral Comfort Zones: The Black Market involves crime, violence, and moral compromise. Ask players:

- "How comfortable are you playing characters who break laws?"
- "Are there crimes you don't want your character involved in, even fictionally?"
- "How do you feel about moral ambiguity where there's no "right" answer?"

Heat Consequences: The Heat system creates escalating pressure. Explain:

- "Your criminal actions will have consequences that accumulate over time."
- "At high Heat, the game changes, you become the hunted."
- "This creates tension but also limits options. Is that the game you want?"

NPC Relationships: Broker relationships create webs of obligation. Clarify:

- "You'll develop relationships with criminals who may ask favors."
- "Betraying these relationships has consequences."
- "Some NPCs will be sympathetic; some will be monstrous. Both may be useful."

Tone Establishment: Black Market content can range from heist-comedy to noir-tragedy. Decide together:

- "Do we want Ocean's Eleven or The Wire?"
- "How dark should consequences get?"
- "Is redemption possible, or is this a descent story?"

THE PRECURSOR ARTIFACTS CONVERSATION

Topics to Discuss:

Body Horror Elements: Corruption involves physical transformation. Ask:

- "Artifacts will change your character physically. How detailed should I describe this?"
- "Are there types of transformation that would be uncomfortable?"
- "How do you feel about losing control of your character gradually?"

Character Agency: High Corruption can affect character control. Explain:

- "At Corruption 4-5, the artifact may influence your character's actions."
- "This is designed to create dramatic tension, not to take away your fun."
- "We can adjust how this works if it becomes frustrating."

Power vs. Cost: Artifacts offer power at a price. Discuss:

- "These items are powerful but dangerous. The temptation is intentional."
- "Using them recklessly will have consequences."
- "Some artifacts may become central to your character's arc."

Cosmic Horror Elements: Precursor content touches on unknowable entities. Gauge comfort:

- "Some content involves things beyond human comprehension."
- "How comfortable are you with horror that can't be "solved"?"
- "The Veil and what's in it can be unsettling. Should I lean into or away from that?"

THE CAMPAIGN TONE CONVERSATION

Establish Expectations:

QUESTIONPLAYER INPUT SHAPES... "How much do you want to be heroes vs. survivors?" Mission types, NPC attitudes, available choices "Is this a story about rising up or falling down?" Long-term arc, Heat trajectory, Corruption pacing "How important is hope in this setting?" NPC motivations, available allies, ending possibilities "What genres should this feel like?" Description style, music choices, reference points

SAFETY TOOLS REMINDER

Rust and Steel contains content that may require safety tools:

- Violence and its consequences
- Addiction and substance abuse
- Body modification and loss of bodily autonomy
- Slavery and trafficking (mentioned in Red Market)
- Psychological manipulation
- Cosmic horror and existential dread

Recommended Safety Tools:

- **Lines and Veils:** Establish what's off-screen (veiled) vs. completely absent (lines)

- **X-Card:** Allow anyone to skip content without explanation
- **Open Door:** Players can step away without judgment
- **Pause for Check-in:** Keeper can pause to verify comfort

PART II: PACING THE EXPANSION CONTENT

WHEN TO INTRODUCE WHAT SESSIONS 1-3: ESTABLISH THE BASELINE

- Run standard Veilfarers content
- Establish character personalities and relationships
- Let players experience the core system
- Drop hints about Black Market and Precursor content without mechanical engagement

SESSIONS 4-6: FIRST TASTE

- Introduce ONE expansion system (suggest: simplified Heat or first artifact encounter)
- Keep it simple, one or two mechanics only
- Observe how players engage
- Adjust based on interest

SESSIONS 7-12: GRADUAL EXPANSION

- If players enjoyed the first system, add connected systems
- If Black Market content landed well: add Broker relationships
- If artifact content landed well: introduce Corruption tracking
- Still avoid overwhelming, one new element every 2-3 sessions

SESSIONS 13+: FULL INTEGRATION

- Players comfortable with base + expansion
- Introduce complex systems (full Heat, full Corruption, Anomalies)
- Allow systems to interconnect
- The expansion becomes natural part of play

PACING HEAT ACCUMULATION

The Heat Curve:

Heat should rise and fall throughout a campaign, not climb relentlessly to 10.

Recommended Heat Curve: Session: 1 2 3 4 5 6 7 8 9 10 11 12 Heat: 0 1 2 3 4 3 5 6 4 5 7 6 ↗ ↗ ↗ ↗ ↗ ↘ ↘ ↘ (Crime arc) (Lay low) (New arc) (Resolution)

Techniques:

- After a crime-heavy arc, create opportunities to reduce Heat
- Don't let Heat sit at 0 for too long, it removes tension
- Don't let Heat sit at 8+ for too long, it becomes exhausting
- Treat Heat like a story beat, not just a punishment

PACING CORRUPTION ACCUMULATION

The Corruption Arc:

Corruption should feel meaningful, not inevitable. A character reaching Corruption 5 should be a campaign-defining moment, not session 6.

