

STARSKIPPER GAMES

The
Starshipper's Handbook



Sci-Fantasy Tabletop Roleplay Game

Playtest Version 0.5.9

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Introduction

Hello! Congratulations on opening this book! Worlds of adventure and excitement are on the horizon, and you are the key to making it all happen. Whether you are a player looking to begin your starskipping adventure, or a Commander of Games (CoG) preparing your own adventures, this book will make everything easier and more streamlined.

The Starskipper's Handbook is a Tabletop Roleplaying Game set in the heart of the Starskipper Universe. Cosmos of both Fantasy and Science Fiction collide as players guided by a Commander of Games explore different worlds, fight fearsome foes, and make a name for themselves amongst the stars. If that's your thing, then you're in the right place! If not...eh...we love you anyway. For all things related to the game, skip to the next chapters. If you're interested in a bit of background, just look below!

The Beginning

The idea for **The Starskipper's Handbook**, and later **Starskipper Games**, came to us in chunks. While chilling in our living room, the idea of creating a fantasy/sci-fi Roleplaying Game came up. We tossed around the idea for a couple hours before becoming totally hyped by the idea. Over the course of the next few months, we wrote down notes for the game between classes, and started compiling all of our ideas into a single document.

The game went through several alternative names (including some really odd ones that involved cherries or mint) before we finally settled on **The Starskipper's Handbook**, also called **Starskipper** for short. We went through several playtests, modifying and occasionally completely scrapping game mechanics that we felt took away from the fun of the game. Now, we're ready to share what we've worked on with you. We hope you enjoy it!

Playtest Disclaimer

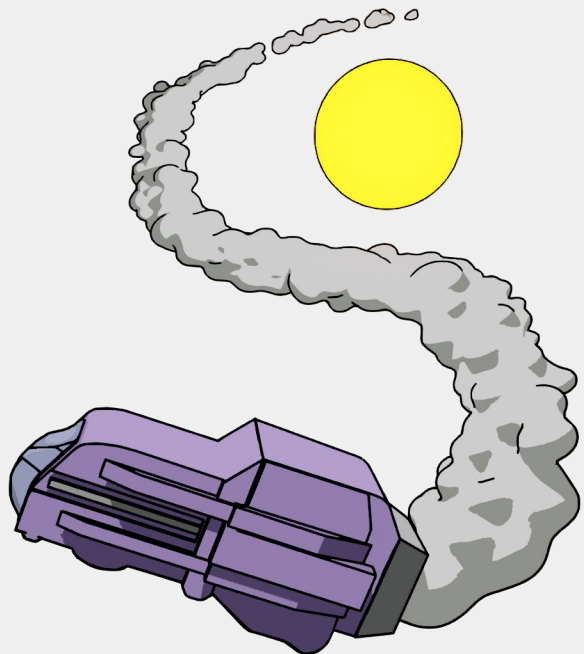
This edition will contain material that may be subject to change as additional updates are added. This version does not contain all planned content for the full release of the game. Artwork is in progress as well, and subject to change.

The 10 Commandments of Starskipper

1. The rules are not scripture; do not take them as such.
2. The Rule of Cool is cool and rules.
3. The word of the Commander of Games is law.
4. Thou shalt be creative and have fun.
5. The amount of Science in your Science Fiction is at the CoG's discretion. Remember, magic exists. But so does physics.
6. Death is inevitable; make yours epic.
7. Thou shalt forge thy own path.
8. Roleplaying is not just encouraged, it's necessary.
9. The bringer of snacks is the greatest hero of the pack.
10. When in doubt, roll some dice.
11. Seriously, these rules aren't scripture. Don't be a rules lawyer.

Feedback

If you have feedback for this version, please share it with us via the link provided:
<https://forms.gle/Amex6z1PccQj1Vfw6>



Chapter 1:
For The Players



For The Players - The Setting

For The Players

At the core of every game are the players and the unique characters that they make. This chapter is specifically for you: the players. As players, your duty to the table is that of a willing and interested participant. Every character you create will be a reflection of you in some way, whether that be your humor, personality, or interests, but that in no way defines who you are. The same goes for your fellow players, each of whom will be doing their best as amateur actors playing wildly diverse characters within the bounds set by your CoG. As long as you prioritize the enjoyment of the group and yourself, you will have fulfilled the role of Player dutifully.

This chapter will cover everything you need to familiarize yourself with *The Starskipper's Handbook*, including the Setting it takes place in, Character Creation, the various playable Species and their lore, Selections to make your character unique, and the Gear you'll need to be a seasoned traveler in the Starskipper Universe. We'll also cover some tips and tricks for roleplaying, even if you've never touched a TTRPG before.

As you set off on this journey of character development, gameplay, and storytelling we wish you the best and encourage you to make the most of your experience. As time moves ever onwards, there often isn't much of it to go around, leaving stories untold. Make the most of this time and remember, above all, to **have fun**.

The Setting

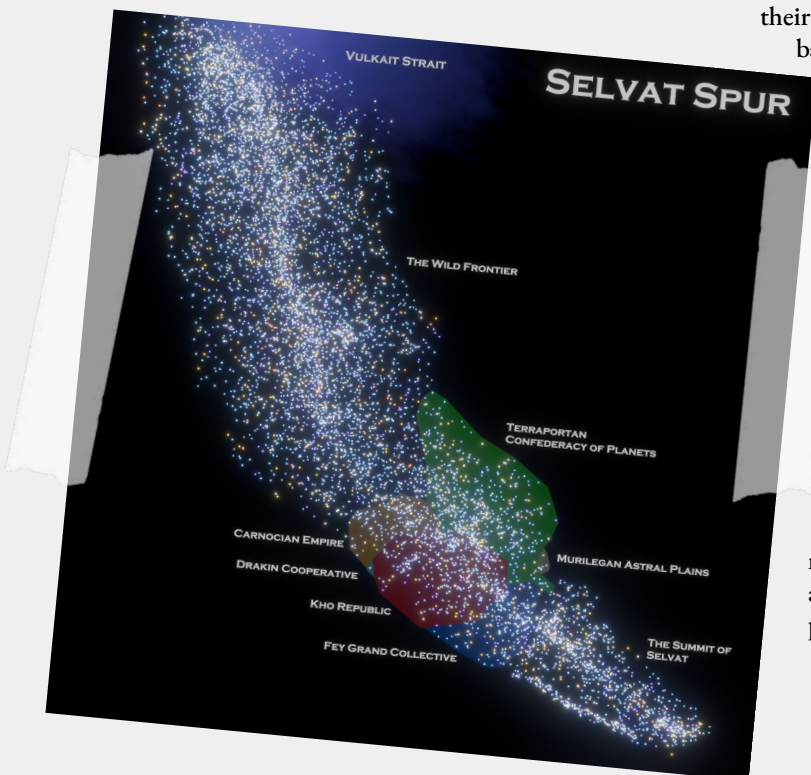
The Starskipper Universe is a deeply lore-rich setting, with the majority of stories taking place in the *Selvat Spur*. The goal of the Setting is to provide a comprehensive framework for creative CoG's and Players to tell their own stories within. It's important to note that your game is not required to take place within the settings overarching narrative, and your CoG may likely create their own. However, for those who wish to experience the universe we have crafted, this section will be a valuable tool in establishing the surface-level setting of the *Selvat Spur*.

The *Selvat Spur* makes up the tip of one of the two arms of the *Selvat Galaxy*, and is separated from the rest of the aforementioned galaxy by a vast nebulous region called the *Vulkait Strait*. The Spur is populated by a large variety of life, the most complex and (arguably) intelligent of these being known collectively (and colloquially) as "Sentients". Though a timid peace is currently* shared by the Spur's sentient peoples, the memories and devastation of previous bloodshed are not too far off.

In the current era, the societies of the Spur are rather advanced, able to fabricate great machines, travel the stars, and even harness the fabric of reality itself. While the laws that govern the universe remain mostly consistent, each culture has its own preferred approach to advancement, leading to rather unique approaches to travel. As an example, the three main species of the *Selvat Spur*, (*Terraportan*, *Fey*, and *Kho-munatus*), are at similar levels of technological advancement, due to their approach to research these technologies are all

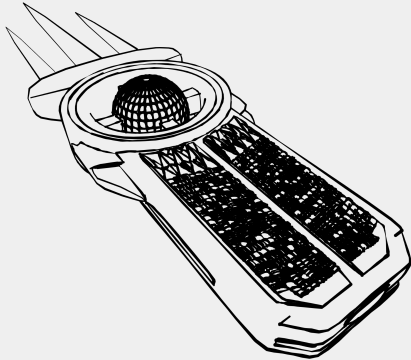
based on different principles. The *Grand Collective* of the *Fey* arrived at their current level of technology by way of magical research, insisting on incorporating their technologies with the Weave. The *Kho Republic*, in contrast to the *Grand Collective*, focused on developing larger and more intimidating technologies, opting to perfect the chemical boosters that give *Kho* ships their notorious gray exhaust plumes. The *Terraportan Confederacy of Planets* chose a more loose route of research, opting instead to let independent coalitions and organizations develop new methods as they desire. This has resulted in *Terraportan* vessels being widely regarded as exceptionally unique, with many non-research starships opting to focus on aesthetics, lights, or even develop methods to project loud music across the vacuum of space.

*As of the year 424 G.C.Y. (Galactic Common Year)



For The Players - The Setting

SPACE TRAVEL, while commonplace, is not without its challenges. Travel between stars, for instance, can be a lengthy process, even with



advancements in interstellar traversal. Starships can make use of *Jump Drives* (nicknamed “Slingshots”) to travel from one star to the next, a process that lasts hours even between the closest stars. However, due to the cost and power requirements,

these *Jump Drives* are only used by truly massive starships. The majority instead use *Jump Gates*, which are large, often multi-stage platforms that launch vessels safely between star systems. While this form of interstellar travel can be slightly slower than using *Jump Drives*, the low cost and reliability make it a preferable alternative. These *Jump Gates* are often maintained and operated by the governing body of the region, and travel through them is normally fairly affordable, depending on the type of ship.

While travel between star systems is complex and often unaffordable, thanks to advancements in low cost, lightweight spacecraft components travel between planets is usually trivial. If the system is colonized and well adjusted it’s common for even small towns to feature some sort of dock and hangars for local transport, trade, or industry. Depending on the location, it may even be common for most people to own and maintain spacecraft, though for the majority of the population of the spur this is a luxury limited by both finances and regulations.

COMMUNICATION in such an advanced age is a tricky thing, as civilized space has constructed a vast network capable of handling the immense amount of users communicating with one another. Direct calls via handhelds and implants are common, but they require an established network to function. Interplanetary communication is handled often via long-range, weave-enhanced sending and receiving units that act as relays for capable devices. System to system communication is far more varied, as transmitting data over such a distance is, normally, extremely difficult. However, due to advancements in weave sustaining quantum positioning, it is now possible to send data almost instantly anywhere in the Spur, and theoretically anywhere in the universe. Such devices are, of course, extremely large, though some devices can utilize the larger devices as needed.

THE INTERGALACTIC PEACE

COALITION, commonly referred to as the “IPC”, is a cooperative peacekeeping force that ensures the stability (both economically and otherwise) of the Selvat Spur. Member factions donate resources and representatives to the cooperative, and in turn gain both the support of the IPC, as well as a voice in galactic dealings. While the IPC is granted no authority directly over its member factions, they are authorized to travel through nearly all the territory of their member factions, and to support the local authorities in matters of crisis or galactic lawbreaking. While imperfect, the IPC is generally seen as a force for good in Selvat, as it enables a greater scale of mutual advancement, while still preserving the autonomy of the galactic powers.

They'll need that support soon.

CONFLICT is no stranger to the Selvat Spur, and many wars (large and small) have been waged. Some were bloody civil wars, such as the *Collapse*, which fractured the *Carnocian Empire*. Others were immense, galactic conflicts, such as the *War of Youth*, a millenia-past war between the *Feylin Empire* and the *Imperious Legion* (their successors are now known as the *Fey Grand Collective* and the *Kho Republic*, respectively). While the Spur is presently at peace, echos of mistrust from eras past still linger, as do the craterous scars upon the galaxy.

While the aforementioned details are more commonplace, details regarding the metaphysical are less commonly known.

THE WEAVE is a metaphysical force that makes up all of reality. Every star, every world, even the very atoms themselves are woven from the threads of the Weave. This is why, in the right hands, the power of the Weave can be a terrifying thing. Those who learn to manipulate it are capable of immense feats, harnessing powers that can only be described as magical.

THE GODS are a source of mystery, as each culture carries tales (ancient and modern) of interactions with great beings of immense power. Selvat theologians have collected evidence of the real existence of numerous gods, across all cultures. While little is known about the gods, it has been mutually agreed that real or not, followers with great belief do channel some otherworldly power.

Some are closer than you think, haha!

THE FOLDS are ripples in the Weave that have condensed into layers of reality, predominantly defined by a few characteristics. There are two known types of folds, that being **Major** and **Minor Folds**. The Folds of reality are not widely known, studied, or interacted with, leaving many to question whether they even exist in the first place.

For The Players - Character Creation

Character Creation

This section will walk you through the character creation process, one step at a time. Your character doesn't need to be perfect; just build the character based on what sounds interesting to you. Character creation is enjoyable with other players as well, as it allows the team to build styles off one another and create potential connected backstories.

To get started, you'll want a copy of the Starskipper's Handbook Character Sheet. This comes included with the game, but can also be downloaded from StarskipperGames.com for free! This sheet will be referenced throughout the character creation

process, and the relevant section will be shown for each step.

Note: If you are a returning player, you may skip to the end of this section for a Quickstart guide when making your next character.

Learning The Character Sheet

Before walking you through character creation, this section will go through both pages of the Starskipper's Handbook Character Sheet. This sheet is used to track your characters stats, abilities, loot, and story. We will identify important parts of the Character Sheet, and give a brief overview how they are used.

Defense Class (DC):
This is used in combat to determine if your character will be hit by enemy attacks.

Movement Speed:
This will be used to determine how far your character can move on their Turn.

Core Character Info:
Record your character's basic info here, such as name and Species.

Weapons & Attacks:
For combat, your character's relevant weapon/attack stats will be tracked here.

Ability Scores:
Your Ability Scores are stats which are used to identify your character's strengths and weaknesses.

Proficiency Bonus:
As you level up, this number will be used to calculate your growth and improvements.

The diagram shows the layout of the character sheet with arrows pointing to the following sections:

- Defense Class (DC):** A shield icon labeled "Defense Class (DC)".
- Movement Speed:** A boot icon labeled "Movement Speed".
- Core Character Info:** Fields for Name, Level, Species, and Player Name.
- Hitpoints (HP) and Deathpoints (DP):** Fields for Hitpoints (HP) and Deathpoints (DP).
- Weapons & Attacks:** A table with columns for Weapon/Attack, ATK Bonus, DMG Bonus, Range, and Other.
- Notes & Inventory:** A large text area for notes and inventory.
- Features & Abilities:** A large text area for features and abilities.
- Ability Scores:** Five categories (POWR, AGLT, VITA, INTL, INST) each with a core stat and three sub-abilities, each represented by a small icon and a 3x3 grid of checkboxes.
- Proficiency Bonus:** A field with a plus sign and the label "Proficiency Bonus".

Hitpoints (HP):
Your character's life. Running out of HP will knock you unconscious, or worse.

Deathpoints (DP):
If your character runs out of HP, they will start to lose DP. Once out of DP, your character will die.

Features & Abilities:
During character creation, you will gain different abilities from a variety of sources. Write those in this box.

Notes & Inventory:
Track your character's items, info, and anything else that you would like here.

For The Players - Character Creation

<p><i>The Starskipper's Handbook</i></p> <p>CHARACTER SHEET</p>		Age:	Skin:	Height:
		Eyes:	Hair:	Weight:
Additional Notes		Notable Features:		
Additional Notes		Extra Features & Abilities		

Additional Notes:
Similar to the Notes & Inventory of the first page, this section can be used to write anything relevant to your character. This can even be a great section for your character's backstory!

Character Appearance:
Record details about your character's appearance here, such as their age, height, or other notable physical features.

Extra Features & Abilities:
If your Features & Abilities do not fit solely on the first page, add the additional ones here.

Before you Begin

Before you start creating your character, it's a good idea to have an idea of who and what you want them to be. Take a moment and look through the Species and Selections sections of this chapter, reading the descriptions and imagining how you want to play. Once you've done that, proceed to the next step.

STEP 1

To start, select a Species from the Species section you read previously. Each Species has varying strengths and abilities, but do not feel obligated to build your character around these strengths. Copy the name of your Species' into the Core Character info box, found at the top right of your Character Sheet's first page.

In addition, copy all of your chosen Species' abilities into the *Features & Abilities* box, found on the bottom right of the Character Sheet. You do not need to understand nor apply any of these abilities yet.

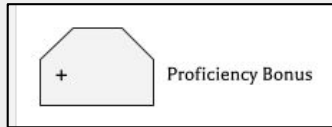
STEP 2

Prior to starting a game, your CoG (Commander of Games) will let you know what level your character should be. In the Core Character info box from Step 1, write down your Level.

Name:	_____
Level:	_____
Species:	_____
Player Name:	_____

For The Players - Character Creation

With more levels comes more abilities, and usually greater competency with those abilities. Your competency is reflected in your *Proficiency Bonus*, found in the bottom left of the first page.



Your Proficiency Bonus is added to any roll with which you have *Proficiency*. Proficiency is gained through abilities, some of which you may have noticed when added your Species abilities in the previous step. Do not worry about any calculations currently; this will be explained in an upcoming step.

For now, use the example chart below to determine your Proficiency Bonus. Copy the Proficiency Bonus into the Proficiency Bonus box on your Character Sheet, then move on to the next step.

Level Range	Bonus
1 - 3	+2
4 - 6	+3
7 - 9	+4
10 - 12	+5
13 - 15	+6

(Note: your Proficiency Bonus increases by +1 for every 3 levels, so if your character level is higher than those shown above, you can still calculate the increased Proficiency Bonus. For example: at level 16 it would be +7, at level 19 it would be +8, and so on.)

STEP 3

Abilities and improvements to your character are gained through what are called *Selections*. Selections are chosen from *Selection Trees*, each of which focus on a certain potential aspect of your character. You can find all of the Selection Trees in this chapter, in the Selections section.

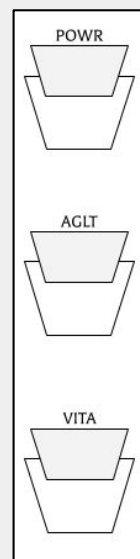
You have a number of Selections equal to 3 + your current level. You must start at the top of a Tree, and can only take Selections connected to ones you have taken previously, or else at the start of a Tree. You are not limited to any number of Trees.

Add your chosen Selections under the *Features & Abilities* box, mentioned in Step 1.

STEP 4

Your character's core strengths and weaknesses are determined by *Ability Scores*. Ability Scores represent an aspect of your character, both physical and mental. The five Ability Scores are as follows:

- **Power (POWR)** - Power ties in directly to the physical strength of your character. Grip, swimming, and melee combat all tie into this Ability Score.
- **Agility (AGLT)** - Agility measures how nimble, flexible, or sneaky your character is. Additionally, both defense and ranged combat depend on Agility.
- **Vitality (VITA)** - Vitality is the measurement of your character's physical wellbeing. Doing physically strenuous things for long periods of time, or resisting poisons are examples of using Vitality. Your character's health is also tied to your Vitality score.
- **Intellect (INTL)** - Intellect is connected with your character's general mental capabilities. Intellect can be used to recall lore and other important details about the world, or even to invent unique and complicated new things.
- **Instinct (INST)** - Instinct represents exactly what the name implies: your character's instinctual capabilities. Instinct is more of an understanding than a knowing; a connection with something beyond one's self. This could be Higher Powers, the magic of the Weave, or even just other people. Both a highly persuasive character and a powerful magic user depend greatly on their Instinct.