Guidelines:

- Tier 2 artifacts: Characters might reach Corruption 2-3 over many sessions
- Tier 3 artifacts: Corruption 3-4 is realistic for campaign-length use
- Tier 4 artifacts: Corruption 4-5 should be rare, dramatic, player-chosen

Techniques:

- Narrate early Corruption changes as intriguing, not alarming
- Escalate the tone as Corruption increases
- Give players agency, Corruption 4-5 should involve player choice
- Make Corruption reduction possible but costly

PACING ARTIFACT DISCOVERY

Artifact Distribution:

CAMPAIGN LENGTH	TIER 2 ARTIFACTS	TIER 3 ARTIFACTS	TIER 4 ARTIFACTS
Short (1-5 sessions)	0-1	0	0
Medium (6-20 sessions)	2-4	0-1	0
Long (20+ sessions)	4-8	1-3	0-1

TIER 4 ARTIFACTS SHOULD BE CAMPAIGN CENTERPIECES, NOT EQUIPMENT UPGRADES.

PART III: COMMON PITFALLS & SOLUTIONS

PITFALL #1: THE HEAT DEATH SPIRAL

Problem: Heat climbs to 8-10 and stays there. Every session becomes about survival. Players feel trapped. Fun decreases.

Causes:

- Keeper applies Heat too aggressively
- No clear opportunities to reduce Heat
- Players don't understand Heat reduction options
- Campaign rewards criminal action without pause

Solutions:

- After every Heat gain, mention a Heat reduction option
- Create "cool down" periods between major criminal arcs
- Introduce NPC who can facilitate Heat reduction (for a price)
- If Heat is stuck at 9-10, offer a dramatic "reset" opportunity (identity wipe, major favor)

PITFALL #2: CORRUPTION WITHOUT MEANING

Problem: Players accumulate Corruption but it feels like bookkeeping, not drama. Changes happen but don't matter narratively.

Causes:

- Keeper doesn't narrate Corruption effects
- Corruption changes aren't reflected in NPC reactions
- Players don't engage with their transformation
- Advancement happens mechanically, not dramatically

Solutions:

- Describe every Corruption change in detail, privately to the player
- Have NPCs notice and react to visible changes
- Ask players to roleplay their character's response to transformation
- Make Corruption advancement a scene, not a checkbox

PITFALL #3: THE BROKER ROLODEX

Problem: Players have relationships with 15 Brokers but none feel meaningful. Broker interactions are transactional, not dramatic.

Causes:

- Too many Brokers introduced too quickly
- Brokers are stat blocks, not characters
- Relationships are just numbers
- No Broker has meaningful stakes

Solutions:

- Limit to 3-5 active Broker relationships at a time
- Give every Broker a problem and a personality
- Have Brokers call in favors at inconvenient times
- Let Broker relationships affect each other (jealousy, competition, alliance)

PITFALL #4: ANOMALY OVERLOAD

Problem: Every Precursor site has multiple anomalies. They've become routine obstacles rather than wonders/horrors.

Causes:

- Overusing anomalies to create "content"
- All anomalies treated with same weight
- Anomalies are puzzles to solve, not experiences to have
- No variation in anomaly presentation

Solutions:

- Most Precursor sites should have 1-2 anomalies maximum
- Vary tone: some anomalies are wondrous, some terrifying, some sad
- Some anomalies should be unsolvable, navigate around them
- Make anomaly encounters memorable through description, not just mechanics

PITFALL #5: SHOPPING TRIP SYNDROME

Problem: Black Market sessions become equipment catalogs. Players spend hours optimizing purchases. Drama disappears.

Causes:

- Treating Black Market as alternative shop
- No consequences for purchases
- Infinite availability
- No time pressure

Solutions:

- Every Black Market trip should include a complication roll
- Not everything is available everywhere
- NPCs have opinions about what you're buying
- Time spent shopping means Heat isn't being reduced, enemies are moving, etc.

PITFALL #6: THE ARTIFACT ARMS RACE

Problem: Players want more powerful artifacts. Each discovery needs to top the last. Power escalates until nothing feels special.

Causes:

- Treating artifacts as equipment tiers
- No meaningful costs for artifact use
- Comparing artifacts by power, not by story
- Players expect artifacts as rewards

Solutions:

- Artifacts are not upgrades; they're narrative elements
- Every artifact should have costs that matter
- Weaker artifacts with better stories beat powerful artifacts with none
- Sometimes the best artifact is the one you choose not to use

PART IV: INTEGRATION TECHNIQUES**CONNECTING EXPANSION SYSTEMS TO CORE RULES****Heat + Stress:**

When a character is at Heat 7+, consider:

- Adding 1 Stress at the start of sessions in "hot" territory
- Social failures with authority figures cause 1 Stress
- Being recognized triggers Stress gain

Corruption + Death Moves:

When a high-Corruption character makes a Death Move:

- The artifact may intervene (Keeper spends Fear)
- Survival might advance Corruption
- The nature of the Death Move may reflect artifact influence

Broker Relationships + Downtime:

During downtime, players can:

- Improve Broker relationships (dedicate downtime action)
- Call in favors to enhance other downtime actions
- Discover that Broker relationships have changed based on off-screen events

Artifacts + Ship Combat:

Certain artifacts might affect ship-scale encounters:

- The Void Compass could provide navigation bonuses
- The Eye of the Void could enhance sensor capabilities
- Corrupted crew members might become liabilities in crisis

WEAVING EXPANSION THEMES**Black Market + Precursor Content:**

These themes combine naturally:

- Artifacts are valuable Black Market goods
- Brokers may specialize in Precursor items
- Heat can come from artifact acquisition
- Precursor sites may be controlled by criminal elements

Example Integration:

The crew needs a specific artifact to resolve a plot. The artifact is in a Precursor ruin, but the ruin is in territory controlled by a rival syndicate. They must either deal with the syndicate (Black Market content) or infiltrate without permission (generating Heat). The artifact itself will introduce Corruption concerns.