This box, to the top left of your Character Sheet, is where you write your character's Ability Scores. To determine your first Ability Score: **roll 3d4** (3 four-sided dice) and **take the highest two numbers. Add these numbers together, and write it under an Ability Score** (POWR, AGLT, VITA, INTL, INST) of your choice. Repeat this until every Ability Score has a number. Alternatively, you may use the **Standard Set for Ability Scores (8, 7, 6, 5, 4)** in place of rolling for Ability Scores, if you wish. Regardless of your method, you may reassign these numbers to your preferred scores at this point.

For The Players - Character Creation

If any of your Selections or other abilities alter your Ability Scores, add (or subtract) them now. Next, you'll use your Ability Score to calculate your *Ability Score Bonuses*. These are used to determine further bonuses for many rolls during gameplay.

To calculate your **Ability Score Bonus**, simply subtract 5 from the Ability Score. For example, an Ability Score of 8 gives an Ability Score Bonus of +3, 7 gives +2, 4 gives -1, and so on. Write each bonus under its associated Ability Score.

STEP 5

<input type="checkbox"/>	<input type="checkbox"/>	_____	INTL Core
<input type="checkbox"/>	<input type="checkbox"/>	_____	Engineering
<input type="checkbox"/>	<input type="checkbox"/>	_____	Investigation
<input type="checkbox"/>	<input type="checkbox"/>	_____	Lore
<input type="checkbox"/>	<input type="checkbox"/>	_____	Medical
<input type="checkbox"/>	<input type="checkbox"/>	_____	Piloting
<input type="checkbox"/>	<input type="checkbox"/>	_____	Science
<input type="checkbox"/>	<input type="checkbox"/>	_____	INST Core
<input type="checkbox"/>	<input type="checkbox"/>	_____	Conviction
<input type="checkbox"/>	<input type="checkbox"/>	_____	Metaphysics
<input type="checkbox"/>	<input type="checkbox"/>	_____	Perception
<input type="checkbox"/>	<input type="checkbox"/>	_____	Persuasion
<input type="checkbox"/>	<input type="checkbox"/>	_____	Presentation
<input type="checkbox"/>	<input type="checkbox"/>	_____	Survival

Next to the Ability Scores are the checkboxes for *Core Rolls* and *Skills*. Core Rolls are a special roll that you may be asked to make if your character needs to resist the effects of a particularly challenging situation, like dodging an explosion or fighting off mind control. Core Rolls can also be used as a general roll, where other Skills may not be applicable.

We'll come back to

Core Rolls in a moment, but first we're going to cover Skills. Skills are a special area of expertise

that your character may choose to specialize in. These range from physical Skills, which can be used for improved traversal and dominating combat, to mental Skills, which can be used to recall complex information and to learn more about the surrounding area. Skills are sorted based on their Ability Score.

The Core Rolls are as follows:

- **POWR Core** - Made when a character is in physical danger, where brute strength is required.
- **AGLT Core** - Made when a character is in physical danger, where dodging or swiftness are required.
- **VITA Core** - Made when a character is in physical danger, where strength of body or constitution are required.
- **INTL Core** - Made when a character is in mental danger, where mental protection or clarity are required.
- **INST Core** - Made when a character is in mental/metaphysical danger, where resistance to persuasion or otherworldly effects is required.

Next, the Skills are as follows:

- **POWR Skills**
 - *Aquatics* - Used for swimming, diving, etc. Your regular Speed when swimming is equal to this Skill bonus.
 - *Grip* - Used for physically restraining a target, as well as for any form of vertical ascension/descension. You must be directly adjacent to a target to restrain them. Your regular Speed when climbing is equal to this Skill bonus.
- **AGLT Skills**
 - *Reaction* - Used for quick response and starting combat.
 - *Stealth* - Used for hiding, sneaking, and sleight of hand.
- **VITA Skills**
 - *Endurance* - Used to sustain physically demanding tasks for a long period of time.
 - *Tolerance* - Used to measure one's resistance against poisons and alcohols.
- **INTL Skills**
 - *Engineering* - Used to invent or work with machinery.
 - *Investigation* - Used to examine and actively search for items, clues, or people.
 - *Lore* - Used to measure a character's knowledge of facts both historical and mythological.
 - *Medical* - Used to measure a character's capability with basic medical techniques.
 - *Piloting* - Used for skillfully piloting vehicles and machines.
 - *Science* - Used to measure a character's capability with scientific concepts.
- **INST Skills**
 - *Conviction* - Used to connect with Higher Powers, or to comprehend spiritual forces.
 - *Metaphysics* - Used when casting magic, or when interacting with the arcane unknown.
 - *Perception* - Used to measure a character's general awareness of their surroundings.
 - *Persuasion* - Used to persuade a creature into doing what is desired, or deceiving them.
 - *Presentation* - Used to entertain, hype, or inspire.
 - *Survival* - Used to navigate, connect with nature, and understand the wider world around them.

For The Players - Character Creation

You gain Proficiency with 2 Core Rolls and 3 Skills of your choice; mark the first checkbox next to the Core Rolls of your choosing. Do not mark the second (*Double Proficiency*) checkbox unless you have an ability that grants you Double Proficiency with that Core Roll/Skill.

If you are not Proficient with a Core Roll/Skill, simply write the associated Ability Score Bonus in the “Total” box. If you are Proficient, add your Proficiency Bonus to the associated Ability Score Bonus, then write that in the “Total” box. For Double Proficiency, add your Proficiency Bonus twice to your Ability Score Bonus, then write that in the “Total” box. If you have any Selections or other abilities that modify a Skill/Core Roll bonus, add that to the total now as well.

During the game, you’ll need to roll a d20 for various Skills/Core Rolls. To do so, roll a d20, then add the associated Skill/Core Roll total bonus to that roll. Remember to update your Core Roll/Skill bonus when your Proficiency Bonus is increased, as these bonuses will get larger with higher levels!

STEP 6

In the upper middle of page 1 is the HP/DP box. HP stands for *Hitpoints*, and represents how much overall life your character has. **At level 1, you start with 8 HP + your VITA Bonus. For every subsequent level your character has, you gain 1d8 HP (average 4 HP), plus your VITA Bonus.**

Hitpoints (HP): _____ / _____ Deathpoints (DP): _____ / _____

Deathpoints (DP) are an indicator as to how far from death your character is. **Your character’s DP is equal to 5 + your Endurance Skill Bonus.** If your character’s HP goes into the negative, they will fall unconscious and lose 1 DP at the start of their Turn every Round (or every 5 seconds, if not in combat). If your character drops to 0 DP, they are dead.

Damage dealt to your character does not stop at 0 HP, however. Any damage beyond this number drops your HP into negative numbers. If the negative HP’s distance from 0 is greater than your character’s maximum HP (-53 HP vs 53 HP, for example), your character will die, regardless of their number of DP. If your character is healed to at least 0 HP, then they will stop losing DP. Lost DP can only be regained after a Rest.

STEP 7

The final part of creating your character is to determine their weapons, armor, and other gear. Each character starts with a sum of currency, called *Bolts*, which can be used to purchase starting gear. Note that you do not gain additional funds when you level up. **You start with 120 Bolts multiplied by your character’s starting level.**

Choose your weapons and armor based around the abilities and proficiencies that you have. Record your weapon/armor stats in these boxes, found in the middle right of your Character Sheet.

Weapons & Attacks				
Weapon/Attack	ATK Bonus	DMG Bonus	Range	Other
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

NOTE: If you attempt to use an item with which you lack Proficiency, you will incur the following penalties:

- **Shield:** Attempting to use a shield without Proficiency will grant you the shield DC increase, but you cannot use additional shield abilities, nor take the Ready Action option. Additionally, you must use both hands when using the shield.
- **Weapon:** Attempting to use a weapon without Proficiency will cause Disadvantage on both Attack and Damage rolls with that weapon. Additionally, you will lose 2m of Speed while carrying the weapon, and Attack rolls equal to 7 or lower will cause your Attack to hit an ally within 4m of your target instead.
- **Armor:** Attempting to use armor without Proficiency will grant you the armor DC increase, but you must subtract the DC bonus from all rolls while wearing the armor. Additionally, your Speed is reduced by 2m.
- **Tool:** Attempting to use a specialized tool (such as an Omnitool or a Science Pack) without Proficiency will cause Disadvantage on all relevant rolls while using that tool.

Your *Attack Bonus* (ATK Bonus) is an important score used in combat. Your Attack Bonus is equal to your POWR Bonus if it is a Melee weapon, or your AGLT Bonus if it is a Ranged weapon.

For The Players - Character Creation

Furthermore, if you are Proficient with that weapon, then your Proficiency Bonus is added to your Attack Bonus total. A less wordy explanation is below:

$$POWR/AGLT \text{ Bonus} + \text{Proficiency Bonus} = \text{ATK Bonus}$$

Damage Bonus (DMG Bonus) is another important combat score. Every weapon has an initial Damage Die attached; this die can be found next to the name in the Weapons section of this chapter. (Alternatively, you can write the average for the Damage Die for the Weapon/Attack, if you wish to avoid rolling the additional dice.)

If you are proficient with the weapon/attack, add your Proficiency Bonus after the Damage Die. Once again, a less wordy explanation is below:

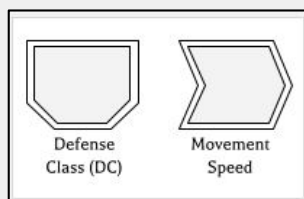
$$\text{Weapon DMG Die} + \text{Proficiency Bonus} = \text{Total DMG Bonus}$$

As a note, all characters can make a **basic unarmed Attack**, which requires no proficiency to make. Stylistically, the basic Attack can appear as your character punching, kicking, or otherwise engaging a target in hand-to-hand combat. This basic Attack is made at Melee Range (2m), uses your POWR bonus without proficiency as the ATK Bonus, and has a 1d4 DMG Bonus.

At the top of your character sheet are the *Defense Class* (DC) and *Speed* boxes. *Defense Class* reflects how well your character can avoid damage, whether due to their reflexes or strength of their armor.

By default, **your character's DC is equal to 9 + AGLT Bonus**. Some abilities and traits can alter this score, including armors. The armor you choose will give you a DC boost, increasing your DC by the extra amount. Add your DC total to this box now.

Movement Speed is determined by your Species, but can likewise be altered by different traits and abilities. Reference your Species' Speed, then add your total Speed to this box.



Once you have chosen your items, solidified your character's description, and verified that you have all of the Selections that you desire, you are done! Congratulations on creating a character, whether it be your first or fifty-first.

Returning Player Quickstart

If you have made a character before and feel confident skipping the full walkthrough, the important stats for your reference are listed below.

- **Core Character Info:** Select a Species, and copy the associated Species Abilities onto your Character Sheet. Talk to your CoG to determine what your starting level will be.
- **Proficiency Bonus:** Use the following chart to determine your level's Proficiency Bonus:

Level Range	Bonus
1 - 3	+2
4 - 6	+3
7 - 9	+4
10 - 12	+5
13 - 15	+6

- **Selections:** Your number of Selections is equal to 3 + your current level.
- **Ability Scores:** Roll 3d4 and add the two highest together. Repeat this for every Ability Score. Alternatively, you can use the Standard Set for Ability Scores (8, 7, 6, 5, 4), assigned as you like.
- **Ability Score Bonus:** Subtract 5 from an Ability Score to calculate its Bonus.
- **Skills & Core Rolls:** You gain Proficiency with 2 Core Rolls and 3 Skills of your choice.
- **Hitpoints (HP):** At level 1, you start with 8 HP + your VITA Bonus. For every subsequent level your character has, you gain 1d8 HP (average 4 HP), plus your VITA Bonus.
- **Deathpoints (DP):** Your character's DP is equal to 5 + your Endurance Skill Bonus.
- **Starting Bolts:** You start with 120 Bolts multiplied by your character's starting level.
- **Attack Bonus:** Add your relevant Ability Score Bonus to your Proficiency Bonus to calculate the total Attack (ATK) Bonus.
- **Damage Bonus:** After determining the weapon/attack's Damage Die, write your Proficiency Bonus next to the die for your total Damage (DMG) Bonus.
- **Defense Class (DC):** Your default DC is 9 + your AGLT Bonus. Armor and some Abilities may alter this number.
- **Movement Speed:** This will come from your Species, and will be affected by your POWR Bonus as well as some Abilities.

For The Players - Useful Bits

Useful Bits

This page can be used for gameplay reference, and contains useful information for what to do during a game, or for how to prepare for one.

Roleplay Tips

Roleplaying can be intimidating at first, but don't worry! Everyone in the campaign just wants to have a good time, and even if you don't think that you're very good at it, trying your best can make the game all the more fun.

The best way to get started with roleplaying is to create a backstory for your character. Where do you come from? What are your goals? Why did you choose your class? What secrets do you hold? There are plenty of random character generators online, so look them up if you need a bit of inspiration.

Once you have a backstory established, focus on the personality of a character shaped by that backstory. When playing, ask yourself how someone with these traits would react to the situations they encounter. It can be tricky at first, but makes the game incredibly fun.

Know The Dice

You will need standard roleplaying dice (d4, d6, d8, d10, d12, d20, d100) in order to play this game. However, if you don't have a physical set, there are several digital dice rollers that can be found online, and are often more convenient for casual players. While each one of the dice has a variety of uses, the most commonly used one will be a d20. The CoG will have you roll a d20 for Skill rolls, attacking, and most things in general. You will become very familiar with the 20-sided die.

On your turn:

At various points of the game (usually in combat scenarios), gameplay will switch into a turn-based system. At the beginning of these turn-based sections, the CoG will have everyone make a Reaction roll. The highest Reaction roll goes first, then the second highest, and so forth.

Natural 20's & Rolling 1's

When making rolls, you will at some point roll a 1 or a 20. If you roll a 20 (referred to as a *Natural 20*) then the best possible outcome occurs. If you roll a 1, then the worst possible outcome happens. In both instances, your CoG will decide the outcome, meaning that your fate is in their hands. Have fun!

On Your Turn

On your Turn, you may make one Action and Move a distance up to your Speed. As an Action, you may do one of the following:

- **Attack** - You attack an enemy/item with either a weapon or a spell, following the Combat rules (or spell description).
- **Sprint** - You use your Action as an additional Move, enabling you to again move a distance up to your Movement Speed.
- **Ready** - You prepare yourself, holding your Action for this Round and waiting for a specific in-game trigger not on your Turn. This can take the form of waiting for a target to move from cover, waiting for a signal from an ally before moving, or anything else approved by your CoG. Ready also boosts your DC by 2 until either the start of your next Turn, or until your chosen trigger activates. You may only take the Ready Action once per Round, regardless of the number of Actions you have.
- **Interact** - You interact with or use an item/object.

Attack Action

On your Turn, you may use your Action to make an Attack. Attacking is quite simple, and you can break it down like so:

1. Identify your target and declare who you are attacking.
2. Declare the weapon/ability that you will be using to Attack. Be sure to check how much damage your weapon will do!
3. Upon CoG's approval, make an Attack roll, adding your Attack Bonus to the total.
4. If your roll is higher than the target's DC, it hits! Subtract the target's DC from your Attack roll, then add your Damage Bonus to the difference. This is the total damage dealt!
5. If applicable, apply any additional effects from your Attack.

Spellcasting can be another form of combat, with some spells used like precise weapons, with others affecting a large area. There is no rule of thumb for spells in general, as each spell has their own description, capabilities, and mana cost. Each spell, unless otherwise specified, counts as 1 Action.

If you roll a Natural 20 in combat, calculate the damage like normal, then double the total damage. Then, roll the d20 again; if you roll another 20, the damage total is doubled again. Repeat this until you don't roll a 20.

For The Players - Species

Species

“Despite the great conflicts of the past, we stand here united, determined to preserve the peace of the present. We have proven, against all odds, that when the people of the Spur stand as one, we are capable of overcoming any calamity, together!”

- Auralee-1, The Wandering Librarian:
moments before her assassination

The vast shared history of the Selvat Spur is thanks to the immense variety of Sentient Species and the diversity of their respective cultures. Each Sentient comes from the legacy of their Species, though not all choose to follow in that legacy.

As you choose your character’s Species, keep in mind how their abilities and history may have shaped them. Some, for instance, are fierce traditionalists, fighting to preserve or reclaim their ancient heritage. Others fight against the norm, either rebelling against or deserting from the expectations thrust upon them. Others still refuse to be defined by their Species, choosing to carve out a legacy all of their own.

In this section, you’ll find information on all of the playable Species, including a lore description, an artistic depiction, and your Species’ abilities. As **Step 2** of the character creation process, you’ll need to copy your chosen Species’ abilities to your own Character Sheet. From there, who your character is, and what beliefs drive them, is all up to you.



For The Players - Species

Carnocian

They are proof that valor can be found even amongst ruin.

Once a respected power in the galaxy, the *Carnocian Empire* has since lost its gleam and glamor, collapsing into a tumultuous civil war and leaving its people in ruin. Though stability has recently returned, the greatness they once held has been lost, buried under new traditions of infighting and bloodsports. Though their homeworld lies ravaged and divided, the warrior spirit of the Carnocians fights ever on.

The insectoid Carnocians hail from the planet *Carnedia*, a near total desert world not quite free from the devastation of its ruinous past. In the chaos of war, much of the vegetation of Carnedia was destroyed, leaving now only a thin band of green near the planet's equator. Carnocians are a hardy people, however, and have adapted quickly to the great changes to their homeworld.

Average Lifespan: 95 - 110 years
Average Height: 1.9 - 2.1 meters (6'2" - 6'9")
Average Weight: 90 - 136 kg (200 - 300 lbs.)

Species Abilities

Ability Score Increase: Your POWR and AGLT increase by +1.

Speed: 10m + POWR Bonus per Move.

Languages: Universal, Carn

Children of Carnedia: Your tough but flexible chitin shell raises your DC by +1, and you are Resistant to Bludgeoning damage.

Secondary Forelimbs: You have a set of smaller, secondary limbs which can be used for simple tasks. These limbs can carry a weight in kg equal to your POWR Bonus + 2 (minimum 1 kg), cannot be used to attack, and do not give additional Actions.

Stalwart Survival: The legacy of your kind is brutal survival. You gain +2 additional HP for every level.



For The Players - Species

Drakin

Despite being one of the oldest Species in Selvat, the Drakin walk the path of the refugee wherever they go. Though they were once mighty conquerors, the Drakin were eventually overthrown and scattered across the Spur, hunted by their former slaves across a thousand generations. Only in the modern era have the Drakin finally found peace, united as the *Drakin Cooperative*. According to tradition, all Drakin were once gods, damned to reincarnate endlessly in mortal forms until they atone for their sins of conquest.

With great power, comes great punishment.

Average Lifespan: 120-180 years
Average Height: 1.6 - 1.8 meters (5'3" - 5'11")
Average Weight: 70 - 131 kg (154 - 290 lbs)



Species Abilities

Ability Score Increase: Your AGLT and INTL each increase by +1.

Speed: 10m + POWR Bonus per Move.

Languages: Universal, Drakith

Godly Voice: As an Attack, you may speak an ancient word of power, creating a blast of primal energy against a creature within 12m. The blast has an Attack Bonus equal to your AGLT Score Bonus + your Proficiency Bonus. The Damage Bonus for this action is equal to 2 + your Proficiency Bonus. You may choose the Damage Type each time you use this ability.

Wings of Dragons: Divinity is still within you. You are Proficient in the Conviction Skill. Additionally, when you are standing on solid ground, you may summon a pair of spectral wings that allow you to jump 8m into the air, and prevent fall damage.

For The Players - Species

Fey

A magically enhanced people; the Fey government is, in writing, very simple. Referred to as the *Grand Collective*; they operate under the phrase, “The fruits of the one shall be given to the Many, and the one shall lift up their neighbors”. At the head of the Grand Collective is the *MUIR*, a matriarch of immense power whose word is law. Indeed, Fey society is as interwoven with the matriarchy as it is with magic, leading some outsiders to refer to them derisively as “magic blue matriarchal space communists”.

The rule of the Grand Collective is not without opposition, however. Many breakaway factions, known as *Deserters* by the Collective, have taken refuge among the other civilizations of Selvat. Though every deserter is an enemy of the Grand Collective, assassins are usually only sent after those deemed a true threat.

Average Lifespan: 200-300 years

Average Height: 1.5 - 1.7 meters (4'10" - 5'6")

Average Weight: 44 - 68 kg (95 - 150 lbs)

*Theocratic,
more like.
The MUIR
is nearly a
god. Nearly.*

Species Abilities

Ability Score Increase: Your INTL and INST Scores increase by +1.

Speed: 12m + POWR Bonus per Move.

Languages: Universal, Fey

Arcanic Harmony: Your species has been infused with the Weave, making you proficient in the Metaphysics Skill. Additionally, twice per Rest, when you take damage from any source, you may choose to ignore the damage.

Nightvision: You can see in the dark up to 10m.



For The Players - Species

Kho-munatus

Despite being menacing in both appearance and legacy, the stone-like Kho-munatus are a peaceful and innovative people. Though they were once warlike conquerors a millenia ago, the collapse of their ancient empire led to a new age of discovery and cooperation for their people. Due to their immense size, they remain powerful warriors, but with the formation of the *Kho Republic*, the majority of Kho-munatus have turned their attentions to galactic trade and stability.

Average Lifespan: 150-250 years

Average Height: 2.1 - 2.5 meters (7'0" - 8'0")

Average Weight: 228 - 317 kg (440 - 700 lbs)

*From the
ashes of war
rose the
true might
of the Kho.*

Species Abilities

Ability Score Increase: Your POWR and VITA increase by +1.

Speed: 12m + POWR Bonus per Move.

Languages: Universal, Khomet

Raised in the Dark: You can see in the dark up to 10m.

Skin Made of Iron: Your naturally stone-like skin gives you a +1 to your DC, and you are Resistant to Slashing and Piercing damage.



For The Players - Species

Murilegan

The youngest and least technologically developed Species in the Spur; the energetic and highly spiritual Murilegan evolved as the apex predators of a temperate world. They developed a deep connection with the natural world, and lived as mindful stewards of nature for thousands of years.

It was not until about 50 years ago that they took to the stars, after a group of Murilegan shaman discovered otherworldly technology within the Great Mountain, a site holy to all Murilegan. This technology put them unintentionally into contact with the other peoples of the Spur, an event which still divides the Murilegan people to this day. While many have set out to explore the galaxy, the consensus of the *Murilegan Astral Quorum* is to not involve themselves in matters beyond their world.

Average Lifespan: 50-70 years

Average Height: 1.4 - 2 meters (4'6" - 6'6")

Average Weight: 45 - 113 kg (100 - 250 lbs)

They are young, but better prepared than most for what is to come.

Species Abilities

Ability Score Increase: Your AGLT increases by +1.

Speed: 12m + POWR Bonus per Move.

Languages: Universal, Murian

Claws: Your claws count as Melee weapons, which have a 1d4 Slashing Damage Die. Additionally, you are proficient in the Grip Skill.

One With The World: Your people are attuned to the world. You are proficient in the Perception Skill, the Survival Skill, and can see in the dark up to 12m.



For The Players - Species

Recurrence

Scholars of the Selvat Galaxy agree that of all Species, none have been more shrouded in controversy than the cyborgs known as the Recurrence. Though appearing mechanical on the outside, every single Recurrence was once a Terraportan, saved from death through cutting edge technological intervention. Partially due to the newness of the conversion tech, the Recurrence still face great opposition from many galactic factions. While some solely seek to continue their old lives, others strive to create equality for all their kind.

They pave the road to the tides of war.

Average Lifespan: Theoretically Immortal
Average Height: 1.5 - 2.1 meters (4'10" - 7'0")
Average Weight: 68 - 159 kg (150 - 350 lbs)



Species Abilities

Ability Score Increase: Pick two Ability Scores to improve by +2, and one Ability Score to decrease by -1.

Speed: 10m + POWR Bonus per Move.

Languages: Universal, Terran

Living Machine: You do not eat, drink, or breathe. You likewise do not need to rest, but must recharge for 3 hours every 25 hours or incur the same fatigue penalties as other Species.

Skin of Metal: You have a +2 to DC.

Built for Battle: You have one weapon/tool built into your body. You may select any one weapon/tool that you have proficiency with and can afford. Subtract the cost from your Bolt total. The item is attached to your person in a hidden compartment, and can be concealed or extended at will.

For The Players - Species

Starling

*Oh child of
the stars, do
you
remember
the devotion
of all those
who sought
your light?*

Of the Species of Selvat, none is more misunderstood than the Starlings. Starlings are curious being made of solid energy, believed to be born from the death of stars. After birth, they drift mindlessly in space for millions of years, only truly awakening when they come across another Sentient creature. They learn remarkably quickly, altering their appearance and behavior to match those that they first encounter. However, due to both their rarity and assimilating tendencies, Starlings have no united identity as a Species, and are often exploited for their abilities.

Average Lifespan: Unknown

Average Height: 1 - 2 meters (3'4" - 6'6")

Average Weight: 155 - 213 kg (340 - 470 lbs)



Species Abilities

Ability Score Increase: Your INST increases by +1.

Speed: 8m + POWR Bonus per Move.

Languages: Universal, Blink

Burn Bright: You glow! In darkness, you illuminate a 4m radius. Additionally, you are Resistant to Radiation damage.

Energy Beings: Your form is made of organic hardlight. You do not need to eat/drink/breathe, nor do you need a suit/extra protection to survive in the vacuum of space. Additionally, you can fly up to your Speed in a zero gravity environment, or hover 1m off the ground in gravity-bound environments.

Face Changer: You may change your external appearance at will, though your height can only change between about 1 and 2 meters tall, and you must still resemble a bipedal hominid. The edges of your body are slightly wispy, which gives away your Starling heritage to those who know to look.

For The Players - Species

Terraportan

An odd and old people; they are not yet ready to learn the truth of their origin.

They were once known as *Humans*, before being scattered across a thousand worlds millenia ago. Records from countless Terraportan worlds suggest that they arrived from a world called *Terra*, through a series of long lost gateways. The thousands of Terraportan colonies faced a new dark age, forced to start over in order to survive. Across millennia they rebuilt, redeveloping forgotten technology as their history slowly faded into legend. After taking to the stars, the various colonies (now world civilizations) were shocked to find one another, confirming the now mythological stories of their past.

United, the numerous Terraportan planets formed the *Terraportan Confederacy of Planets*, a unified government that preserves the independence of its member worlds. Now working together, Terraportans prioritize exploration and innovation, diving into the unknown to sate their curiosity. While Terraportans lack self-preservation and common sense, they have made a mark on Selvat that few can.

Average Lifespan: 90-120 years

Average Height: 1.4 - 1.9 meters (4'6" - 6'4")

Average Weight: 27 - 136 kg (60 - 300 lbs)

Species Abilities

Ability Score Increase: Your VITA Score increases by +1. Additionally, any 3 Scores of your choice increase by +1. You can choose the same Score all 3 times.

Speed: 10m + POWR Bonus per Move.

Languages: Universal, Terran

Heritage of Terra: The legacy of your ancestors gives you strength. You gain proficiency any two Skills of your choice.



For The Players - Species

Wanderer

Known as *Vae'ser*, or "Wandering People" in their own language; Wanderers are an ancient, amiable, and secretive people. Across all known history, Wanderers have lived in space, aboard massive pyramid-shaped vessels, filled with dense forests. Through these ships they wander the stars, trading goods and stories with those they encounter.

Wanderers live and operate in clans, with members of the same clan living aboard the same ship. Members of clans are free to come and go as they please, and many will traverse the Spur for decades before returning home with new tales and experience.

Average Lifespan: 100-150 Years

Average Height: 0.9 - 1.1 meters (3'0" - 3'8")

Average Weight: 16 - 36 kg (36 - 80 lbs)

Vae'ser
V'inle'caal
a'Xaal.
Sel'vat
Ga'Ma'Sur.



Species Abilities

Ability Score Increase: Your AGLT and INST increase by +1.

Speed: 8m + POWR Bonus per Move.

Languages: Universal, *Vae'ser*

Open Doors: You follow the whims of the universe, and it often follows your right back. Twice per Rest, you may choose to reroll any of your rolls.

Nomadic Heritage: Your culture is well traveled and has partially integrated into many nations. You know 2 additional Languages of your choice, and have proficiency in the Piloting Skill.

Hide in Plain Sight: People are so used to seeing your kind, that they don't often notice you. You are proficient in the Stealth Skill.

For The Players - Selections

Selections

“Each choice we make, step by step, shapes us into the person we were meant to be. And that means something, even when nothing else does.”

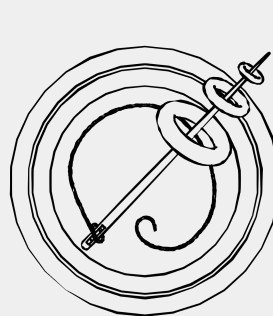
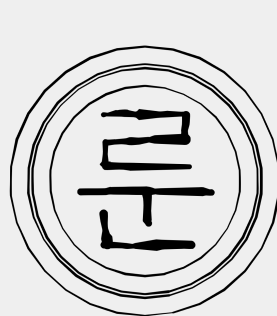
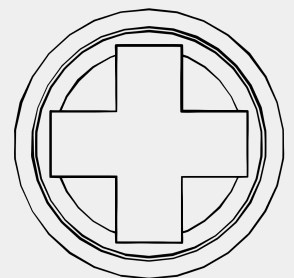
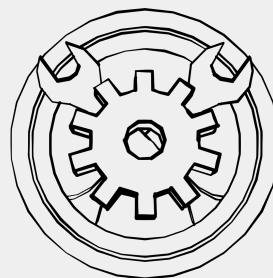
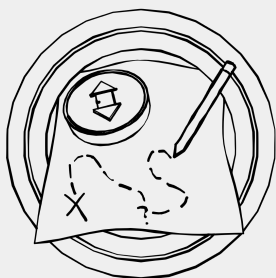
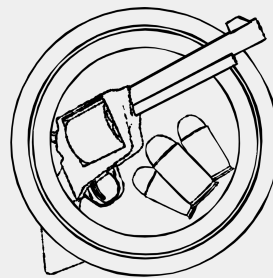
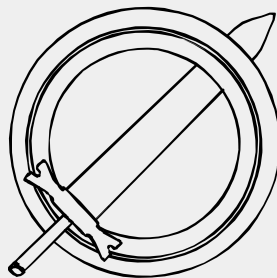
- Mema Roland, Ma’huul Clan Wanderer

One of the most exciting parts about building a character is the ability to make them your own. You will choose *Selections* from the *Selection Trees* within this section. Each Tree represents a potential facet of your character, and each Selection will grant you new abilities or improvements to existing ones. Each Tree will be represented by the physical map of abilities on one page, then the description for each Selection on the

following pages, divided into branches and subbranches.

Before choosing Selections (stated in **Step 4** of character creation), it is recommended that you familiarize yourself with the 12 Selection Trees, both in what each Tree represents, and in what they mean for your character. Remember, you are not limited to a single Tree, and can choose to specialize or diversify as you like. You, as the character creator, have the power to decide who your character is, and how their adventures will change them.

Some Selections, marked with a “(+)” can be taken more than once. Read the Selection’s description to learn how the repeatable Selection’s ability works.



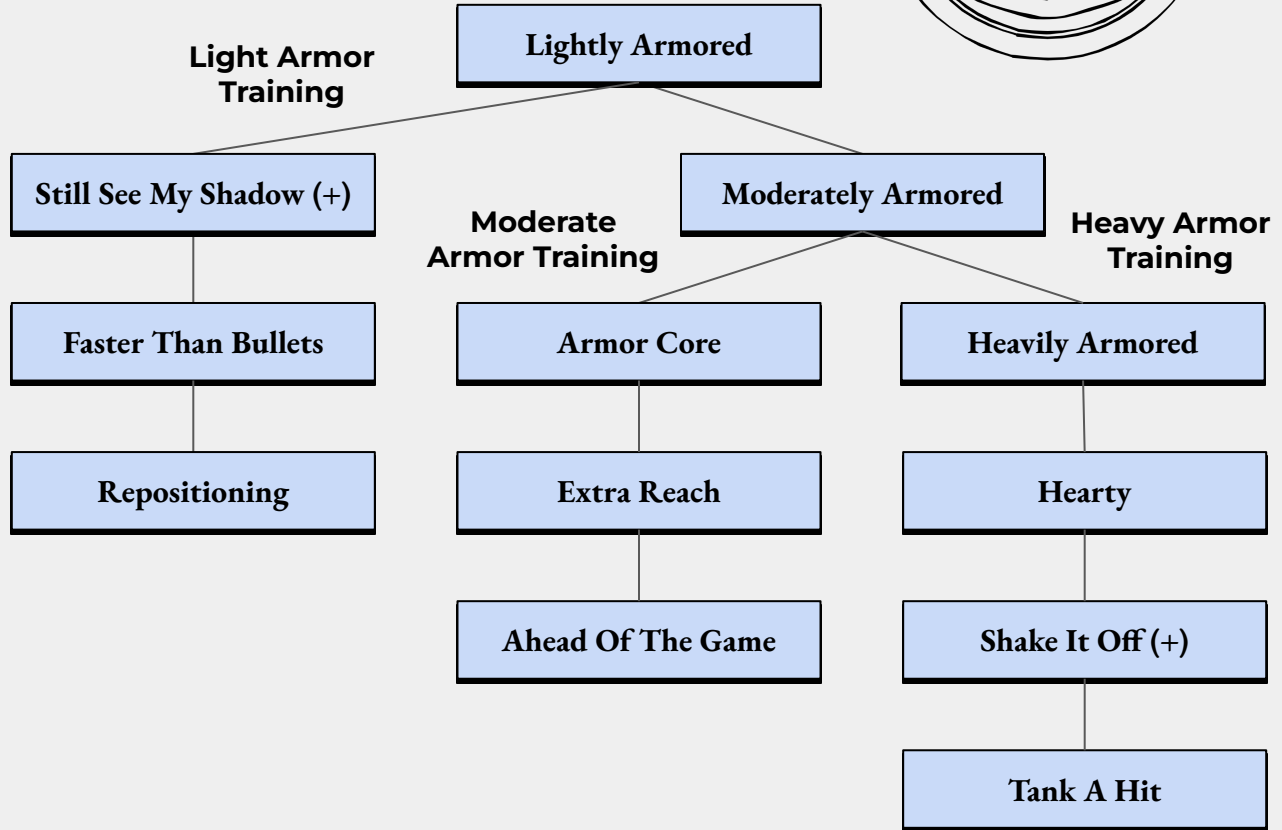
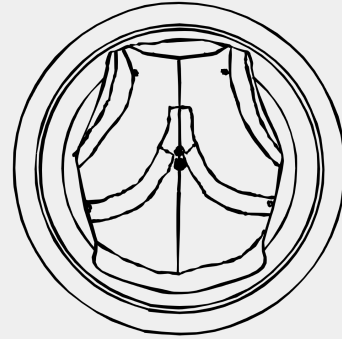
For The Players - Selections - Armor

Armor

Any Ability Score

“For those of a fleshier-persuasion, Beau Lorica offers a luxurious variety of armors to keep your squishy insides safe and your outsides fabulous.”

- Archi Sha'ne, Beau Lorica Spokesperson



If armor is like a shell, then do Carnocians wear two shells?

For The Players - Selections - Armor

Armor

Light Armor Training

- ❑ **Lightly Armored:** Gotta be safe! You are now proficient with Light Armor.
- ❑ **Still See My Shadow (+):** If you can still see your shadow, you aren't moving fast enough. Your Movement Speed increases by +4m every time you take this Selection.
- ❑ **Faster Than Bullets:** Remember, speed is key. You gain a bonus to your DC equal to your Speed divided by 4m (rounded down).
- ❑ **Repositioning:** While wearing light armor, you may make an additional Move once per Round, even if it is not currently your turn.

Moderate Armor Training

- ❑ **Moderately Armored:** Better safe than dead! You are now proficient with Moderate Armor.
- ❑ **Armor Core:** You and allies within 6m gain a bonus to all Core Rolls equal to your Proficiency Bonus.
- ❑ **Extra Reach:** The range of all your abilities is extended by 2m.
- ❑ **Ahead Of The Game:** While wearing Moderate Armor, you gain an extra Action on your first turn in combat. Additionally, you may grant one of your allies an additional Action on their first turn as well.

Heavy Armor Training

- ❑ **Heavily Armored:** Try getting through all that! You are now proficient in Heavy Armor.
- ❑ **Hearty:** You can take a hit! Then several more. You gain a +2 to your DC. Additionally, your Max HP increases by 3 multiplied by your current Level. If you level up after taking this Selection, you gain a +3 HP for every subsequent level as well.
- ❑ **Shake It Off (+):** Each time you take this Selection, you become Resistant to a single Damage Type that you choose.
- ❑ **Tank A Hit:** If you take damage while wearing heavy armor, you may choose to completely ignore that damage. Each time you do, the DC bonus for your armor permanently decreases by 1. If the DC bonus reaches 0, the armor is destroyed. Armor can be repaired by those with the right tools and training, such as armorers and blacksmiths.