Faction Politics + Both Themes:

The Great Houses have interests in both areas:

- House Amaranth buys artifacts and information
- House Kurogane wants artifacts for weaponization
- House Valerius profits from Black Market facilitation
- House Volkov wants military applications of both

PART V: RECORD-KEEPING TEMPLATES

CREW HEAT TRACKER

CREW HEAT TRACKER

Current Heat: [] Status: _____ Heat History:
 Session | Starting | Activity | Change | Ending
 -----|-----|-----|-----|----- 1 | 0 | + | 2 | | + / - | 3 | | + / - |
 Active Warrants: ☐ _____
 (Jurisdiction: _____) ☐ _____
 (Jurisdiction: _____) Bounty Hunters Encountered: Name: _____
 Status: _____ Name: _____
 Status: _____

CHARACTER CORRUPTION TRACKER

CHARACTER CORRUPTION TRACKER

Character: _____ Artifact Attuned: _____
 Corruption Level: [] / 5 Corruption 1 - The
 Mark: Manifestation: _____ Corruption
 2 - The Whisper: Last Influence Attempt (Session): _____ Result:
 Resisted / Succumbed Corruption 3 - The Transformation: Change
 Chosen: _____ Corruption 4 - The
 Integration: ☐ Artifact has acted independently (Session _____)
 Corruption 5 - The Consumed: ☐ Not yet reached

BROKER RELATIONSHIP SHEET

BROKER RELATIONSHIP SHEET

Broker Name: _____ Location: _____
 Specialty: _____
 Relationship Level: [] / 5 ☐ Unknown ☐ Acquaintance ☐ Associate ☐
 Trusted ☐ Partner Favors Owed TO Broker: 1. _____ (Value: _____) 2. _____ (Value: _____)
 Favors Owed BY Broker: 1. _____ (Value: _____)
 Relationship History: Session | Event | Change -----|-----|----- |
 + / - | | + / - Notes: _____

ARTIFACT REGISTRY

ARTIFACT REGISTRY

Artifact Name: _____ Tier: [] Corruption
 Rating: [] Currently Attuned To: _____
 Attunement Date (Session): _____ Powers Used: ☐ Passive:
☐ Active 1:
☐ Active 2:
☐ Push:
 Curse Effects Manifested:
 Session | Effect -----|-----|----- | | Special
 Notes: _____

SESSION PLANNING TEMPLATE

SESSION PLANNING: EXPANSION CONTENT

Session #: _____ Date: _____ HEAT STATUS Current

Heat: [] Target Heat End of Session: [] Planned Heat Changes: ☐ + _____
 from: _____ ☐

_____ from: _____ BLACK MARKET
 CONTENT ☐ Broker Interaction: _____ Purpose:
 _____ ☐ Transaction Planned:
 _____ Complications Prepared:
 _____ PRECURSOR CONTENT ☐ Artifact Encounter:
 _____ Potential Corruption:
 _____ ☐ Anomaly Encounter:
 _____ Navigation DC: _____ Consequences:
 _____ EXPANSION NPCs APPEARING 1. _____ Role:
 _____ 2. _____ Role: _____
 CONNECTIONS TO PREVIOUS SESSIONS - Callback to:
 _____ - Consequence of:
 _____ NOTES

PART VI: QUICK REFERENCE CARDS

These can be printed and kept behind the screen for quick reference.

HEAT QUICK REFERENCE

CRIMINAL HEAT	STATUS	CORE EFFECT
0-2	Cold	Normal operations
3-4	Warm	+50% port costs; record-based Presence Disadvantage
5-6	Hot	Active investigation and wanted notices
7-8	Burning	Active hunter; covert major-station docking is Pilot Instinct, DC 15
9	Inferno	Dedicated task force and possible military interdiction
10	Burned	Maximum response; no ordinary civilized safe harbor

For gains and reductions, use Chapter 2.3 only.

CORRUPTION QUICK REFERENCE

_____ | CORRUPTION QUICK REFERENCE |
 _____ |
 _____ | LEVEL | NAME | EFFECT |
 _____ |
 _____ | 1 | The Mark | Cosmetic change | 2 | The Whisper |
 Artifact influence (1/day) | 3 | Transformation | Physical change
 (choice) | 4 | Integration | Artifact can act alone | 5 | Consumed
 Major transformation |
 _____ |
 _____ | TRIGGERS: Failure w/ Fear using artifact | Pushing
 artifact (+1 automatic) | Extended use, atrocities (Keeper call) |
 _____ |
 _____ | REDUCTION: Treatment (100 Cr, 1 month): -1 | Break
 attunement (1 year): -1 | Precursor cure (rare): -2 |

NEGOTIATION QUICK REFERENCE

NEGOTIATION QUICK REFERENCE

BASE DC: Grey 10 | Black 14 | Red 18

NEGOTIATION QUICK REFERENCE: *fix the DC before rolling; use one Core Trait and at most one Experience. Matching dice are Critical Success. Otherwise resolve Success with Hope, Success with Fear, Failure with Hope, or Failure with Fear exactly as Chapter 16 states. Position grants Advantage or Disadvantage; never redefine a critical by margin.*