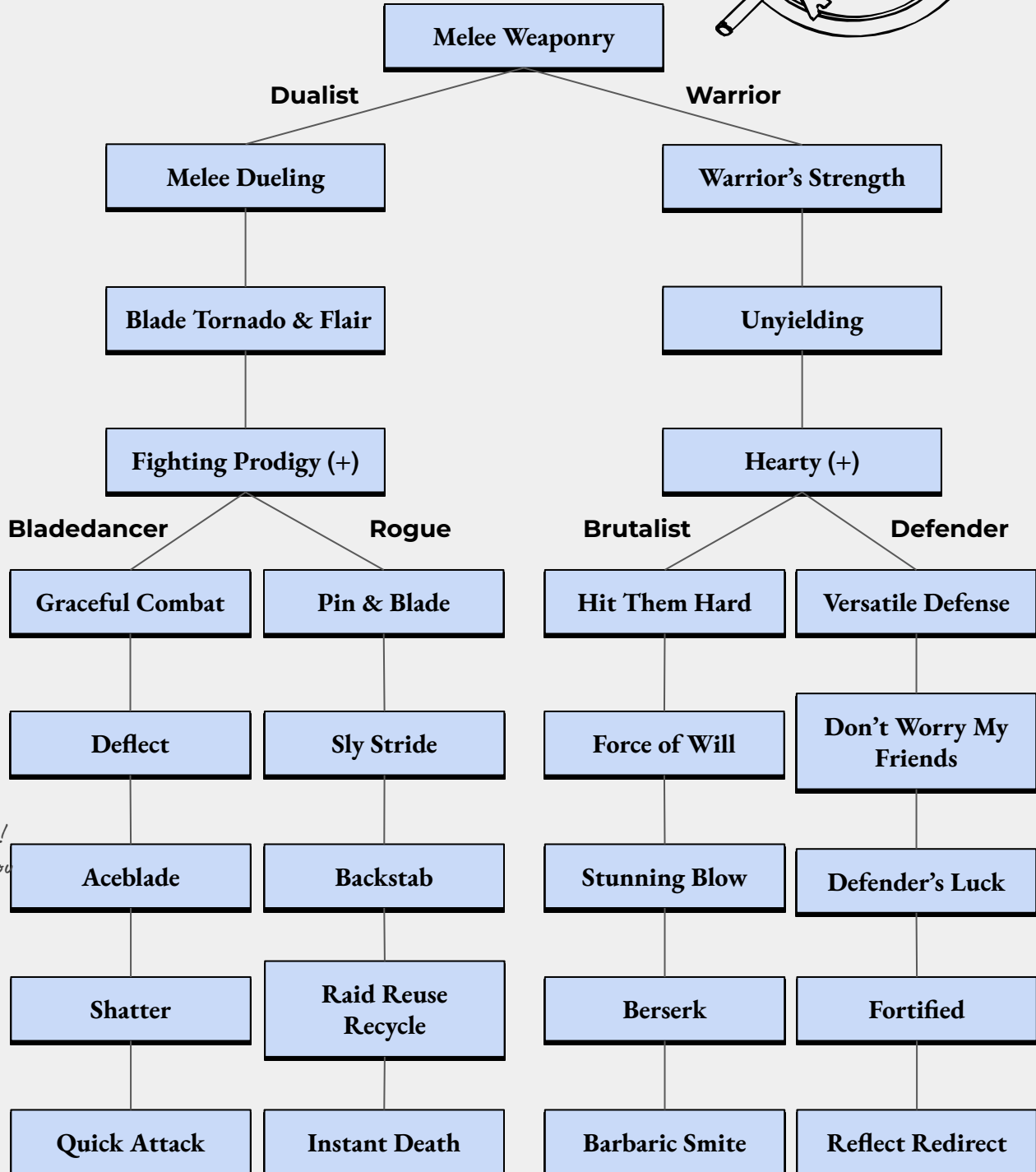
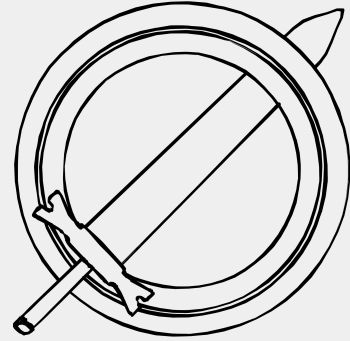
For The Players - Selections - Melee Weapons

Melee Weapons

POWR Based

“Surprisingly, no one expects you to charge at them with a hammer and shield. They’ll shoot you, but the shield takes care of that. Never underestimate an old Kho with a big hammer, I say!”

- Bram Shaxel, Kho Armorsmith & Mercenary



For The Players - Selections - Melee Weapons

Melee Weapons

- ❑ **Melee Weaponry:** Live by the sword! You are proficient with Melee Weapons and Shields. While using a Shield, taking the Ready Action now boosts your DC by 8 instead.

Dualist

- ❑ **Melee Dueling:** Why not TWO weapons? You are now proficient in Melee Dual-Wielding, and can make two Attacks per Action, provided you have two Melee weapons with the “Compact” tag.
- ❑ **Blade Tornado & Flair:**
 - **Flair:** You have a number of Flair Points equal to your Level + your AGLT Bonus. These Flair Points are used to perform special moves, which can be learned as you level up. You recover all spent Flair Points after completing a Rest. If you already have a Selection that gives you Flair Points, you gain bonus Flair Points equal to your AGLT Bonus.
 - **Blade Tornado:** Unleash pointy hell! By spending 2 Flair Points, you may Attack 4 times and only use up one of your Attacks. However, each Attack Roll takes a -4 penalty when using this ability.
- ❑ **Fighting Prodigy (+):** The more you train, the deadlier your attacks become. You gain a +1 to all Attack Rolls with a Melee weapon every time you take this Selection.

Warrior

- ❑ **Warrior's Strength:** Your strength will be your victory. You gain a +1 to your POWR Ability Score, as well as an extra 2 HP per Character Level. If you level up after taking this Selection, you gain a +2 HP for every subsequent level as well.
- ❑ **Unyielding:** You gain Proficiency in the Endurance Skill, with Double-Proficiency if you were already Proficient. Additionally, twice per Rest when either restrained against your will or dropped to 0 HP, you may choose to ignore either effect.
- ❑ **Hearty (+):** You are even harder to kill, adding an additional 1d10 + VITA Bonus to your total HP each time you take this Selection.

Bladedancer

- ❑ **Graceful Combat:** You may use your AGLT Bonus instead of POWR for Melee Attacks.
- ❑ **Deflect:** For 2 Flair Points, when targeted by an Attack from a weapon that you can see, you may choose to deflect the Attack and take no damage.
- ❑ **Aceblade:** For 1 Flair Point, you may choose to reroll an Attack Roll, or force a target to reroll theirs. You then decide which of the two rolls to use.
- ❑ **Shatter:** When you land a successful Attack against a target, you may spend 3 Flair Points to apply the damage to their weapon instead. The targeted weapon's Damage Bonus will be permanently subtracted by the damage you deal. If the subtracted penalty is higher than the highest possible damage from the weapon's Damage Bonus, then the weapon breaks.
- ❑ **Quick Attack:** Your reflexes are lightning. For 1 Flair Point, you may make a bonus Action at any point, including during another creature's Turn.

Rogue

- ❑ **Pin & Blade:** Secrecy is your weapon. You may make Melee Attacks using your Stealth bonus in place of your Attack bonus.
- ❑ **Sly Stride:** Disengage and disappear. For 2 Flair Points, you may move a distance up to your Speed and make a Stealth roll. This ability can be used at any point, even not during your Turn, and does not use an Action.
- ❑ **Backstab:** When making an Attack while stealthed, you may spend 2 Flair Points to add your Attack Bonus a second time to the Attack. You may use this ability multiple times per Attack, if you have enough Flair Points.
- ❑ **Raid Reuse Recycle:** Fighting keeps you going. For every cumulative 40 HP damage that you deal, you recover 1 Flair Point.
- ❑ **Instant Death:** When you are within Melee Range of a target, you may as an Action spend a number of Flair Points to instantly kill or incapacitate them. As long as the target's current HP is less than 20 times the number of Flair Points you spent, you will instantly succeed. If the target has more HP than this ability would deal, they instead take damage equal to 10 times the number of Flair Points spent.

For The Players - Selections - Melee Weapons

Brutalist

- ❑ **Hit Them Hard:** Your fury fills your strikes. Add your Endurance Bonus to your Melee Attack Bonuses.
- ❑ **Force of Will:** Twice per Rest, you may gain back HP equal to 5 times your level.
- ❑ **Stunning Blow:** When making a Melee Attack, you may choose to deal half damage and force the target to make a VITA Core Roll against 10 + your Endurance Bonus. A failed save gives the creature Disadvantage on all of their rolls until your next turn.
- ❑ **Berserk:** When you take damage, you gain one stack of Berserk. Each stack of Berserk increases your DC, Attack Bonus, and Movement Speed by +1. If you begin your Turn without having taken damage since the start of your last Turn, you lose one stack of Berserk. You can have up to 10 stacks of Berserk.
- ❑ **Barbaric Smite:** Your unhinged rage fuels your Attacks. On a successful Attack, you may choose to drain any amount of your own HP. The amount of sacrificed HP is then added as damage to the total damage of the Attack.

Defender

- ❑ **Versatile Defense:** Once per Turn, you may take the Ready action on your turn without using up an Action.
- ❑ **Don't Worry, My Friends:** You are a living shield for your allies. Friendly characters or creatures gain a +4 to their DC when within 6m of you.
- ❑ **Defender's Luck:** Three times per Rest, you may reroll any roll, including those that are not your own. You must declare the reroll before the roll takes full effect.
- ❑ **Fortified:** Three times per Rest, you may boost your DC by +12. This effect can be taken at any point, does not use up an Action, and lasts until your next Turn.
- ❑ **Reflect Redirect:** When a non-AoE Attack against you or an ally within 2m is lower than your DC, you can reflect the Attack back at the attacker. Make an Attack roll using your POWR Ability Bonus and your Proficiency Bonus. Use the Damage Bonus from the failed Attack against you.

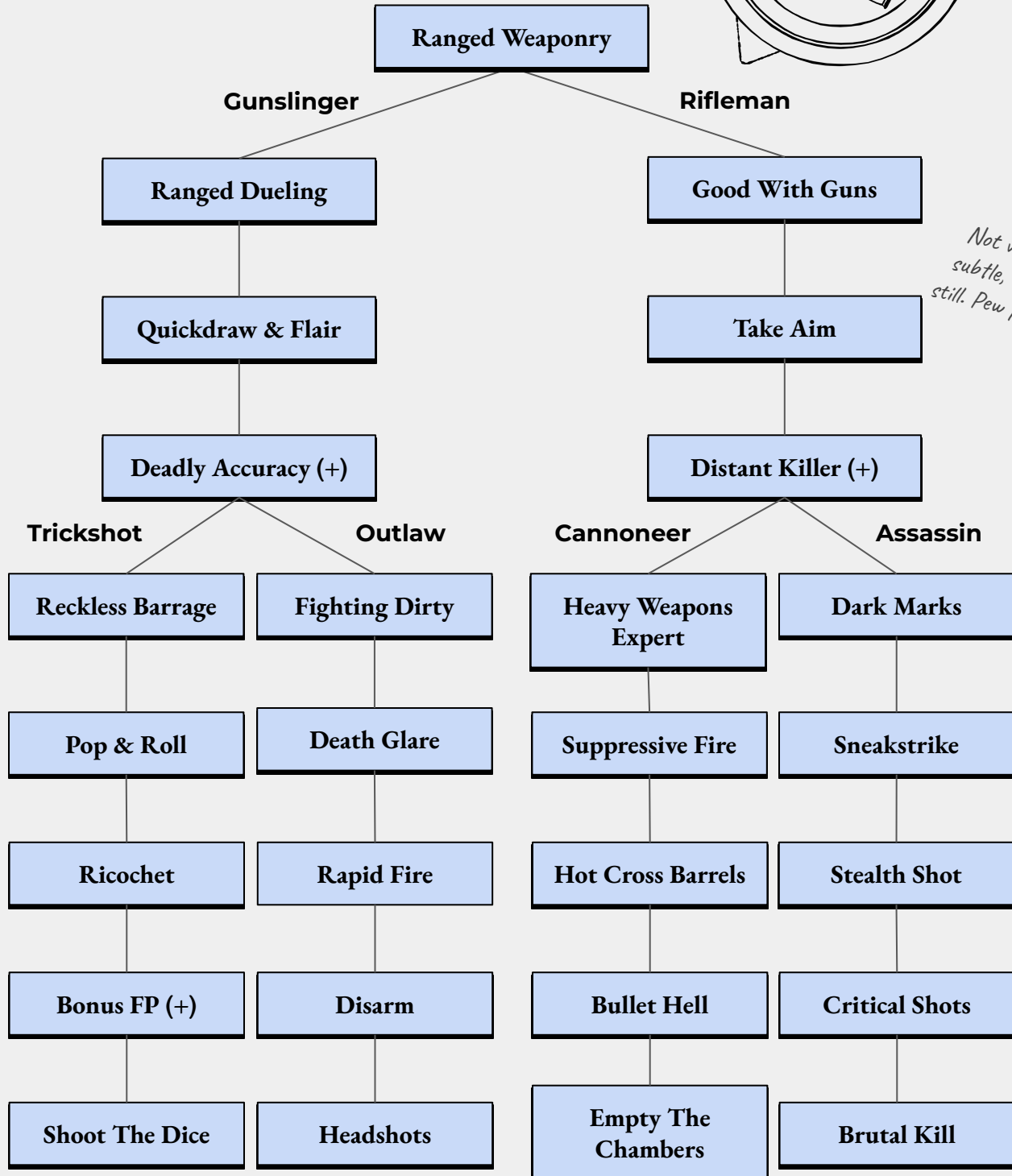
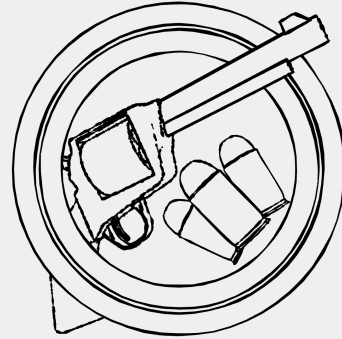
For The Players - Selections - Ranged Weapons

Ranged Weapons

AGLT Based

"Oh yes, I love my job. Nothing quite as satisfying as making a successful shot from a kilometer away! I tried a desk job; that wasn't for me."

- Speactin, Ebon Cull Starling Assassin



For The Players - Selections - Ranged Weapons

Ranged Weapons

- ❑ **Ranged Weaponry:** Shoot your shot! You are proficient with Ranged Weapons.

Gunslinger

- ❑ **Ranged Dueling:** Twice the guns, twice the fun. You are now proficient in Ranged Dual-Wielding, and can make two Attacks per Action, provided you have two Ranged weapons with the “Compact” tag.
- ❑ **Quickdraw & Flair:**
 - **Flair:** You have a number of Flair Points equal to your Level + your AGLT Bonus. These Flair Points are used to perform special moves, which can be learned as you level up. You recover all spent Flair Points after completing a Rest. If you already have a Selection that gives you Flair Points, you gain bonus Flair Points equal to your AGLT Bonus.
 - **Quickdraw:** You’re no stranger to conflict, and you know how to respond quickly to it. You may spend 1 Flair Point to boost your Reaction roll by +10 at the start of combat.
- ❑ **Deadly Accuracy (+):** Your skill with firearms has improved. You gain a +1 to all Attack Rolls with a Ranged weapon every time you take this Selection.

Rifleman

- ❑ **Good With Guns:** You are a threat from afar. You gain a +1 to your AGLT or POWR Ability Score.
- ❑ **Take Aim:** When you make an Attack not on your Turn, such as via the Ready Action, add your Proficiency Bonus again to your Attack Bonus for that Attack.
- ❑ **Distant Killer (+):** Your attacks from afar become even more deadly. Every time you take this Selection, your Damage Bonus with a Ranged weapon increases by +2.

Trickshot

- ❑ **Reckless Barrage:** One of them will hit, right? By spending 1 Flair Point, you may Attack 3 times and only use up one of your Attacks. However, each Attack Roll takes a -3 penalty when using this ability.

- ❑ **Pop & Roll:** Getting shot is overrated. As a reaction to being targeted with an Attack, you may spend 3 Flair Points to dodge 2m out of the way, take no damage, and fire a single Attack back at your attacker.
- ❑ **Ricochet:** If a target is behind cover, a shield, or any form of protection that does not completely surround them, you may spend 1 Flair Point to ricochet a shot off of another surface, ignoring any penalties/changes to DC their protection normally gives them.
- ❑ **Bonus Flair Points (+):** Gunslinging is an art, and you are the artist. Every time you take this Selection, add +3 Flair Points to your Flair Point total.
- ❑ **Shoot the Dice:** By spending 2 Flair Points, you may choose to make your Attack a Critical Hit, regardless of the original roll.

Outlaw

- ❑ **Fighting Dirty:** You don’t have time to play by the rules. Twice per Rest, you may make a bonus Attack at any point not on your Turn.
- ❑ **Death Glare:** Your reputation makes you naturally frightening. For 1 Flair Point you can intimidate any opponent, causing them to panic. What this panic looks like however is up to the CoG.
- ❑ **Rapid Fire:** You’re an even quicker shot, able to make an additional Attack per Action.
- ❑ **Disarm:** Remove their weapons! You are able to spend any number of Flair Points (1 minimum) to force your target to make a POWR Core Roll. The number they must beat is equal to 9 + the number of Flair Points you spend. If the target fails, their weapon flies out of their hand up to 6m in any direction you choose.
- ❑ **Headshots:** You’re an unstoppable force of reckoning. After hitting on a successful Attack, you may spend any number of Flair Points to increase the damage by +10 times the number of spent Flair Points.

Cannoneer

- ❑ **Heavy Weapons Expert:** You may use your POWR Bonus instead of AGLT for Ranged Attacks.

For The Players - Selections - Ranged Weapons

- ❑ **Suppressive Fire:** Pin down foes with a barrage of bullets! Once per Round, on a successful Attack, you may choose to trap the target, dropping their Attack Bonus by -2 for this Round. Additionally, for every 4m this trapped target moves, you may immediately make 1 Attack as they move.
- ❑ **Hot Cross Barrels:** Reloading is second nature to you. You may now reload your weapons automatically, without using up an Attack in the process.
- ❑ **Bullet Hell:** Unleash the fury! You may now make an additional Attack per Action.
- ❑ **Empty the Chambers:** You unleash a barrage of firepower. Once per Rest as an Action, you may empty your ranged weapon's clip, making as many Attacks as there are shots in your weapon. If your weapon does not have a clip size, then you may make 10 shots instead.

Assassin

- ❑ **Dark Marks:** Secrecy is your weapon. You may make Ranged Attacks using your Stealth bonus in place of your Attack bonus.
- ❑ **Sneakstrike:** Any successful Attack against a target that cannot see you/is not Ready deals x4 damage. If you roll a Critical Hit for the Attack roll, you deal x8 damage.
- ❑ **Stealth Shot:** You're a sly one. When stealthed, your Attacks will not break your stealth, nor give away your exact position.
- ❑ **Critical Shots:** Rolling an 18 or 19 on Ranged Attack rolls now counts as a Critical Hit for you.
- ❑ **Brutal Kill:** Once per Rest, if you successfully land an Attack, you may choose to deal 150 damage of the weapon's type to the target.

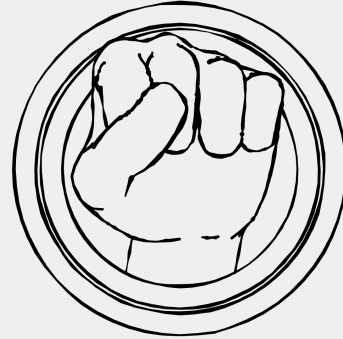
For The Players - Selections - Unarmed Combat

Unarmed Combat

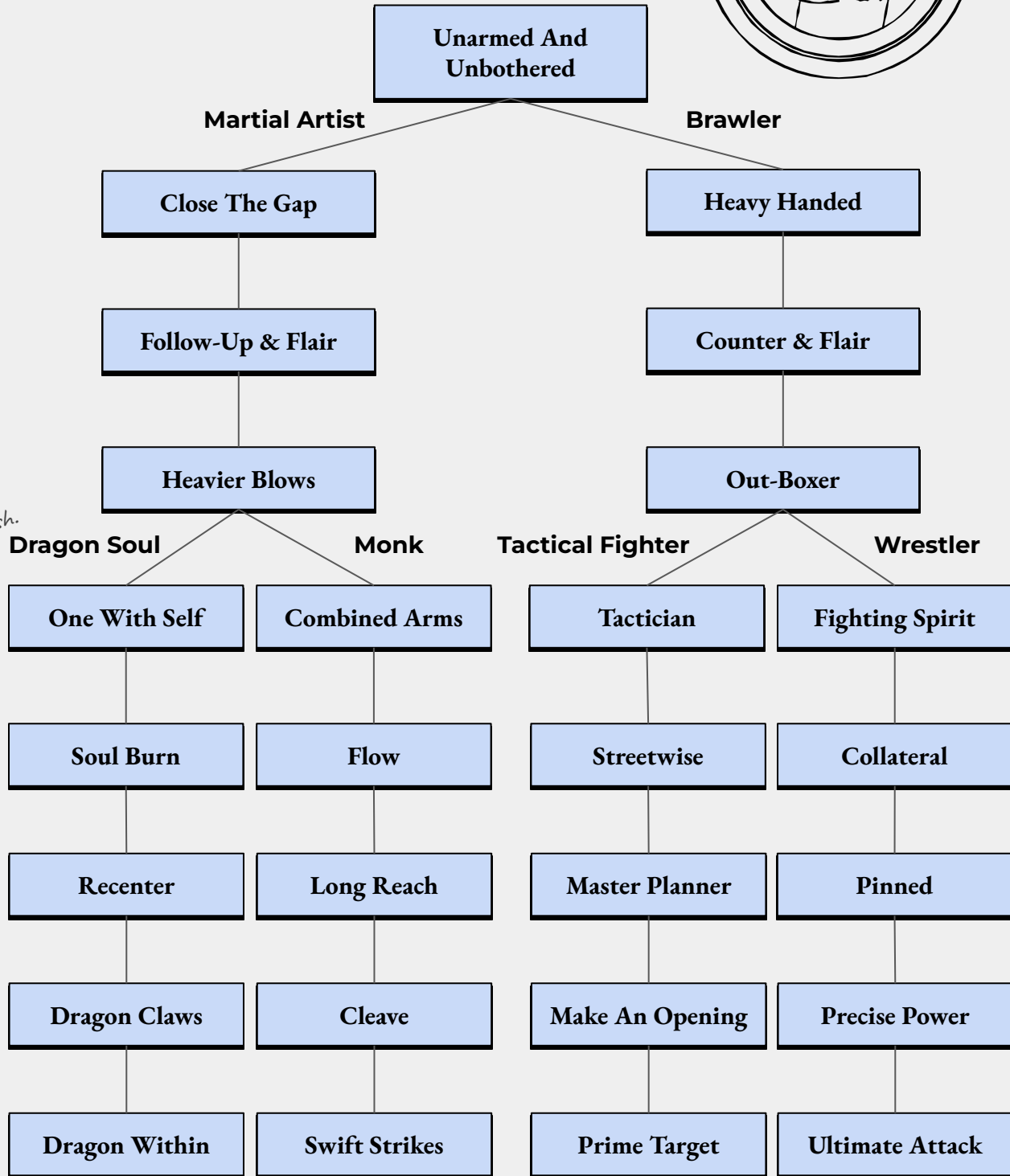
POWR Based

"Blades will break, and bullets will fail, but I am a weapon that endures through death."