ANOMALY QUICK REFERENCE

ANOMALY QUICK REFERENCE |

NAVIGATION DC BY TIER | Tier 1: DC 10 | Tier 2: DC 15
C 15 | Tier 4: DC 20 | Tier 5: DC 25 |

————— | DETECTION | Precursor Proficiency: Instinct Roll, DC 10
(Far) | Veil-touched: Automatic (Far) | Scanner: Knowledge
(Tech) DC 15 (Very Far) |

_____ | COMMON ANOMALIES | | Time-Loop (T3): Find & resolve
 Anchor | | Crystal Growth (T2): Avoid contact, find source | |
 Null-Zone (T4): No tech, 1 Stress/minute | | Gravity Well (T3): Agility
 Roll, DC 15 to move, 1d8 fall | | Mirror Breach (T3): Don't look,
 Presence contest | | Void Scar (T5): AVOID - informed crossing
 erases |

PART VII: FREQUENTLY ASKED QUESTIONS

HEAT SYSTEM FAQ Q: DOES HEAT APPLY TO THE WHOLE CREW OR INDIVIDUAL CHARACTERS?

A: Heat is a **crew-wide** resource. The crew shares a single Heat track. Individual actions affect the whole crew's Heat.

Q: WHAT IF ONE PLAYER KEEPS GENERATING HEAT AND OTHERS DON'T WANT IT?

A: This is a table conversation, not a rules question. Discuss in-character and out-of-character. Perhaps the crew demands the reckless member lay low, or perhaps they accept the consequences together.

Q: CAN HEAT EVER GO BELOW 0?

A: No. Heat bottoms out at 0. You can't "bank" negative Heat.

Q: WHAT HAPPENS IF WE HIT HEAT 10 EARLY IN A CAMPAIGN?

A: Heat 10 is brutal but not permanent. Focus the next sessions on Heat reduction, identity resets, major favors, dramatic escapes. The campaign becomes "we're the most wanted crew in the sector" until resolved.

CORRUPTION FAQ Q: CAN A PLAYER REFUSE TO TAKE CORRUPTION?

A: Players can avoid Corruption by not using artifacts recklessly. If they Push or roll Failure with Fear, Corruption is a consequence of their choice. However, discuss with players who find Corruption genuinely unfun, modify the system if needed.

O: WHAT IF A PLAYER WANTS TO REACH CORRUPTION 5?

A: Some players will pursue transformation as a character arc. Work with them to make it dramatic and meaningful. Corruption 5 should be a climax, not a failure state.

Q: CAN CORRUPTION BE CURED COMPLETELY?

A: Reducing Corruption is difficult and expensive. Complete removal (to 0) would require extraordinary measures, likely a campaign goal itself, involving Precursor technology or divine intervention.

Q: DOES CORRUPTION AFFECT ALL PRECURSOR ARTIFACTS THE SAME WAY?

A: Each artifact has its own curse that flavors the Corruption. The mechanical track is the same, but the narrative manifestation should reflect the specific artifact.

BLACK MARKET FAQ Q: CAN PLAYERS SET UP THEIR OWN BLACK MARKET OPERATION?

A: Absolutely! Use the systems in reverse, they become Brokers, they manage Heat from running an operation, they deal with customers who have their own complications.

Q: WHAT IF PLAYERS WANT TO GO FULLY LEGITIMATE AND AVOID THE BLACK MARKET?

A: That's a valid choice. The expansion content becomes obstacles rather than resources, criminal NPCs become antagonists, Black Market goods become targets for seizure rather than purchase.

Q: HOW DO I HANDLE PLAYERS WHO WANT DIFFERENT ITEMS THAN THE CATALOG PROVIDES?

A: The catalog is representative, not exhaustive. Use similar items as templates. If a player wants a "neural scrambler," find a similar weapon and adjust.

ARTIFACT FAQ Q: CAN PLAYERS CREATE THEIR OWN ARTIFACTS?

A: Current technology cannot create Precursor artifacts. However, players might discover Precursor manufacturing facilities, or learn techniques that produce lesser imitations.

Q: WHAT IF AN ARTIFACT IS LOST OR DESTROYED?

A: Lost artifacts might be recovered, by others if not by the players. Destroyed artifacts are gone, though fragments might retain some properties. Corruption from destroyed artifacts remains.

Q: CAN ARTIFACTS AFFECT EACH OTHER?

A: Yes! Artifacts might resonate, conflict, or amplify each other. Use this for dramatic effect, two artifacts in proximity might create unexpected phenomena.

ANOMALY FAO 0: CAN ANOMALIES BE WEAPONIZED?

A: Clever players might lure enemies into anomalies. This should be difficult, dangerous, and have consequences, anomalies are not tools to be casually deployed.

Q: WHAT IF PLAYERS WANT TO STUDY ANOMALIES SCIENTIFICALLY?

A: Great character motivation! Studying anomalies could be a downtime action, requiring resources and time, with both benefits (understanding) and risks (exposure effects).

Q: CAN NEW ANOMALIES BE CREATED?

A: Anomalies typically form from damaged/malfunctioning Precursor technology. Theoretically, damaging Precursor tech could create new anomalies, a dangerous prospect.