- Creed of the Paia-Seo Martial Order



Hah, you wish.



For The Players - Selections - Unarmed Combat

Unarmed Combat

- ❑ **Unarmed And Unbothered:** You are proficient in Unarmed combat. You may make two Attacks per Action, provided they are Unarmed Attacks. Use your POWR Bonus plus Proficiency for the Attack Bonus and 1d4 for the Damage dice. The Damage Type for your Unarmed Attacks is Bludgeoning damage, and the range is 2m.

Martial Artist

- ❑ **Close The Gap:** When you are wearing Light or no Armor, you gain a bonus to your Speed equal to your Proficiency Bonus.
- ❑ **Follow-Up & Flair:**
 - **Flair:** You have a number of Flair Points equal to your Level + your POWR Bonus. These Flair Points are used to perform special moves, which can be learned as you level up. You recover all spent Flair Points after completing a Rest. If you already have a Selection that gives you Flair Points, you gain bonus Flair Points equal to your POWR Bonus.
 - **Follow-Up:** One good hit deserves another. Once per Action, when you make an Unarmed Attack, you can spend 1 Flair Point to immediately make another Attack.
- ❑ **Heavier Blows:** Hit 'em hard! The damage dice for your Unarmed Attacks is increased to 1d6.

Brawler

- ❑ **Heavy Handed:** You gain proficiency in the Grip Skill, with double proficiency if you were proficient previously.
- ❑ **Counter & Flair:**
 - **Flair:** You have a number of Flair Points equal to your Level + your POWR Bonus. These Flair Points are used to perform special moves, which can be learned as you level up. You recover all spent Flair Points after completing a Rest. If you already have a Selection that gives you Flair Points, you gain bonus Flair Points equal to your POWR Bonus.
 - **Counter:** One good hit yields another. When you take damage, you can spend 1 Flair Point to make an Attack against an enemy within your Attack range.
- ❑ **Out-Boxer:** Keep up the barrage! You can now make three Unarmed Attacks per Action.

Dragon Soul

- ❑ **One With Self:** While wearing Light or no armor, you gain a bonus to your DC equal to your INST Bonus.
- ❑ **Soul Burn:** Your spirit enhances your strikes. For 1 Flair Point, you may add a bonus to your next Attack roll equal to your INST Bonus.
- ❑ **Recenter:** As an Action, you are able to focus enter a meditative state. If you take no damage before the start of your next Turn, you regain a number of Flair Points equal to your INST Bonus. You may use this ability a number of times per Rest equal to your Proficiency Bonus.
- ❑ **Dragon Claws:** You are a deadly weapon. As an Action, you may spend any number of Flair Points to launch yourself a distance equal to 10m times the number of Flair Points Spent. Any targets that you move through take AoE damage of a Damage Type that you choose, equal to your INST bonus + 15 + Flair Points spent.
- ❑ **Dragon Within:** At the start of your Turn without using an Action, you can enhance your Unarmed Attacks by spending 4 Flair Points. Your enhanced Unarmed Attacks deal damage of a Damage Type of your choice, the damage dice increases to a number of d8s equal to your INST Bonus, and any damage dealt to one target is dealt as AoE damage to all enemy targets in a line up to 12m long from your first target. This enhancement lasts until the end of your Turn.

Monk

- ❑ **Combined Arms:** Every Action, the first Attack you make counts as an Unarmed Attack, regardless if a weapon is used or not. If a weapon is used, make an Attack roll as if it were an Unarmed Attack, then use the Damage Die for the weapon used.
- ❑ **Flow:** On your Turn without using an Action, You can spend 1 Flair Point to enhance your movement. While enhanced, your Speed is increased by 4m, you are able to run across any surface, and even traverse vertical terrain. This enhancement lasts until the start of your next Turn, and can be perpetuated by spending another Flair Point at the start of your next Turn.
- ❑ **Long Reach:** On your Turn without using an Action, you can spend 1 Flair Point to increase the range of your Unarmed Attacks by 6m until the start of your next Turn.

For The Players - Selections - Unarmed Combat

- ❑ **Cleave:** When you make an Unarmed Attack, you can spend 3 Flair Points to Attack every creature of your choice within your Unarmed Attack range.
- ❑ **Swift Strikes:** You are an elite master. You can make two additional Attacks per Action.

Tactical Fighter

- ❑ **Tactician:** As an Action, you may spend 2 Flair Points to give yourself Advantage on all rolls before the start of your next turn. You may give this Advantage to an ally instead, as long as they can see or hear you.
- ❑ **Streetwise:** You gain a bonus number of Flair Points equal to your INTL Bonus. Additionally, when you hit with an Unarmed Attack, you can reduce the target's DC by a number equal to the number of Flair Points spent. This reduction lasts until the start of your next Turn.
- ❑ **Master Planner:** You've become so good at strategizing that you know how to make the best use of every moment. You have an additional Action.
- ❑ **Make An Opening:** When you hit with an Unarmed Attack, you can spend 1 Flair Point to allow a chosen Ally to immediately make one Attack against the target, as long as the target is within their range. This does not use up any Actions for the chosen ally's Turn.
- ❑ **Prime Target:** As an Action, you may spend 3 Flair Points to mark an enemy that you can see or hear. Until combat ends, any Attack roll against your marked target equal to or higher than 20 minus your INTL Bonus counts as a Natural 20. Calculate damage as if the attacker had rolled a 20, then double the damage as if it were a Critical Hit.
- ❑ **Pinned:** While you have a target restrained via a Grip roll, the target must make a roll higher than 10 + your Grip Bonus in order to break free. Additionally, you can still move at your full Speed and make Actions regularly while restraining a target. Attacks against your restrained target have Advantage, and deal extra damage equal to your Grip Bonus.
- ❑ **Precise Power:** On your Turn without using an Action, you may spend any number of Flair Points to increase your Grip Bonus and Speed by the amount spent. This increase lasts for 30 seconds (6 Rounds).
- ❑ **Ultimate Attack:** As an Attack, you may declare your use of a special signature move, naming it whatever you wish. Describe your move to the CoG as flamboyantly as you wish, making use of any of your existing abilities to justify the Attack. You may then spend any number of Flair Points to roll that many d10s, adding the total as an extra bonus to the Attack/Skill roll for your Ultimate Attack.

Wrestler

- ❑ **Fighting Spirit:** You gain a number of additional Flair Points equal to your Grip Bonus. Additionally, you may make a Grip roll on your Turn without using up an Action.
- ❑ **Collateral:** When you take damage while restraining a target, you can spend 1 Flair Point to reduce the damage you take by half, passing the remaining damage to your restrained target.

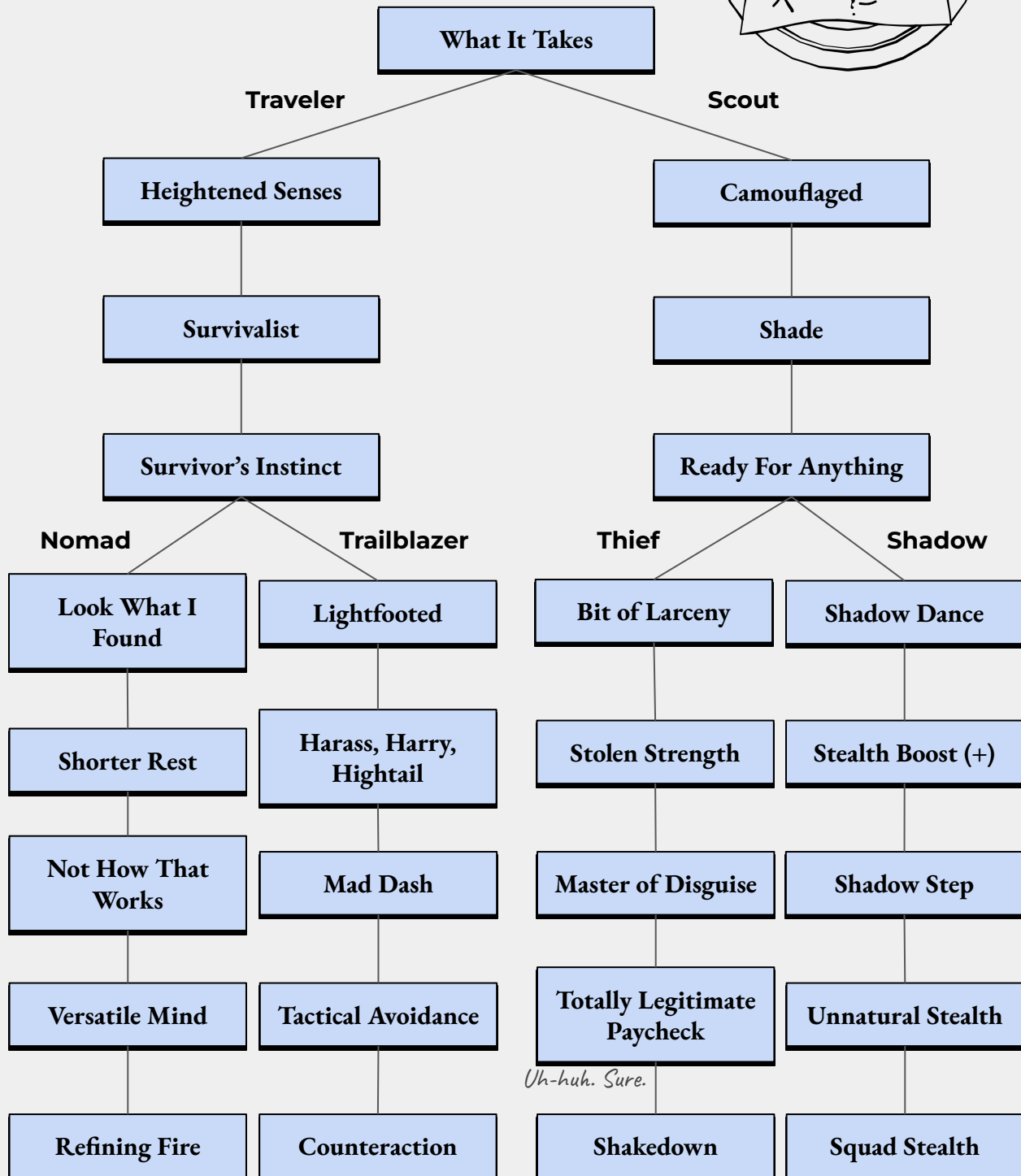
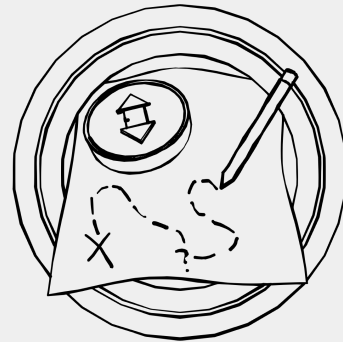
For The Players - Selections - Survival

Survival

Any Ability Score

"I've traversed the frozen wastelands of Darrhimmi, the deadly deserts of Carnedia, and even the untamable wilderness of Oasis. Yet no wildland ever prepared me for the madness of that city."

- Big Jimmy, Owner of 'Jimmy Rig':
recounting his life in Reach City



For The Players - Selections - Survival

Survival

- ❑ **What It Takes:** On your Turn, you may make one Skill roll of your choice without using up your Action.

Traveler

- ❑ **Heightened Senses:** You have an almost supernatural perception of your surrounding area, granting you Awareness in an 6m radius.
- ❑ **Survivalist:** You gain proficiency in the Survival Skill, with double proficiency if you were proficient previously.
- ❑ **Survivor's Instinct:** You excel at finding opportunities, even in combat. You can now use your INST bonus instead of POWR or AGLT for Attack rolls.

Scout

- ❑ **Camouflaged:** You know how to blend in anywhere. You have Advantage on all Stealth rolls when at least partially covered.
- ❑ **Shade:** You gain proficiency in the Stealth Skill, with double proficiency if you were proficient previously.
- ❑ **Ready For Anything:** While stealthed, you gain Advantage on Reaction rolls, as well as a +3 to your DC. This lasts for 10 seconds (2 rounds) after your stealth is ended.

Nomad

- ❑ **Look What I Found:** Three times per Session, when you encounter a difficult situation, you may declare: "Look What I Found". You may then state the type of item you found, a single phrase to describe how the item can be used, and another single phrase to describe how you found the item. It is up to the CoG to decide how to implement what you tell them, along with any twists (if it has side effects, if alerted enemies by finding it, etc.).
- ❑ **Shorter Rest:** You and your allies can choose to rest for 10 minutes to gain the benefits of a full Rest. However, doing so will incur one Degree of Madness instead of removing one.

- ❑ **Not How That Works:** Your practical skills are quite versatile. You may use any other Skill in place of the applicable Skill, including when required by an ability. You may use this ability a number of times per Rest equal to your Survival Skill bonus.
- ❑ **Versatile Mind:** Once per Session, you may select a single specific weapon, tool, or armor. For the duration of the Session, you have Proficiency with your selected item.
- ❑ **Refining Fire:** In weakness you are made strong. While a debuff is actively affecting you, you gain a temporary +1 bonus to all of your Ability Scores. This bonus stacks for each active debuff source.

Trailblazer

- ❑ **Lightfooted:** Your Speed increases by +2m. Additionally, you can Move multiple times in combat without using your full Movement at once. After anyone's Turn, you may use any amount of your Movement. You regain your spent Movement at the start of your next Turn.
- ❑ **Harass, Harry, Hightail:** Your presence is a inspiration to allies and an irritation to foes. When an ally begins their Turn, they gain a +2 to their Attack Bonuses against enemies within 4m of you. When an enemy begins their Turn, they deal 5 less damage to any allies within 4m of you.
- ❑ **Mad Dash:** Your Speed increases by +12m.
- ❑ **Tactical Avoidance:** You're used to being shot at. If an Attack roll against you beats your DC by 5 or less, you may move 2m out of the way and take half-damage rounded down.
- ❑ **Counteraction:** When an enemy within 4m of you uses their Move, you may interrupt their Turn and take 1 Action. This does not use up your regular Action.

Thief

- ❑ **Bit of Larceny:** You're good at "relocating" the goods of others. You gain a temporary +7 bonus on Stealth rolls when attempting to pick pockets or locks. Additionally, failing on rolls to do either will not break your stealth.

For The Players - Selections - Survival

- ❑ **Stolen Strength:** You have mastered the art of adapting to best fit your environment. You gain a +2 to any Ability Score of your choice. After a Rest, you can reassign this bonus to any other Ability Score.
- ❑ **Master of Disguise:** If you take a short time to disguise yourself, you have Advantage on Persuasion and Presentation rolls while the disguise lasts.
- ❑ **Totally Legitimate Paycheck:** Enough people owe you favors that you've started to receive regular payments. At the start of every Session, you receive a number of Bolts equal to your character level times 50.
- ❑ **Shakedown:** Your skill in theft extends to other skills! When taking this Selection, you are able to take two additional Selections in any Selection Tree for which you meet the requirements. Note that this Selection will only raise your overall character level once, despite the additional Selections.

Shadow

- ❑ **Shadow Dance:** Without making an Action, you may instantly become stealthed on your Turn. This functions as if you had made your highest possible Stealth roll. You may use this ability a number of times equal to your Proficiency Bonus per Rest.
- ❑ **Stealth Boost (+):** You are like a phantom. Every time you take this Selection, your Stealth bonus increases by +2.
- ❑ **Shadow Step:** Whether by technology or a rudimentary understanding of the Weave, you are able to teleport. Once per Turn without spending an Action, you are able to teleport a distance up to your Speed in any direction.
- ❑ **Unnatural Stealth:** While stealthed, you are (for all intents and purposes) invisible. You may walk freely and perform actions as desired without being seen, even to creatures with Awareness. Like normal stealth, your invisibility ends if you attack or physically interact in an obvious way with another creature.
- ❑ **Squad Stealth:** On a successful stealth roll, you are able to stealth all willing creatures within a 10m radius of yourself.

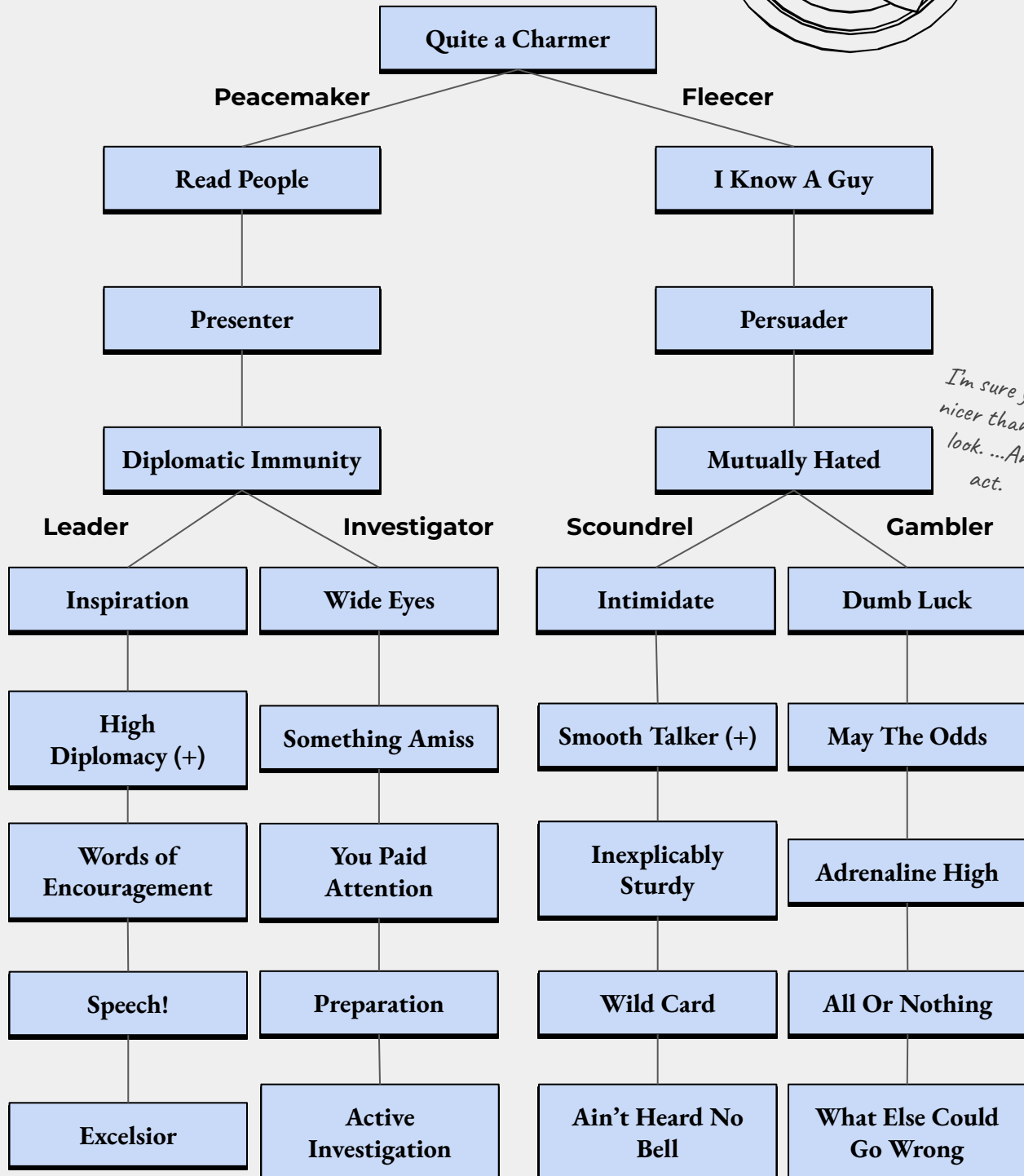
For The Players - Selections - Influence

Influence

INTL or INST Based

"I've lived a lot of lives, and not all of them were spotless. Try as I will to bury the man I was, he always seems to come back with a bag of gifts in hand whenever I happen to need him the most."

- Avil Grey, RCPD Detective:
on his past with the Null Code Hackers



For The Players - Selections - Influence

Influence

- ❑ **Quite a Charmer:** Your social instincts are highly refined. You gain a +1 to your INST Score, and Proficiency in a Skill of your choice.

Peacemaker

- ❑ **Read People:** You're good at picking up on the hidden details. If you can see or hear a creature, you can learn hidden information about them. Inform the CoG that you wish to use this ability, then make a Perception Roll. If your roll is high enough, you will be able to tell if the creature is lying, speaking truths, or withholding information. Additionally, you may learn a weakness or hidden detail about the creature, decided by the CoG.
- ❑ **Presenter:** You gain proficiency in the Presentation Skill, with double proficiency if you were proficient previously.
- ❑ **Diplomatic Immunity:** Once per Rest as an Action, you may cause your peacemaking neutrality to kick in, preventing you from being directly targeted for 10 minutes by creatures with an INTL Score of 2 or higher. Note that you can still receive damage, but will not be attacked directly. Likewise, if you attack while this effect is active, the effect ends.

Fleecer

- ❑ **I Know a Guy:** Once per Session, when you encounter a difficult situation, you may declare: "I Know A Guy". You may then say the name of this figure, a single phrase to describe them, and another single phrase to describe your relationship to them. It is up to the CoG to decide how to implement what you tell them, along with any twists (if they are still alive, if they hate you, if you owe them money, etc.).
- ❑ **Persuader:** You gain proficiency in the Persuasion Skill, with double proficiency if you were proficient previously.
- ❑ **Mutually Hated:** You are well known, but not always for good reasons. As an Action, you may draw attention to yourself. Enemies that can hear you must focus whatever they are doing on you for at least one Round.

Leader

- ❑ **Inspiration:** Your words are inspiring to all that you encounter. Once per Turn, you may give an extra Action to yourself or any single creature that can see or hear you. This does not use up your Action(s) for that Turn.
- ❑ **High Diplomacy (+):** Repeated negotiations have improved your skills! Every time you take this Selection, your Presentation bonus increases by +2.
- ❑ **Words of Encouragement:** Your leadership makes every challenge more bearable. As an Action, you can give encouragement to an ally, either adding your Presentation bonus to their next roll, or removing one Degree of Madness from them. You may use this ability a number of times equal to your Presentation Bonus per Session.
- ❑ **Speech!:** Once per Session as an Action, you may give a powerful speech to rally your allies. You and all allies who can currently hear you gain Advantage on all rolls for a number of minutes equal to your Presentation bonus.
- ❑ **Excelsior:** You can invigorate your allies, pushing them beyond their limits. Once per Session as an Action, you and up to four allies regain one usage of a limited usage ability (such as abilities that can only be used a few times per Rest). You may not regain a usage of this ability.

Investigator

- ❑ **Wide Eyes:** You are alert, and highly observant. You gain Proficiency with the Reaction, Investigation, and Perception Skills.
- ❑ **Something Amiss:** You always keep an eye on your environment, alert for things out of place. At the start of each Session, inform the CoG that you have this ability. When you enter into a room or environment where something is not quite right (like traps, hidden secrets, or shifty individuals), the CoG will inform you that something is amiss. Try investigating once you have been alerted.
- ❑ **You Paid Attention:** You note many things that others do not. You now have Advantage on Reaction, Investigation, and Perception rolls.
- ❑ **Preparation:** At the start of each Session, you may pre-roll a number of dice equal to your Level + your Investigation Bonus. These dice may be of any type. When you or an ally make a roll with a die of the same type, you can replace

For The Players - Selections - Influence

it with a prepared roll instead, using up the prepared roll.

- ❑ **Active Investigation:** At the start of the Session, declare to the CoG specifically what you personally are currently investigating. They will ask for clarification if the scope of your declaration needs to be altered. All rolls related to your declared investigation have Advantage for the duration of the Session.

Scoundrel

- ❑ **Intimidate:** Your presence is frightening to all. On another creature's Turn, you may interrupt their Action, causing them to fail and use up whatever Action they were performing. You may use this ability a number of times equal to your Persuasion Bonus per Rest.
- ❑ **Smooth Talker (+):** Persuasion is your second language. Every time you take this Selection, your Persuasion bonus increases by +2.
- ❑ **Inexplicably Sturdy:** Somehow, you are very hard to kill. Every Session, you have a number of points equal to 10 + your Persuasion Bonus, which you can use to temporarily boost your DC by +1 each. You may use these points all at once, or divide them up as you choose. When using a point, inform the CoG that you're boosting your DC, and inform them by how much. This boost lasts only for a single Attack against you. These points do not stack across Sessions, and are restored to maximum at the start of the next Session.
- ❑ **Wild Card:** You're hard to predict, able to give yourself an extra Action on your Turn. You may use this ability a number of times equal to your Persuasion bonus per Rest.
- ❑ **Ain't Heard No Bell:** You are very, very hard to kill. Your number of DP is doubled, and when dropped to 0 HP, you remain conscious, but still lose DP like normal. You can still move and take Turns like normal, but will die if you drop to 0 DP or your negative HP maximum.

Gambler

- ❑ **Dumb Luck:** You don't have the best fortune, but occasionally things go just the way you want. Three times per Rest, when you fail a Skill roll or Core Roll, you may choose to succeed instead.

- ❑ **May The Odds:** Thrice per Rest, you can challenge the CoG to a bet. Both roll a d20, no modifiers. If yours is higher, You gain Advantage on all rolls for the next ten minutes. If yours is lower, you have Disadvantage on all rolls for the next ten minutes.
- ❑ **Adrenaline High:** When it matters, your instinct in combat is what keeps you alive. On your Turn, you may roll a d20 and sacrifice that much HP to automatically succeed on an Attack, with the damage being the number you rolled + 10 + your Damage Bonus. Once you roll the dice of sacrifice, there is no going back; you cannot change your mind.
- ❑ **All Or Nothing:** Before you or a creature that you can see makes a roll, you may declare "All Or Nothing". Roll a d20; if your roll is a 15 or higher, the roll counts as if the original roll was a Natural 20. Otherwise, the roll counts as a failure. Each Session you may use this ability 3d4 times, rolled at the start of the Session.
- ❑ **What Else Could Go Wrong:** Once per Session, when you encounter a difficult situation, you may ask: "What Else Could Go Wrong?". You may then describe to the CoG how you would like for the situation to go wrong, with the CoG allowed to interpret your description to best fit their narrative. The catastrophe will always work to your benefit, though you likely will not escape scot-free.

For The Players - Selections - Tech

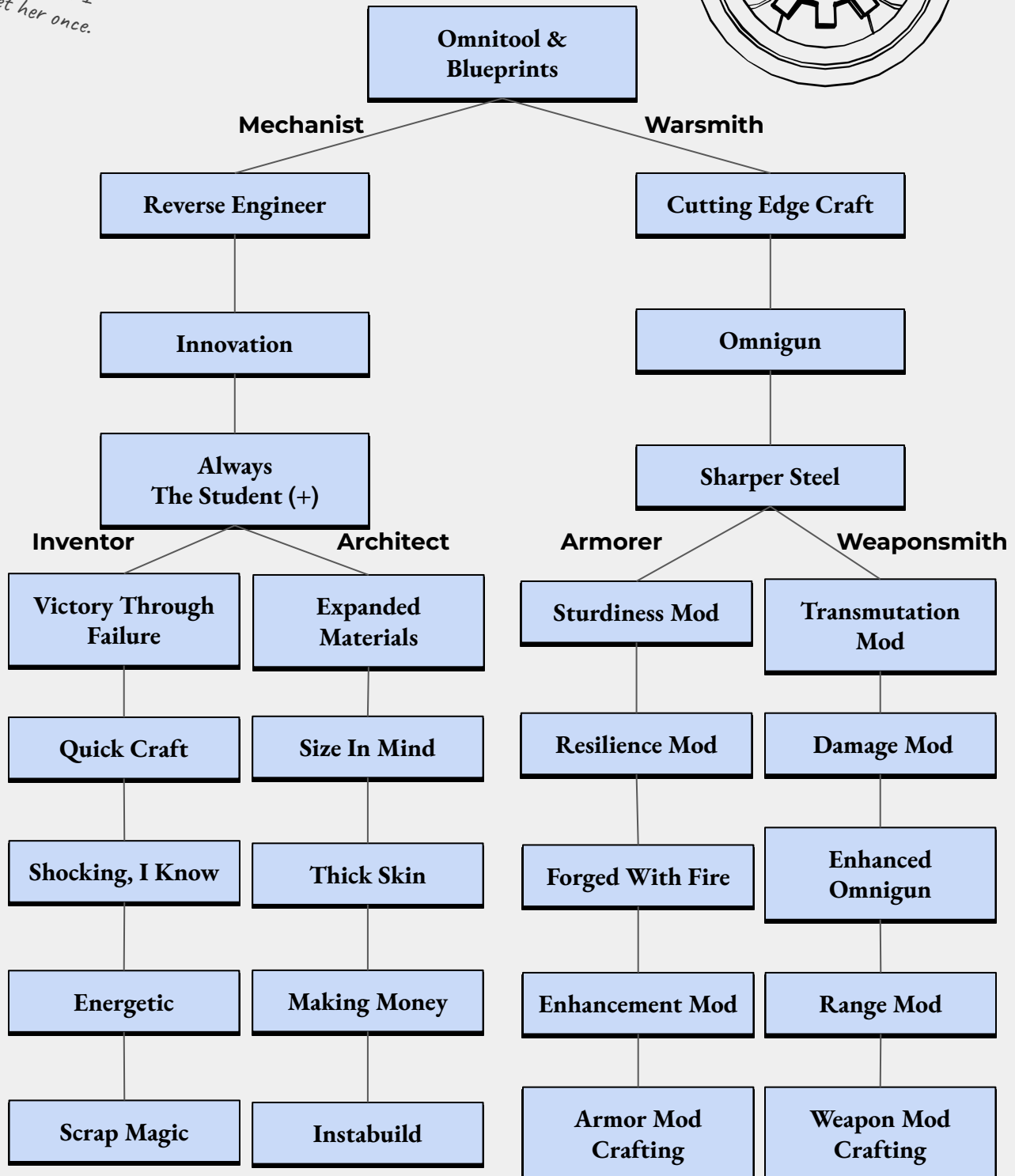
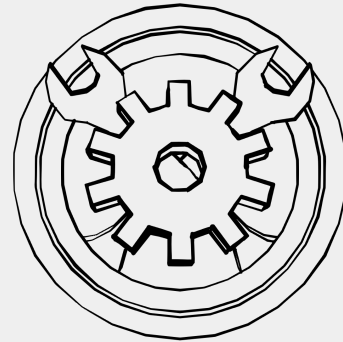
Tech

INTL Based

“Mechanists create new things, for better or worse. An Omnitool is a tool. Nothing more or less. Your only limit is creativity, but your only constraint is your morality.”

- Sora Seishin, Mechanist of the *Samba Ng Kalayo*:
after raiding a Null Code Hackers base

You know, I met her once.



For The Players - Selections - Tech

Tech

- ❑ **Omnitool & Blueprints:**
 - **Omnitool:** You have and are proficient with an Omnitool. The Omnitool can function as a hammer, screwdriver, wrench, blowtorch, sander, or Melee Weapon with a 1d6 Bludgeoning Damage Die. If other attachments are needed, they can be bought and programmed into the Omnitool.
The Omnitool also has a built-in Fabricator, which can generate any single-material component with the shortest and longest length between 1mm and 2m respectively. The time it takes to generate this component is a number of minutes equal to the item's value in Bolts. The materials that the Fabricator generates can initially either be rubber, plastic, or metallic.
 - **Blueprints:** If you write it down, it counts as science, right? You can keep track of your creations, creating Blueprints for each one. A Blueprint will tell you the duration of creation, required components, and sell value for the item. When you find a Blueprint for an item not created by you, you may copy it into your Blueprints Collection, then use that Blueprint at any later point.
Additionally, you gain proficiency in the Engineering Skill, with double proficiency if you were proficient previously.

Mechanist

- ❑ **Reverse Engineer:** You're capable of discovering how to build devices by examining already built ones. When you find a mechanical device that you want to learn to build, you may analyze the item for a number of minutes equal to twice the cost of the item. Then, the CoG will have you make an Engineering roll against a number they deem appropriate. On a success, you know how to build that item. On a failure, you don't yet know how to create it, and run the risk of it being destroyed.
- ❑ **Innovation:** Eureka! If you have a rough idea of a device to create, and have or can make the components, inform the CoG. The CoG will tell you the percent chance of successfully creating it, and the amount of time that it will take. Roll a d100 minus your Engineering Skill bonus. In order to successfully create the

device, your final roll must be less than or equal to the given chance of success (a 90 or lower on a 90% chance of success), or your attempt may not be successful.

If you succeed, you create the device, and can add it to your Blueprints Collection. If you fail, some of your components may be ruined.

Unless otherwise specified by the CoG, the time it takes to recreate this item is half of the time you had to spend when creating it initially.

Likewise, the sell value for your device is equal to the number of minutes initially required to recreate this item.

- ❑ **Always the Student (+):** You continue to learn through experience. Each time you take this Selection, your Engineering Skill increases by +2.

Warsmith

- ❑ **Cutting Edge Craft:** Through study and practice, you have learned how to recreate common gear. You may now create any of the weapons or armor from the Gear section of this chapter. Creating this gear will require half of the item's Bolts cost, and it will take you a number of minutes equal to half of the item's Bolts cost as well.
- ❑ **Omnigun:** Your Omnitool now functions as a ranged laser weapon, with a 1d6 Radiation Damage Die and a 30m range. You have proficiency with this weapon, regardless of your weapon proficiency otherwise.
- ❑ **Sharper Steel:** You've a knack for building weapons and armor. Any weapons you create have an additional bonus +1 to their Attack rolls and Damage Bonuses. Additionally, any armor that you create has an additional +1 to its DC over the item's standard.

Inventor

- ❑ **Victory Through Failure:** You learn with every mistake. If you fail your Engineering roll when using your Innovation or Reverse Engineer ability, you now gain a +3 bonus to your next attempt for the same or a similar creation. This bonus can be gained multiple times, and stacks until you successfully create the item.
- ❑ **Quick Craft:** Practice makes perfect, as they say! If you know how to build a device, it now takes you half the time to recreate it.

For The Players - Selections - Tech

- ❑ **Shocking, I Know:** Getting shocked isn't quite so shocking anymore. You are Resistant to Electric damage.
- ❑ **Energetic:** You can now harness your Omnitool to generate various quantities of energy, enabling you to recharge machines, create generators, or anything else that you can innovate.
- ❑ **Scrap Magic:** Break it apart to build it back! Once per Session when using your Reverse Engineer ability, you may choose to succeed after spending half the required time for the ability.

Architect

- ❑ **Expanded Materials:** Variety is the spice of innovation! Your Fabricator has been upgraded and can now generate wood, fabrics, ceramics, glass, and composite materials.
- ❑ **Size In Mind:** The scale of your Fabricator has improved, allowing you to now generate components with the shortest and longest length between 1 micrometer and 6m respectively.
- ❑ **Thick Skin:** Construction work has toughened your body and made your mind more resilient. You lose 5 less HP each time that you take damage. If you would take 5 or less damage, you take no damage instead.
- ❑ **Making Money:** You know your craft, and your reputation precedes you. The sell value for items that you create is now doubled at the time of sale.
- ❑ **Instabuild:** Necessity is the mother of smashing things together. Once per Session as an Action, you may instantly create an item from your Blueprints Collection.

Armorer

- ❑ **Sturdiness Mod:** A true master takes weak things and makes them strong. You are capable of crafting Sturdiness Mods, which increase the DC of an existing piece of armor. You can spend 1 hour creating a Sturdiness Mod with a DC Bonus equal to half your Proficiency Bonus (rounded up) at the time of creation, which can then be applied to any existing piece of armor to upgrade it.
- ❑ **Resilience Mod:** It's crucial to create armors for a variety of environments. You are able to create Resilience Mods, which reduce the damage taken by the user for specific Damage Types. The

number of Damage Type Resistances you can apply is equal to half of your Proficiency Bonus (rounded down) at the time of creation. You can spend 1 hour creating a Resilience Mod for Damage Types that you choose during creation, which can then be applied to an existing piece of armor. The wearer of this armor is Resistant to those Damage Types.

- ❑ **Forged With Fire:** The heat of the forge has become a comfort to you, almost an extension of yourself. You are Resistant to Heat damage.
- ❑ **Enhancement Mod:** The armors you create are multifunctional! You are capable of crafting Enhancement Mods, which grant a Bonus to a single Skill/Core Roll of your choice, equal to your Proficiency Bonus at the time of creation. You can spend 1 hour creating an Enhancement Mod for a single Skill/Core Roll that you choose during creation, which can then be applied to an existing piece of armor. The wearer of this armor then gains that bonus as long as they wear the armor.
- ❑ **Armor Mod Crafting:** Armor Mods made by you alone! You are able to create Unique Armor Mods, which add a wide variety of effects to armor, depending on your imagination. Some examples include allowing the user to breathe underwater, deal damage by body-slammings, increasing movement speed after taking damage, and more! In order to craft these, you will need to use your Innovation ability to create the item, based on the idea that you present to the CoG.