PART VIII: CONVERSION NOTES**FROM OTHER SCI-FI TTRPGS**

If players are coming from other systems, these notes may help:

From Traveller:

- Black Market replaces patron/speculative trade systems
- Heat functions similarly to Law Level consequences
- Artifacts fill the "Ancient" technology niche with more mechanical integration

From Stars Without Number:

- Faction mechanics complement but don't replace SWN faction turns
- Heat is more granular than standard SWN legal consequences
- Artifacts are more mechanically defined than SWN "pretech"

From Mothership:

- Corruption functions similarly to Stress/Panic but with transformation rather than breakdown
- Anomalies are more mechanically defined than typical Mothership horror
- The tone can be adjusted darker to match Mothership's horror focus

From Blades in the Dark:

- Heat functions similarly but with different thresholds
- Broker relationships parallel Blades' faction relationships
- Downtime actions share philosophy but different implementation

FROM FANTASY TTRPGS**From d20 fantasy systems:**

- The Duality Dice (2d12, Hope/Fear) replace d20 rolling
- Classes do not map one to one: Veilfarers uses nine classes built around seven Domains of power
- Artifacts are more dangerous and narratively weighted than the enchanted treasure of fantasy games
- There is no simple detection power; Precursor technology requires specific knowledge and tools

Core compatibility:

- Use the VeilFarers Corebook for all resolution, combat, damage, rest, armor, Spotlight, Trait, and Technology Access rules.
- This expansion supplies science-fiction equipment, specialist procedures, and optional subsystems.
- An optional rule applies only when the table explicitly adopts it before play. ## PART IX: TROUBLESHOOTING GUIDE

"MY PLAYERS AREN'T ENGAGING WITH BLACK MARKET CONTENT"**Possible Causes:**

- They prefer legitimate play
- The consequences feel too severe
- They don't understand the benefits
- The NPCs aren't compelling

Solutions:

- Force engagement through necessity (something they need is only available illegally)
- Reduce Heat gain initially to show that crime can be manageable
- Have a friendly NPC demonstrate the benefits
- Revise Brokers to be more memorable characters
- Accept that some groups prefer legitimate play

"THE HEAT SYSTEM FEELS PUNISHING, NOT FUN"**Possible Causes:**

- Heat gain is too aggressive
- Heat reduction opportunities are unclear
- Consequences are too severe too early
- Players feel they have no agency

Solutions:

- Reduce Heat gain by 1 across the board
- Every time Heat increases, explicitly mention reduction options
- Delay severe consequences (bounty hunters, etc.) until Heat 8+
- Let players narrate how they're managing Heat
- Consider the simplified 3-level Heat system

"CORRUPTION FEELS LIKE A TRAP"**Possible Causes:**

- Players didn't understand the cost before accepting artifacts
- Corruption advances too quickly
- Transformation effects feel like punishment
- No opportunities to reduce Corruption

Solutions:

- Always explain Corruption consequences before attunement
- Slow Corruption gain, make each advancement dramatic
- Frame transformation as interesting, not just negative
- Introduce Corruption reduction options (expensive but possible)
- Let players influence how their transformation manifests

"ANOMALIES SLOW DOWN SESSIONS"**Possible Causes:**

- Too many anomalies per location
- Navigation mechanics are tedious
- Players don't understand how to approach anomalies
- Every anomaly is treated the same way

Solutions:

- Limit to 1-2 significant anomalies per location
- Use simplified narrative approach for minor anomalies
- Give players information about anomalies before they enter
- Vary the tone and approach, some anomalies are puzzles, some are obstacles, some are wonders

"SESSIONS FEEL BLOATED WITH SYSTEMS"**Possible Causes:**

- Too many expansion systems introduced too quickly
- Tracking requirements are overwhelming
- Systems aren't integrated with story
- Keeper is running all systems at full complexity

Solutions:

- Review Appendix A and reduce to Novice or Initiated configuration

- Remove systems that aren't adding enjoyment
- Make tracking visible (shared document, physical tokens)
- Focus on one expansion theme per session
- Use simplified variants for non-critical systems

PART X: FINAL ADVICE

THE THREE GOLDEN RULES 1. STORY FIRST, SYSTEMS SECOND

These systems exist to generate story, not to replace it. If a rule creates a better story by being ignored, ignore it. If a result on a table doesn't fit, choose something that does.

2. PLAYER INVESTMENT OVER KEEPER CONTROL

The best moments come when players are invested in the fiction. Heat matters because players fear the consequences. Corruption matters because players care about their characters. If players aren't invested, the systems are just bookkeeping.

3. ESCALATION SERVES DRAMA

Heat climbing, Corruption advancing, artifacts awakening, these escalations should serve dramatic purposes. If escalation isn't creating interesting choices, slow it down. If it's creating the best sessions you've had, lean in harder.

THE PERMISSION YOU NEED

You have permission to:

- Ignore any rule that doesn't work for your table
- Modify any system to better fit your campaign
- Combine or split systems as needed
- Make rulings that contradict written rules when appropriate
- Prioritize fun over consistency

You don't need permission to:

- Run "Veilfarers wrong"
- Skip entire chapters
- Change the setting
- Make artifacts more or less powerful
- Adjust Heat or Corruption curves

THE INVITATION

This expansion provides tools. You provide the table, the players, the creativity, and the stories. The void is yours to fill.

Good hunting.