Weaponsmith

- ❑ **Transmutation Mod:** Variation is the spice of war. You are capable of crafting Transmutation Mods, which alter the Damage Type of a weapon. You can spend 1 hour crafting a Transmutation Mod for a Damage Type that you choose during creation. When applied to a weapon, it will swap the existing Damage Type for the one that you chose.
- ❑ **Damage Mod:** Violence may not be the answer. But, in case it is, you are able to create Damage Mods, which boost the Damage Bonus of a weapon. You can spend 1 hour creating a Damage Mod, which increases the Damage Bonus of a weapon by an amount equal to your Proficiency Bonus at the time of creation.

For The Players - Selections - Tech

- ❑ **Enhanced Omnigun:** It was originally meant as a tool of creation...but bashing skulls is good too. Your Omnitool now has a 2d6 Damage Die, both for Melee and Ranged Attacks.
- ❑ **Range Mod:** You can go the distance! You are able to create Range Mods, which increase the attack range of a weapon. You can spend 1 hour creating a Range Mod, which multiplies a weapon's range by half your Proficiency Bonus (rounded up) at the time of creation.
- ❑ **Weapon Mod Crafting:** Every weapon needs its own unique flair. You are able to create Unique Weapon Mods, which add a wide variety of effects to the weapon, depending on the creator's imagination. Some examples include giving larger weapons the Compact tag, making thrown weapons return to the thrower, combining weapons together, and more! In order to craft these, you will need to use your Innovation ability to create the item, based on the idea that you present to the CoG.

For The Players - Selections - Tech

Components & Blueprints

Below, you can find a collection of recipes for use with the Tech tree. *Components* are items that you can generate with your Fabricator, whereas *Blueprints* are used to create devices out of various components. You are not limited to these recipes, and can even create your own (depending on your chosen Selections). Use the recipes below both for reference and inspiration!

Creation is an art, and I use mine to annoy people.

Components

Name	Quantity	Value	Creation Time	Description
Bearing	2	1 Bolt	1 Minute	Useful for enabling rotation and reducing friction.
Blade	1	5 Bolts	5 Minutes	Sharp, useful for making tools and weapons.
Chain	1	1 Bolt	1 Minute	Interconnected links, which can hold a large weight.
Frame	1	3 Bolts	3 Minutes	Can be used as the base of various constructions.
Gear	2	1 Bolts	1 Minute	Used in a wide array of machinery.
Handle	1	3 Bolts	3 Minutes	A grip that can be used for making tools and weapons.
Hook	1	2 Bolts	2 Minutes	Useful for attaching components together.
Plank	1	4 Bolts	4 Minutes	A sturdy slab of material, useful for construction.
Plate	1	3 Bolts	3 Minutes	A thin sheet of material, useful for construction.
Rod	1	2 Bolts	2 Minutes	Useful for leverage, rotation, and connection.
Screws	5	2 Bolts	2 Minutes	Useful for attaching components together.
Tube	1	2 Bolts	2 Minutes	Can be used as part of a piston, a pipe, or even a gun barrel.
Wheel	1	2 Bolts	2 Minutes	Has a number of uses, such as in pulleys or transportation.
Wire/Cable	1	1 Bolt	1 Minute	Strong but flexible; useful in pulleys and in power systems.

Blueprints

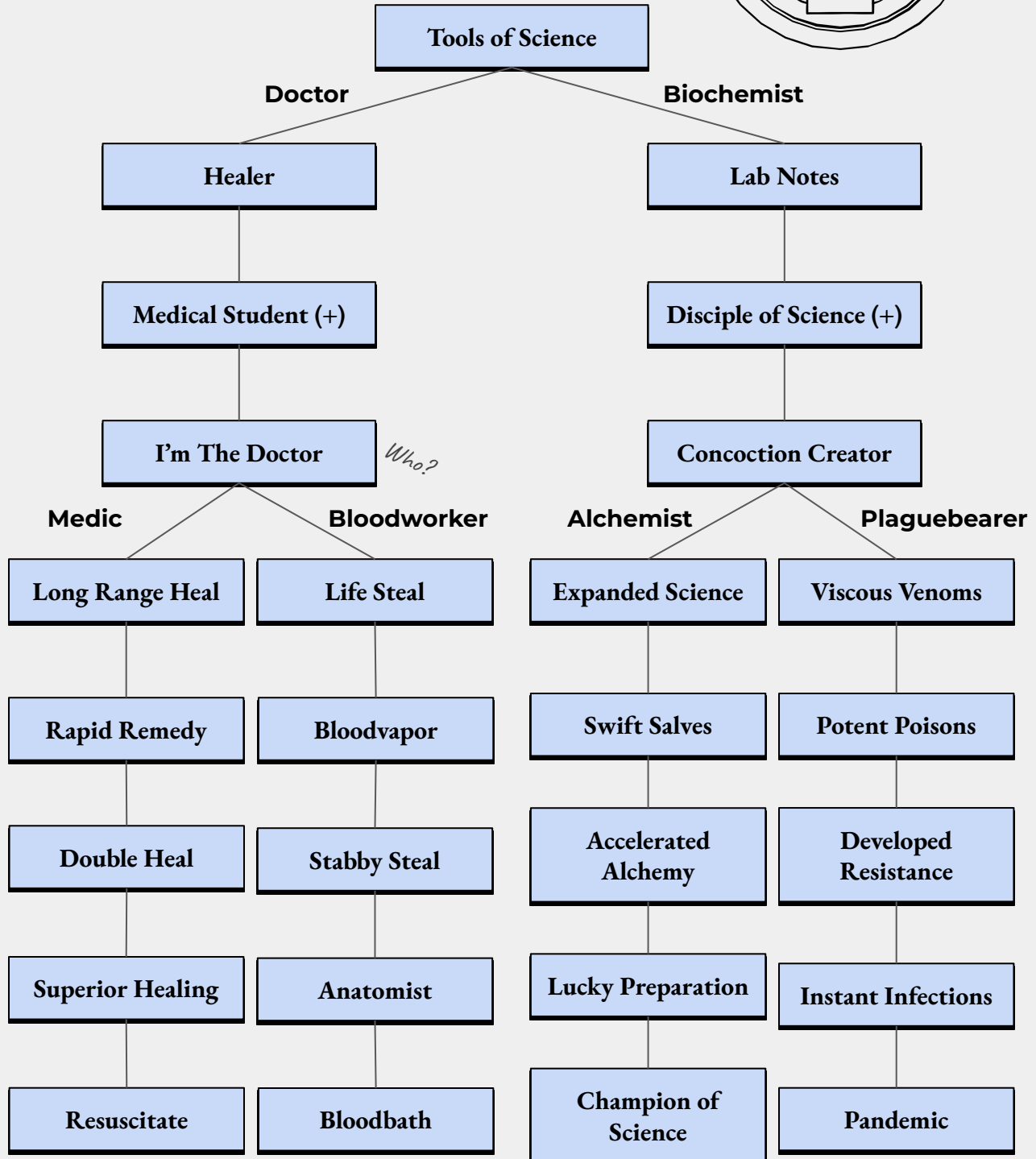
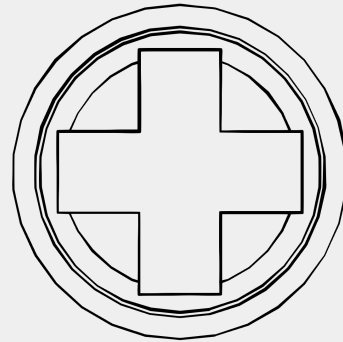
Name	Components	Value	Assembly Time	Features
Arrow	Rod x1	5 Bolts	5 Minutes	Used with bows/crossbows.
Bicycle	Chain x1, Frame x1, Gear x2, Wheel x2, Wire x1	200 Bolts	200 Minutes	Speed: 30m + POWR Bonus.
Crowbar	Hook x2, Rod x1	25 Bolts	25 Minutes	Portable leverage.
Grappling Hook	Cable x3, Hook x3	30 Bolts	30 Minutes	More fun than a ladder.
Hatchet	Blade x1, Handle x1, Rod x1	40 Bolts	40 Minutes	Melee, 1d4 Slashing Damage.
Net	Cable x20	50 Bolts	50 Minutes	Useful for fishing and traps.
Pulley	Cable x2, Screws x5, Wheel x1	10 Bolts	10 Minutes	Handy for lifting heavy items.
Skateboard	Bearing x4, Plank x1, Screws x10, Wheels x4	80 Bolts	80 Minutes	Speed: 10m + POWR Bonus.
Simple Engine	Bearing x2, Frame x1, Rod x1, Tube x1, Wheel x1	60 Bolts	60 Minutes	Requires steam or fuel.
Stool	Plate x1, Rod x3	15 Bolts	15 Minutes	Have a seat!

For The Players - Selections - Medical

Medical

INTL Based

"I made cookies! They may contain trace amounts of botulism, but I am 99% sure they are safe."
 - Doctor DUC, Medic & War Criminal



For The Players - Selections - Medical

Medical

- ❑ **Tools of Science:** Progress is made through experimentation and discovery, and that's exactly what you've devoted your life to. You possess and are proficient with a Science Pack, which holds the tools you need for basic biological and chemical study. As an Action, you may make a Science or Medical roll to learn a single property of a chemical or organism that you encounter. The depth of this discovered property depends on the roll, and on the decision of the CoG. Additionally, you gain Proficiency in both the Medical and Science Skills.

Doctor

- ❑ **Healer:** Whether it's a marvel of chemical science, a gift from the Weave, or even just a good old-fashioned medkit, you are equipped with the ability to protect life in your own unique way. As an Action, you can restore a number of HP equal to 5 + your Medical Bonus to a target that you touch. This HP cannot heal past a target's HP max.
- ❑ **Medical Student (+):** You are constantly learning new techniques and new abilities. Every time you take this Selection, your Medical Skill bonus increases by +2.
- ❑ **I'm the Doctor:** The other members of your party won't admit it, but you're kind of the most important member of the team. Once per Rest as an Action, you may restore yourself to full HP.

Biochemist

- ❑ **Lab Notes:** Why put in all the work when someone has done it first? When you find a concoction that you want to learn to synthesize, you may spend an amount of time determined by the CoG analyzing the preexisting sample. Then, the CoG will have you make a Science roll against a number they deem appropriate. On a success, you know how to synthesize that concoction. On a failure, you don't yet know how to create it, and run the risk of it being destroyed.
- ❑ **Disciple of Science (+):** Discovery is in your blood, your very reason for existing. Every time you take this Selection, your Science Skill bonus increases by +2.

- ❑ **Concoction Creator:** Through your Science Pack, you are capable of synthesizing and inventing medicines, poisons, and other materials. Inform the CoG of the concoction you wish to create, including its desired effect and quantity. The CoG will inform you of the percent chance of successfully creating it, and the amount of time that it will take. Roll a d100 minus your Science Skill bonus. In order to successfully create the concoction, your final roll must be less than or equal to the given chance of success (a 90 or lower on a 90% chance of success), or your attempt may not be successful. If you succeed, you create the concoction, and can add its recipe to your Lab Notes. If you fail, some of your components may be ruined. Unless otherwise specified by the CoG, the time it takes to recreate this concoction is half of the time you had to spend when creating it initially. Likewise, the sell value for your concoction is equal to the number of minutes initially required to recreate this item.

Medic

- ❑ **Long Range Heal:** You're capable of healing targets that are farther away. Your Healer ability can now affect targets that are a distance equal to your Speed away from you.
- ❑ **Rapid Remedy:** The use of your Healing ability has become second nature to you. You may use this ability to use your Healer ability at any point, including not on your Turn, without using an Action. You may use this ability a number of times equal to your Proficiency Bonus per Rest.
- ❑ **Double Heal:** Dying is not healthy. You can now use your Healer Ability twice per Action. This can be on the same or a different target.
- ❑ **Superior Healing:** You've learned how to push your healing abilities to their limit. When using your Healer ability, all chosen creatures within a 2m radius of your target are also healed for the same amount.
- ❑ **Resuscitate:** You've learned how to turn back the clock on death. As an Action, you may revive a creature that has been dead for no longer than 1 hour. Unless prevented, the creature resuscitates with 1 HP and has Advantage when rolling on the Mortal Wounds table.

For The Players - Selections - Medical

Bloodworker

- ❑ **Lifesteal:** Your Healer ability can now be used to steal the health of your foes. If you use your Healer ability on an enemy, you can instead drain that much HP from your target, then heal yourself for double the stolen amount.
- ❑ **Bloodvapor:** Once per Turn without using an Action, you may sacrifice any amount of your HP in order to heal any targets of your choice within your Healer range for the same amount. This sacrificed HP counts as drained HP, and cannot exceed your current HP total.
- ❑ **Stabby Steal:** When you make a successful Attack, you heal yourself for the same amount of damage that you deal. This damage counts as drained HP.
- ❑ **Anatomist:** An advantage of studying physiology is understanding weak points. You may now add your Medical Skill bonus to the total damage of an Attack, or to the total HP drained from a target. Additionally, your allies can add this bonus to their total Attack damage while within earshot of you.
- ❑ **Bloodbath:** If a target dies within 10 minutes of you draining their HP, they explode upon their death, affecting a 10m radius. All enemies within this radius are hit for the same damage amount and Type from the killing blow. They are also afflicted by any poisons or conditions that the target had when they died. All allies within this radius are healed for this same amount.

Alchemist

- ❑ **Expanded Science:** When you use your Tools of Science ability to determine information, you gain advantage on the roll. Additionally, you may ask the CoG one question about the subject of your ability inquiry, and they must answer you truthfully.
- ❑ **Swift Salves:** Your concoction creating skills have improved, allowing you to synthesize concoctions you have created before in half their normal time.
- ❑ **Accelerated Alchemy:** Sometimes time is not on your side. Twice per Rest as an Action, you may instantly create a batch of a concoction that you have made previously.

- ❑ **Lucky Preparation:** You've been told by your peers that making such a drug wasn't possible. Fortunately, luck is on your side. Once per Rest, when making a new concoction, you may choose to succeed in creating it, per the approval of the CoG.
- ❑ **Champion of Science:** Your scientific understanding is unparalleled. Thrice per Rest, you may grant yourself a Natural 20 on any Science roll. Additionally, your allies can add your INTL modifier to any of their rolls while within earshot of you.

Plaguebearer

- ❑ **Viscous Venoms:** If a concoction you create has an effect that requires a Skill roll, then the number the target must roll against increases by a number equal to your Proficiency Bonus.
- ❑ **Potent Poisons:** If you're going to make poisons, then you might as well make them strong, right? Any concoctions you create that deal damage now deal 50% more damage.
- ❑ **Developed Resistance:** Frequent exposure to toxins has forced you to adapt. You are Resistant to Contamination damage, and have Advantage on VITA Core and Tolerance rolls.
- ❑ **Instant Infections:** When your concoction is applied to a weapon, that concoction applies to the target of the Attack, regardless if it hits or misses.
- ❑ **Pandemic:** While your concoction is active on a target, any other creature that they come into contact with is affected by it as well. If your concoction requires a Skill roll, then the spread targets must make that Skill roll first before being affected. These new affected targets can pass on the "infection" to others as well, and so on, until the concoction effect ends.

For The Players - Selections - Medical

Samples & Concoctions

Below, you will find a collection of recipes for use with the Medical tree. *Samples* are used here to refer to a few chemicals or organisms that you could study via your Science Pack. *Concoctions* are the compounds that you are capable of synthesizing through the Biochemist subtree. This is not a complete list, but rather intended as inspiration for your own discoveries/creations.

There are many fascinating creatures to find, with perhaps even more fascinating properties!

Samples

Name	Type	Information
Sticksap Tree	Plant	When extracted and heated, the sap of this tree makes a sturdy adhesive.
Melloweed	Plant	Can be used as a relaxant, or as a tranquilizer if concentrated.
Yellowfang Bat	Animal	The bones of this creature contain a compound which can reduce fevers and infections.
Slitstone	Mineral	A chalk-like rock which, when ground into powder, can cause severe skin irritation.
Chamhollow	Plant	A yellow and white flower, which can be used to ease symptoms of fatigue.
Hookfruit	Plant	A curved yellow fruit, which can help alleviate digestive problems.
Blue Salt	Mineral	Seemingly harmless, but releases large amounts of heat when mixed with water.
Furred Toad	Animal	The saliva of this strange creature is a helpful remedy for burns.
Wine Crab	Animal	When crushed and ingested, the shell of this creature can cause painful swelling.
Duckbillite	Mineral	This cave crystal conducts electricity surprisingly well.
Grimstone	Mineral	The powder of this mineral can prevent wounds from properly healing.
Bladewurm	Animal	This creature possesses a venom which fills its victim with debilitating stabbing pains.

Concoctions

Name	Quantity	Value	Creation Time	Features
Burn Juice	1 L	20 Bolts	20 Minutes	A useful alternative for gasoline. Very flammable, and can be used to power certain mechanical devices.
Bleed Stabilizer	10 mL	80 Bolts	80 Minutes	If a creature loses any DP within 3 hours of taking this medicine, their HP is stabilized at 0 HP.
Dazer	5 mL	60 Bolts	60 Minutes	The target must beat a 14 VITA Core roll, or have their Speed reduced by half and have Disadvantage for 5 minutes.
Restorative	5 mL	90 Bolts	90 Minutes	A creature who takes this medication will recover 5 HP at the start of their Turn for 10 minutes.
Corrosive Soup	1 mL	200 Bolts	200 Minutes	1 mL of this acid can eat through 1m of organic matter in 10 minutes.
Faustian Painkiller	1 Pill	120 Bolts	120 Minutes	Makes a creature immune to the effects of damage for 10 minutes. After, they will take all damage received at once.
Sneaky Poison	2 mL	30 Bolts	30 Minutes	6 hours after a creature ingests this poison, they will take 10d12 Contamination damage.
Zoomies	2 Pills	400 Bolts	400 Minutes	Gives the target +10m Speed and an extra Action for 2 minutes. Afterwards, makes the creature unconscious for an 20 minutes.

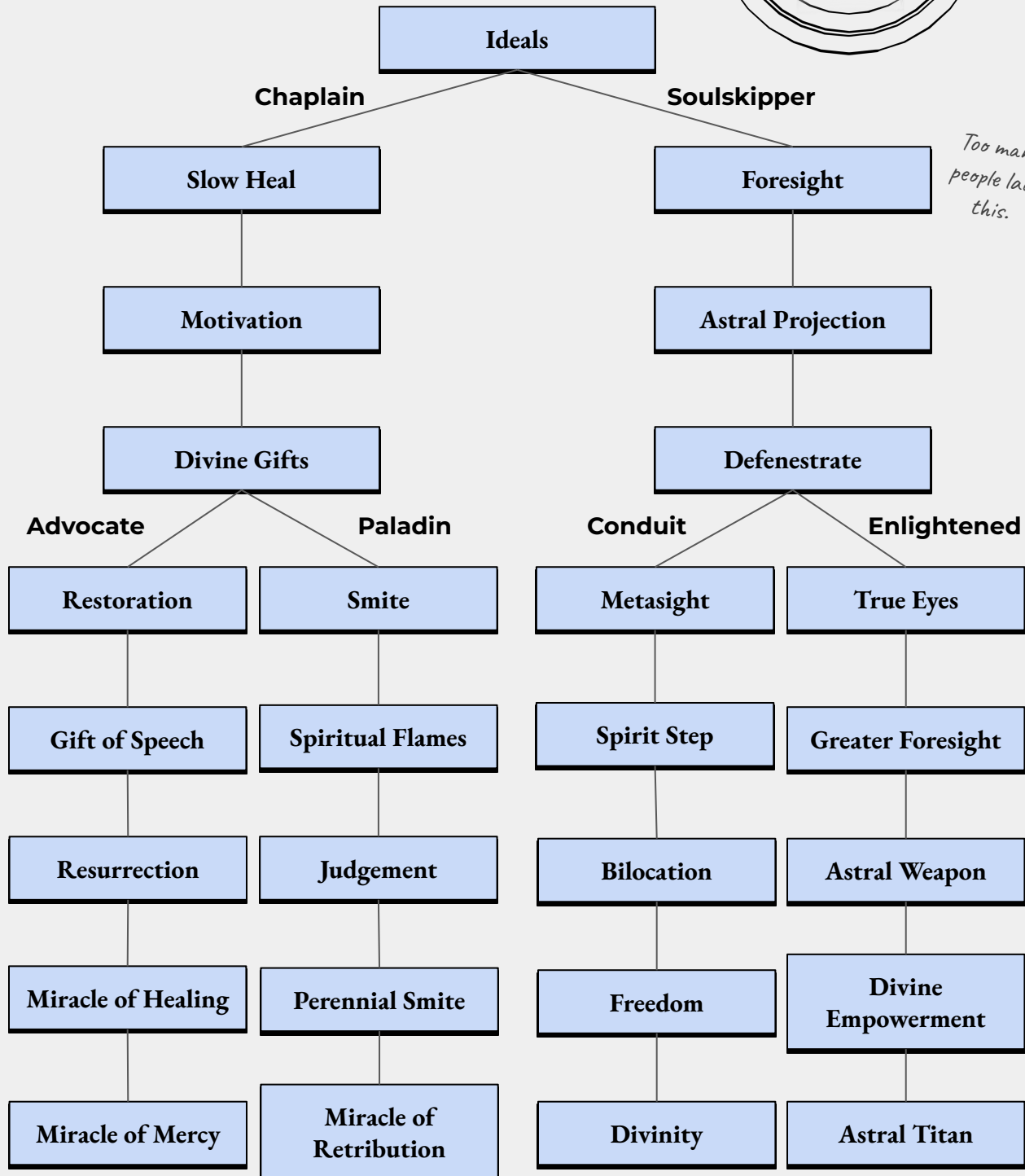
For The Players - Selections - Spirit

Spirit

INST Based

“Aether is light, life, and soul. Aether called all spirits to this realm, and to her we all return when we depart.”