End of Appendix B

APPENDIX A

VERSION CONTROL

12.01 - DC-ladder normalization pass. The Weapon and Armor Modification Summary Installation DC columns, previously on an off-ladder two-point scale (8/10/12/14/16/18) that duplicated and sometimes contradicted the Tier column, were set to the standard ladder as a function of Tier (Tier 1 DC 10, Tier 2 DC 15, Tier 3 DC 20, Tier 4 DC 25): 92 cells corrected. The Heat System, previously stated three times with a four-band scale in Chapter 2 and a six-band scale in Chapters 14 and 16, was unified to a single six-band track (Cold / Warm / Hot / Burning / Inferno / Burned); flat "-N Social" Heat penalties became Disadvantage. Terminology and table cleanup: two residual "save" constructions became Reaction Rolls; the Overclock description was aligned to the Core Overwhelmed rule (Stress overflow is Overwhelmed/Disadvantage, not unconsciousness); the corrupted Prohibited Consumables tables (merged Cost/Duration cells, a collapsed Effect/Duration column) were repaired. No other rules changed; the flat-modifier normalization is tracked separately.

11.1-RC2 DRAFT 3 - EQUIPMENT CANONICALIZATION

Core authority and additive catalog identity are explicit. Trait-to-damage language, tier-based Feature DCs, duplicate Reliable behavior, selected property timing conflicts, and standalone Toxic/Radiation/Thermal damage types were normalized. Sustained Fire now consumes an Action while maintained. Light was normalized to Lightweight, the Service Combat Knife manuscript name matches the canonical registry, and duplicate property summaries were synchronized with Chapter 2.

11.0.1 - Two-column readability pass. Compact page-spanning tables now sit at explicit flow breaks, extensive equipment catalogs move to dedicated full-width pages, and text after every wide table restarts unambiguously in the left column. Short H3 modules are kept intact within a single column when they fit, and table type was enlarged for print legibility. No rules or equipment statistics changed.

11.0 - Release and pagination pass. The Core-canon coexistence policy and B1-B2 terminology corrections were retained; playtest writing fields now render as ruled lines, orphaned chapter-end fragments and blank table placeholders were repaired, and the compiled edition passed full visual inspection.

11.0-B2 - Full catalog coexistence and terminology pass. Corebook names and statistics remain canonical; mechanically different Rust and Steel designs now carry distinct model names. Lightweight, Complexity, extended damage penetration, Broken armor, Void Ward interactions, armor Improvement Capacity, and ship-weapon Proficiency were made explicit. Hardpoints and Improvement Capacity are now defined as compatible restrictions rather than replacement systems. Quick Reference entries were aligned with the corrected catalogs.

11.0-B1 - Core-canon alignment pass. Product-name residues were normalized to VeilFarers and Armor Score terminology was migrated to Armor Slots. Mechanics that conflict with same-named Core properties were renamed: R&S Continuous becomes Sustained Fire, and R&S Fortified becomes Reactive Plating. Mechanically distinct weapons now use unique provisional names so the Core entries remain canonical and both versions can coexist.

VERSION CONTROL

12.06 (editorial corrections pass) - Completed the [CR] Brutal to [CR] Devastating tag migration: the one weapon still carrying [CR] Brutal was renamed, and the now-unused [CR] Brutal compatibility-spelling entry was retired. Typography aligned to house standard.

12.06 - Release consistency and source-cleanup pass. Corrected Overclocking to degrade one chosen augmentation and to use the character's Path resource; synchronized Reactive Plating, Military Shield, and optic summaries; removed nine obsolete naval Proficiency fields; rebuilt the NPC quick-stat ranges and eleven named profile treatments; repaired Chapter 15 numbering; rebuilt Chapter 23 with numeric crunch ratings and current Chapter 14-22 references; advanced authority markers to 12.06; and removed internal review scaffolding.

12.05 - Core rules alignment for the revised **Ship Weapons Against Personnel** procedure. The Combat Shield note that said direct HP damage bypasses it was rewritten to point at the new Core procedure (naval damage x5 applied through halved personal Thresholds, HP loss continues past 0). Personal Shield Generators already delegated to the Core procedure and were verified against the new wording. No naval weapon damage, Hull, Armor Slots, Mount Rating, prices, or mount ratios changed.

12.04 - Naval scale clarification pass. Naval mount Proficiency was renamed and redefined as **Mount Rating (MR)**, a hull-scale statistic rather than character Proficiency. Base Ship Evasion is now standardized by scale at 16 / 12 / 8 and MR at $\times 1$ / $\times 2$ / $\times 3$; every hull stat block and summary table now carries an MR column. Naval weapon tables no longer carry a PROF field. The personal indirect-fire property was corrected from Guided to Indirect, and personal Shield Generators now state Cross-Scale Protection against ship-scale damage. Sensor Lock is restricted to vehicle- and starship-scale targets. No printed naval weapon damage expressions, Hull values, Armor Slots, Heat Caps, prices, or personal Proficiency rules changed.

12.03 - Surgical Core alignment pass. The 12.03 Criminal Heat default and its optional Individual/Factional replacements remain exactly as defined by Corebook 12.03 and Chapter 2.3. Every active Spotlight contest modifier was retired or translated into a defined existing effect; no equipment, drug, augment, hull, or feature now rolls for or modifies Spotlight priority. The personal Disruptor registry and its five weapon descriptions now use the additional normal damage die against technology and never double or halve personal damage. Smart Rifle and Seeker Sniper now state that Guided still attacks against Evasion. No prices, Tiers, printed damage, Sensor Lock, Ship Heat, or Condition Track procedures changed. No PDF was regenerated in this source pass.

12.02 - Canon synchronization and naval registry pass. Fear is capped at 12 at every gain and matching dice, including 1+1, always use one Critical Success; retired negative-critical and low-face triggers use Failure with Fear. The Condition Track, Overclocking, Last Stand, combat drugs, maintenance, action timing, movement, damage tags, drone speed, and modification risks use declared triggers and complete outcomes. The false Core-property provenance was replaced by an explicit compatibility registry; High-Cycle, Precise, Concealed, Stun, Shield-Piercing, Boarding

Cannon, Anti-Fighter, Blast, Point Defense, Rapid Fire, Cluster, and Wide-Arc were normalized or defined. Chapter 2.3 remains the sole criminal-Heat procedure. Ship Heat, Pilot Instinct, mount PROF, Sensor Lock, stations, Void Leviathan hazards, Terror Ship effects, and artifact-curse boundaries now copy Core 12.02. The duplicate Chapter 3 heading, arbitrary procedures, and development-only notes were removed.

12.00 - Unified editorial release. Carried the complete 11.33 Rust & Steel source forward without mechanical or lore changes, aligned the line-wide release and rules-canon labels, and rebuilt navigation, final PDF pagination, and the complete editorial package.

11.33 - Process transparency pass. The legal page now states how the line is made: AI-assisted throughout production, with all game design, worldbuilding, and editorial judgment the author's. A closing colophon, How This Book Was Made, pairs that statement with an open invitation to artists, proofreaders, and playtesters through the VeilFarers portal. No rules changed.

11.32 - Artwork note. The legal page now carries the generative-art disclosure, framed as an open invitation: the generated interior artwork stands as a placeholder for real art and is in no way meant to replace human artists, and artists who wish to collaborate are invited to reach out through the feedback section of the VeilFarers portal. Cover version line corrected. No rules changed.

11.31 - Front matter pass. Added product front matter: a typographic cover and a legal and credits page carrying the copyright notice, the Darrington Press Community Gaming License attribution for the Daggerheart System Reference Document 1.0, the trademark and non-affiliation statement, and typeface and accessibility credits. Front matter pages are unnumbered; Contents repaginated. No rules changed.

11.3 - Accessible re-layout pass. Rebuilt paragraph by paragraph on the Corebook accessible layout system introduced in 11.2: tagged PDF (ISO 14289-1 PDF/UA-1, ISO 32000, WCAG 2.2 1.3.2 and 2.4.3) with true heading, list and table structure, logical reading order, and page backgrounds as artifacts; embedded Aller typography with the Display/Light title system and the body reduced from 9 pt to 8 pt to match the line standard; full-width catalog boxes for wide-table groups; editorial purity (">" arrows, no decorative emoji) and unbalanced-emphasis normalization. Contents regenerated against final pagination. No rules changed.

11.1-RC2-draft6 - Source synchronization pass. Added a page-neutral Contents chapter, retained the Draft 4 canonical feature registry and equipment benchmark, synchronized source metadata, and prepared the muted-red spread-background specification for the PDF candidate render.

Project rules in force across all versions: no em dashes; single-Trait Rolls; matching Duality Dice always resolve as Critical Success; the worst nonmatching result is Failure with Fear; the present day is about 103 years after the Great Silence.

This copy: VeilFarers: Rust & Steel 12.06 canonical editorial release. Rules canon: 12.06.

Versioning note: the whole line shares a unified decimal version. Increments of 0.01 mark minor revisions; increments of 0.1 mark major ones.

10.22 - Cleanup: removed nine stray page numbers left embedded at the ends of paragraphs (in the introduction, melee, kinetic, ordnance, and armor chapters), debris from an old copy-paste out of a PDF, the same kind of artifact cleaned from the Corebook in 10.71. Stat-block fields that legitimately end in numbers (a hull's Core Power, Crew, Slots, and so on) were left untouched.

10.21 - Quality-alignment audit. Two fixes. The Quick Reference armor table (Chapter 22) still used the retired "Armor Value plus a three-number Threshold" model (2/4/6 and the like); it was rebuilt

to the canon Armor Slots plus Major and Severe thresholds, matching the full armor treatment in Chapter 7. And two stray d20 resolutions (the Eye of the Watcher's curse, a quantum-collapse anomaly) were converted to system-native resolution (a Fear trigger and a d6 respectively); the many d20 random-generator tables, which legitimately use a d20 as a generator and do not touch the Duality system, were left alone.

Versioning note: the whole line shares a unified decimal version. Increments of 0.01 mark minor revisions; increments of 0.1 mark major ones (rule changes, edits affecting more than 1,000 characters, or changes to chapter structure).

10.2 - Deep chapter-by-chapter review under the line's design rule that every section must carry useful mechanics, nothing may be cosmetic. The book proved well built (its equipment entries, ship features, augment and Heat systems, and economy all attach concrete effects), so the changes are targeted fixes rather than a rewrite.

Range bands brought into canon. The personal-weapon chapters (melee, kinetic, energy, ordnance, and the modification, armor, augment, gear, forbidden, artifact, and quick-reference chapters that reference them) were still using the retired three-band scheme (Close, Medium, Long, Extreme) for weapon ranges, while the drones and ship-weapon chapters already used the five canon bands. The personal weapon ranges were mapped to the canon five (Close to Very Close, Medium to Close, Long to Far, Extreme to Very Far), preserving each weapon's relative reach, and the residual mechanical references (a scope's range-penalty ladder, a rifle's "rather than Long" note) were updated. The ship-scale "Extreme" band (Core Rules Chapter 17) and "extreme" as an adjective or a hazard-severity label were correctly left alone.

Two residual obsolete damage types fixed. A "3d6 Force" grenade and a "4d6 Force" anomaly were retyped to physical, matching the canon (Force became physical in the 10.01 conversion; these two had been missed).

Three cosmetic rules made concrete. The two "Success with Hope" installation outcomes (one for equipment modifications in Chapter 10, one for augmentations in Chapter 2) that offered "performs slightly better, minor bonus at Keeper's discretion" now give a defined +1 to the first roll the modification or augment supports each scene. (The genuinely optional cosmetic-modification category in 10.5, which is explicitly flagged as flavor with no stat effect and costs no improvement slots, was left as intended.)

One structural fix. Chapter 23's Part numbering was broken (it ran I, II, V, VI, VII, III, IV, then repeated V, VI, VII); it was renumbered sequentially I through X.

10.11 - Rebrand cleanup. One residual reference to the former product name that the original rebrand had missed (a section heading, "For Tables New to VeilFarers") was corrected to Veilfarers. No in-world "void" vocabulary was affected.

10.1 - Final product-name normalization to **VeilFarers**, the line's final published name. Every in-text reference to the game as a product (30 instances) was renamed; the world and system vocabulary built on the word "void" (void damage, the Void, void powers, the Void between hulls) is unchanged, as it is fiction and mechanics, not the title. Running headers and the cover tagline updated to "Veilfarers: A Game of Distant Stars Across a Broken Universe". The development back-pages playtest log, previously an empty two-column table with no room to write, was replaced with ruled writing lines. No mechanical content changed in this pass.

10.01 - Source regenerated from the V8 render with the calibrated extractor (host pages of the V9_with_Drones splice; round-trip fidelity 99.77% of significant tokens). Nine interleaved tables repaired against the rendered pages (military melee, experimental

kinetics, five black-market tables, spinal weapons summary, sensor systems); the four hull summary tables rebuilt; 316 stray page-number artifacts removed. - New **Chapter 11: Drones and Optimizations** integrated from its approved source; Chapters 11 to 23 renumbered to 12 to 24, with section numbers and all internal cross-references cascaded. - Full canon alignment with Corebook V9: "magic" damage retired (personal scale to Void; ship weapons typed kinetic or energy per weapon); Overkill restated as +1 HP per full 10 points over Severe (Deadly variant per 5); every save construction converted to Reaction Rolls (Body to Strength, Will to Instinct); Initiative converted to Spotlight terms; Psychic to Neural, Force to physical, Sonic to energy; "Minor Threshold" removed; the Quick Reference engine snapshot (22.5) rewritten to the canon severity, Stress, and conditions rules; orphan "wound penalties" reworded as pain-based effects; Mind-Flayer Whip renamed **Neural Scourge**; [Armor-Ignoring] removed in favor of [Phasing]; external-IP references reworded. - **D2 starship unification**: Soak, Damage Threshold, and System Strain retired. Ships now use **Hull Integrity, Armor Slots per arc (shield array, regenerating 2 per arc per round), and Heat Cap**, with the Core Rules Chapter 17 damage procedure (targeted arc's Slots first, then the Hull severity table with Overkill), Proficiency as a damage multiplier, and the five kilometer-scale range bands. All 47 hull stat blocks rescaled, anchored to the Core ship classes. At 0 Hull a ship is Dying (the Fight On / Abandon Ship / Survive, Scarred choice remains; characters reduced to 0 HP by ship weapons retain Dying, Final, and the voluntary Death Move). Core Power retained (Shields now grant +1 Armor Slot per arc per point). Weapon tags [Penetrating N], [Shield-Vulnerable], and [Shield-Bypass] formalized; [EMP] and [Ion] act on System Integrity; [Volatile] jams on a Failure with Fear; modules and combat maneuvers re-costed in Heat.

V8 - Reorganized into the line architecture: the nine species Paragon chapters and the ancestry-specific equipment compendium (old Chapters 13 to 22) were removed and now live in the per-species mini-expansions, which carry the canonical Paragon classes, subclasses, domain cards (Levels 1 to 5), and ancestral equipment. Remaining chapters renumbered (old 23 to 34 became 13 to 24); section numbers and cross-references updated. Rust and Steel is now the gear, cybernetics, starship, and underworld book.

V7 - Added Reconstructive Nanites to the medical equipment (Synthetic healing consumables, with an emergency ship and vehicle patch use).

V6 / FINAL - Ailurans split into their own chapter (now the Ailurans mini-expansion); sections and cross-references renumbered. 33 chapters. - single-Trait Rolls: about 120 Trait-plus-X formulas reduced to one Trait. - Mundane-tone grounding of the Ethereal, Celestari, and Rift Spinner intros (Paragon names and mechanics kept). - Timeline retcon to about 103 years; all 300-year references removed. - Restored the missing Condition Track rules in Chapter 2; Chapter 2 renumbered. - Canon erratas: Fatal Compulsion to Irrepressible Curiosity; EMP save to Reaction Roll; System Tolerance to Augment Capacity; physical attributes to physical Traits; character System Strain to Stress. - Trimmed grandiose chapter intros. 0 em dashes.