- Dawnbringer Rau, of The Creed of Dawn:
quoting the ‘Precepts of Aether’, Section 1, Verse 6



For The Players - Selections - Spirit

Spirit

- ❑ **Ideals:** You have found greater understanding through a Higher Power, whether it be a godly being or a philosophical ideal. You gain proficiency in the Conviction Skill, with double proficiency if you were proficient previously. Additionally, once per Session, you may replace a roll made by you or one of your allies with a Natural 20. In order to replace the roll, you or your ally must be in line with your chosen ideals. You must declare the use of this ability before the roll for this ability to take effect.

Chaplain

- ❑ **Slow Heal:** Power within you allows you to heal the wounds of those you touch. As an Action, you may imbue a creature with a blessing of healing, which restores 5 HP every minute for the next hour. This effect seals wounds and removes poison as well. This ability can only be active on a single creature at a time, and cannot be stacked.
- ❑ **Motivation:** Your powers of guidance help bring people to greatness. Three times per Rest, you may give a creature that can hear or see you a +10 to their Reaction roll.
- ❑ **Divine Gifts:** Your Patron/the universe bestows the gifts upon you that you truly need. Once per Session, you may ask the CoG for a divine gift. The CoG may then grant you a gift that they see fit: a key to a lock for a later dungeon, a flaming sword, or even a pack of cookies in real life. The gift that is given is decided entirely by the CoG.

Soulskipper

- ❑ **Foresight:** The secrets of the universe often reveal themselves to you. Once per Rest, you may make a Conviction roll to gain the answers to a question you possess. The CoG will use your roll to determine how much knowledge, if any, that you gain. The CoG may also give you unprompted visions or messages from your Patron. These do not count against the number of times you may use this ability.
- ❑ **Astral Projection:** You have attained a level of enlightenment beyond most Sentients. As an

Action, you are able to project your spirit from your body while still remaining in the physical world. While projecting, your body will appear unconscious but alive. You as a spirit may fly freely in any direction up to your Speed, and can pass through physical objects without any issues. You cannot be seen nor heard in this form, except by those with Awareness. You cannot interact with physical objects, but can interact with other separated spirits in the physical world. You may return to your body as an Action when you are within 10m of it.

- ❑ **Defenestrate:** Your connection to life and the universe grants you unique influence. As an Action, you may throw a creature that you can see through the Folds of reality, banishing them into nothingness for their next Turn. They rematerialize at the start of your next Turn. You cannot use this ability on the same target again until after you complete a Rest.

Advocate

- ❑ **Restoration:** You have learned greater healing powers. As an Action, you may touch a target and instantly restore half of their maximum HP. This healing seals wounds and removes poison. You may use this ability a number of times per Rest equal to your level.
- ❑ **Gift of Speech:** Upon encountering a language that you do not speak, you may make a Conviction roll against a number that the CoG determines. If successful, you now speak and read that language for the next 25 hours.
- ❑ **Resurrection:** The curtain of death moves to your whim. Once per Rest, you may touch a body that has been dead for no longer than 25 hours and recall that being to life with full HP.
- ❑ **Miracle of Healing:** Divine vitality flows through you. Once per Rest, you may call upon the sum of your powers to restore all creatures of your choice within a 20m radius of you to full health, removing any illnesses or physical ailments in the process.
- ❑ **Miracle of Mercy:** You are the divine guardian of the downtrodden and the weak. Once per Rest, you may call upon Higher Powers to unleash a protective aura in a 20m radius around yourself for 10 minutes. Creatures of your choice are 100% Resistant to all damage while they remain within the aura's range.

For The Players - Selections - Spirit

Paladin

- ❑ **Smite:** Your power rushes through you in battle, giving you an otherworldly edge. Three times per Rest, you may charge an Attack with your power, doubling the total damage. Likewise, you may decide what Type of damage this Attack deals.
- ❑ **Spiritual Flames:** Whether it be a sign of divine mercy or judgment upon the wicked, you are able to call upon the flames. As an Action, you may either conjure or quench flames that fit within a 1m cube. These flames may be conjured or quenched up to 30m away. If a creature is within this space, it is dealt AoE Heat damage equal to 17 + your INST Bonus. They can either subtract their DC from this damage, or make an AGLT Core Roll against the damage.
- ❑ **Judgment:** You carry out the judgements given to you by Higher Powers. As an Attack, you may speak a word of power, summoning an elemental strike against a target within a 30m radius. Make an Attack roll using your Conviction bonus as the ATK Bonus. If your Attack hits, add 2d6 + your Proficiency Bonus as a Damage Bonus. You may choose the Damage Type of the Attack, and the form it presents itself (a bolt of lightning, a chunk of earth, etc.).
- ❑ **Perennial Smite:** You may now use your Smite ability as many times as your level, per Rest.
- ❑ **Miracle of Retribution:** Judgment is yours. Once per Rest, you may command the fates of reality to cut the life force of another creature within a 40m radius of yourself. If the creature is below 100 HP, it instantly dies. If it is at 100 HP or above, its HP maximum is permanently cut by half.

Conduit

- ❑ **Metasight:** As an Action, you can perceive 3 stats (such as Speed, DC, HP, an Ability, a Weakness, etc.) for a target that you can see. The first of these is one that you request, and the other two are chosen by the CoG.
- ❑ **Spirit Step:** As an Action, you may link together two points that you have been to before. Using your full Move, you alone may step freely between these two points. You may close this link freely, without using an Action. Note that you may only have one link active at a time.

- ❑ **Bilocation:** Without using an Action, you split into two linked versions of yourself, and control both. Each version can act independently, and both have separate Turns while in combat. Additionally, both versions share all resources, meaning that if one self loses HP (for example), the other does as well. After 10 minutes, or if you are dropped to less than half of your HP, choose one of your two selves to disappear. The remaining self retains all the memories, resources, and damage that both acquired while apart. You can only have two selves at once, and can use this ability a number of times equal to your INST bonus per Rest.
- ❑ **Freedom:** You have released your earthly tether, and become wind. You are now able to fly, using your normal Speed as your flight Speed. You are able to carry items or individuals with you, provided that you could lift and carry them normally. If not, then the gravity affecting them immediately applies to you.
- ❑ **Divinity:** You have become enlightened to the true nature of reality, and are thus able to guide it. Once per Session, you may speak a wish or command to the universe, and it will be obligated to comply. Be careful with your wording, however, as a vague command may result in something very different from what you anticipated.

Enlightened

- ❑ **True Eyes:** You have learned to perceive that which cannot be seen. You gain Awareness in a 10m radius.
- ❑ **Greater Foresight:** You may now use your Foresight ability three times per Rest.
- ❑ **Astral Weapon:** As an Action, you project a your spiritual energy into the physical world, creating a copy of a weapon that you or your allies are currently using. This copy has all of the properties and bonuses associated with the original weapon. The Astral Weapon may Attack once and Move once immediately following your Turn, and has a movement Speed equal to your own. The Weapon uses your INST bonus + your proficiency bonus for Attack rolls, a DC of 15, and has HP equal to 20 + your Conviction bonus. When it drops to 0 HP, the weapon disintegrates. You may only have one Astral Weapon active at a time.

For The Players - Selections - Spirit

- ❑ **Divine Empowerment:** Higher Powers flow through you, imbuing you with godly power. Once per Rest, you may activate this ability and gain Advantage on all of your rolls for 10 minutes.
- ❑ **Astral Titan:** Your connection to the Spiritual plane has become unparalleled. Once per Rest, you may imbue yourself with a semblance of godhood, projecting an Astral version of yourself around you. This Astral Titan towers over your foes, and can be up to 10 times taller than yourself. While in this form, your HP is multiplied by 5. Make Attacks as you normally would, but after calculating the damage dealt, multiply that number by 4. This includes Attacks from your Astral Weapon. You may hold this form for 10 minutes. Once this time is up, or if you drop to 0 HP, you fall unconscious and reawaken in 1 minute with full HP.

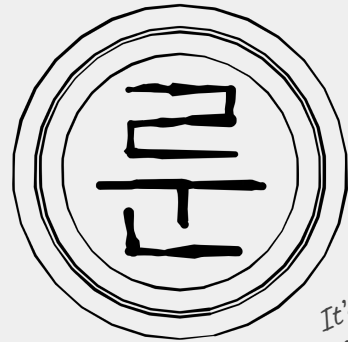
For The Players - Selections - Runescribe

Runescribe

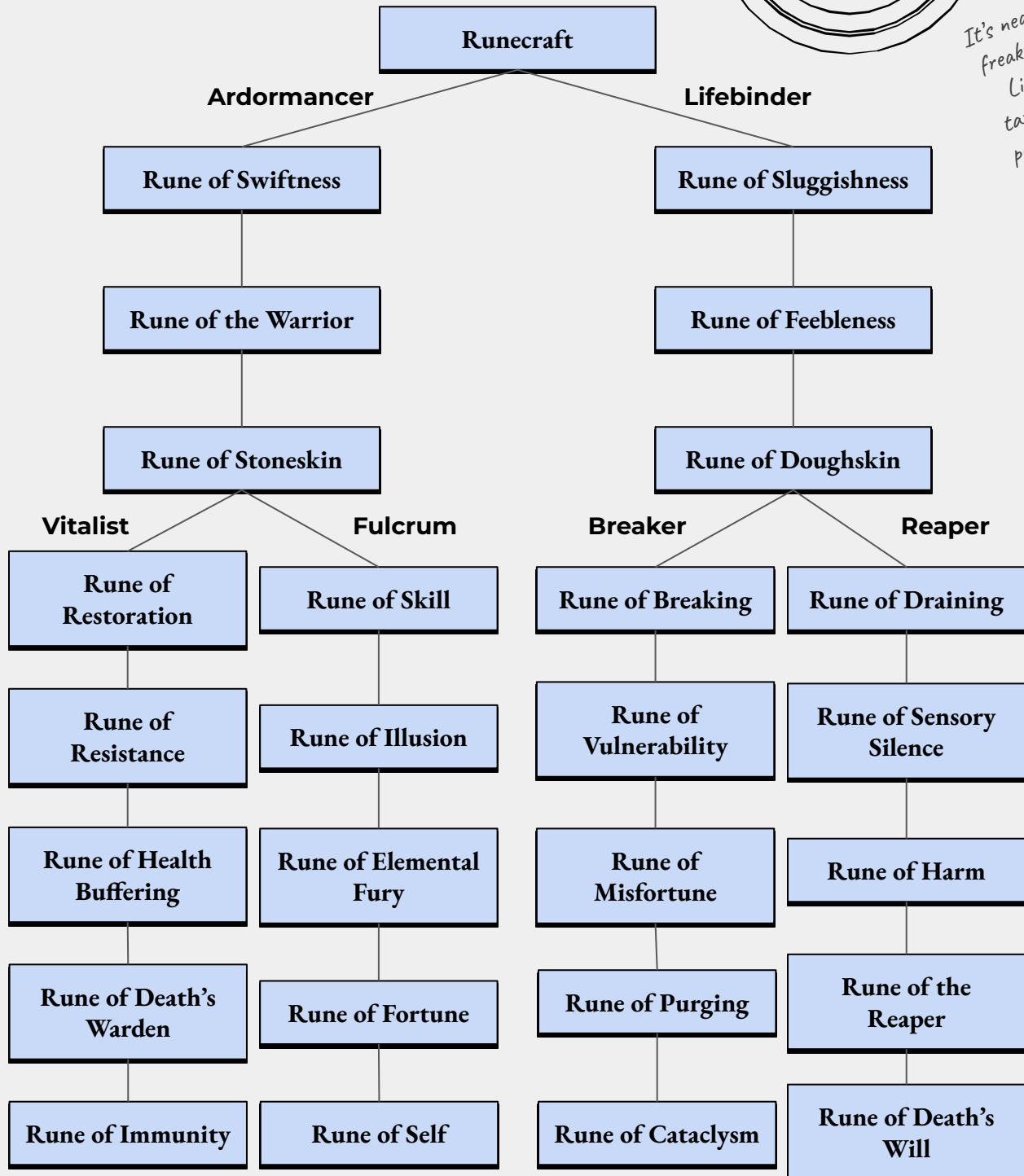
VITA Based

"This power, though of the Weave, requires a different approach. But it has its perks! Get in close, break their focus, and you get to watch the fear enter their eyes as their spells fail."

- Teylana Murin, Weaverhunter



*It's neat, but
freaky stuff.
Like if a
tattoo could
punch you in
the soul.*



For The Players - Selections - Runescribe

Runescribe

- ❑ **Runecraft:**
 - **Inscribe Runes:** You have a number of Rune Charges equal to your number of Runescribe Selections + your VITA Bonus. Once per Turn with a touch, you may spend any number of Rune Charges to place that many Runes of any type upon 1 target. Multiples of the same Rune cannot stack on a single creature. These Runes are active until recalled. Runes can be recalled at any point, canceling all of its effects. Recalling Runes also restores that many Rune Charges to you.
 - **Rune of Versatility:** This Rune allows you to add a +2 or a -2 to a creature. This boost/reduction can be for 1 of the following at a time: Attack roll, Damage Bonus, Speed, DC, HP, DP, or a Skill/Core Roll.

Ardormancer

- ❑ **Rune of Swiftiness:** A creature's Speed is doubled for as long as this Rune is active.
- ❑ **Rune of the Warrior:** A creature with this Rune active gains a +3 to all Attack rolls.
- ❑ **Rune of Stoneskin:** A creature with this Rune active gains a +3 to their DC.

Lifebinder

- ❑ **Rune of Sluggishness:** A creature's Speed is halved for as long as this Rune is active.
- ❑ **Rune of Febleness:** A creature with this Rune active suffers a -2 to all its Attack rolls and Damage bonuses.
- ❑ **Rune of Doughskin:** A creature with this Rune active suffers a -3 to their DC.

Vitalist

- ❑ **Rune of Restoration:** A creature with this Rune active regains 10% of their maximum HP every round. After 1 minute, the Rune is automatically recalled.
- ❑ **Rune of Resistance:** A creature with this Rune active is Resistant to a Damage Type you designate when placing the Rune.
- ❑ **Rune of Health Buffering:** Applying this Rune to a creature gives them a shield which blocks 30 damage. Once this damage is taken, the creature takes any remaining damage from

the Attack, and the Rune is automatically recalled.

- ❑ **Rune of Death's Warden:** If a creature with this Rune active falls below 0 HP, they immediately regain half of their maximum HP, and the Rune is automatically recalled. Once a creature recovers by use of this Rune, they cannot recover this way again for 20 minutes.
- ❑ **Rune of Immunity:** A creature with this Rune active takes no damage of a Type that you designate when applying this Rune.

Fulcrum

- ❑ **Rune of Skill:** A Skill Bonus that you choose is increased by +6 for a creature with this Rune active.
- ❑ **Rune of Illusion:** The appearance of a creature with this Rune active is altered in a way that you choose. Interacting with the illusion will reveal it to be an illusion. If a creature tries to perceive the illusion, they must make an Investigation or Perception roll higher than your VITA Bonus + 10 + your Proficiency Bonus.
- ❑ **Rune of Elemental Fury:** A creature with this Rune active deals an additional 1d12 Damage with a Damage Type of your choosing for every successful Attack.
- ❑ **Rune of Fortune:** A creature with this Rune active may reroll 1 roll of their choosing. Once this reroll is made, the Rune is automatically recalled.
- ❑ **Rune of Self:** A creature with this Rune active gains a temporary +2 to an Ability Score of your choosing.

Breaker

- ❑ **Rune of Breaking:** This Rune does not immediately activate when placed. At any point, when a target with this Rune applied tries to take an Action, you may activate the Rune to interrupt and skip that Action. The Rune is then automatically recalled.
- ❑ **Rune of Vulnerability:** A creature with this Rune active suffers double damage from a Damage Type that you designate.
- ❑ **Rune of Misfortune:** A creature with this Rune applied incurs a penalty of -5 to every roll they make.

For The Players - Selections - Runescribe

- ❑ **Rune of Purging:** Your mastery of Runescribing is so advanced that you are able to instantly recognize and nullify the work of another Runescribe. When you place this Rune, all Runes on the target placed by other Runescribes are immediately recalled, and the target cannot be affected by any Runes from other Runescribes until the start of their next Turn.
- ❑ **Rune of Cataclysm:** The Runes you place are now latent weapons. When this Rune is active on a target, you may detonate it and all other Runes on that target as an Action. Detonated Runes are automatically recalled, and deal 10 AoE damage per detonated Rune, of a Damage Type that you choose. The detonation also damages all other creatures in a 2m radius of the target.

Reaper

- ❑ **Rune of Draining:** When placing this Rune, the target must make a VITA Core Roll that beats your VITA Bonus + 10 + your Proficiency Bonus, or lose 10% of their current HP (minimum 1 HP) every Round. After 1 minute (12 rounds), the Rune is automatically recalled.
- ❑ **Rune of Sensory Silence:** When applying this Rune, the target must make a VITA Core Roll that beats your VITA Bonus + 10 + your Proficiency Bonus. Failure to make a higher roll blocks some or all of their senses (hearing, sight, smell, taste, touch) as you decide. The Rune lasts for 10 minutes, then is automatically recalled.
- ❑ **Rune of Harm:** When applying this Rune, the target must make a VITA Core Roll that beats your VITA Bonus + 10 + your Proficiency Bonus, or instantly lose 40 HP.
- ❑ **Rune of the Reaper:** A creature with this rune applied becomes intangible. Though still visible, the creature cannot be affected by physical effects, and can move through physical objects at will. The creature can also fly with a Speed equal to their Movement Speed. The Rune lasts for 10 minutes, then is automatically recalled.
- ❑ **Rune of Death's Will:** When placing this Rune, the target must make a VITA Core Roll that beats your VITA Bonus + 10 + your Proficiency Bonus, or instantly die. The power of this Rune can only be used safely once per Rest; using it again without resting will cost you 100 HP per use.

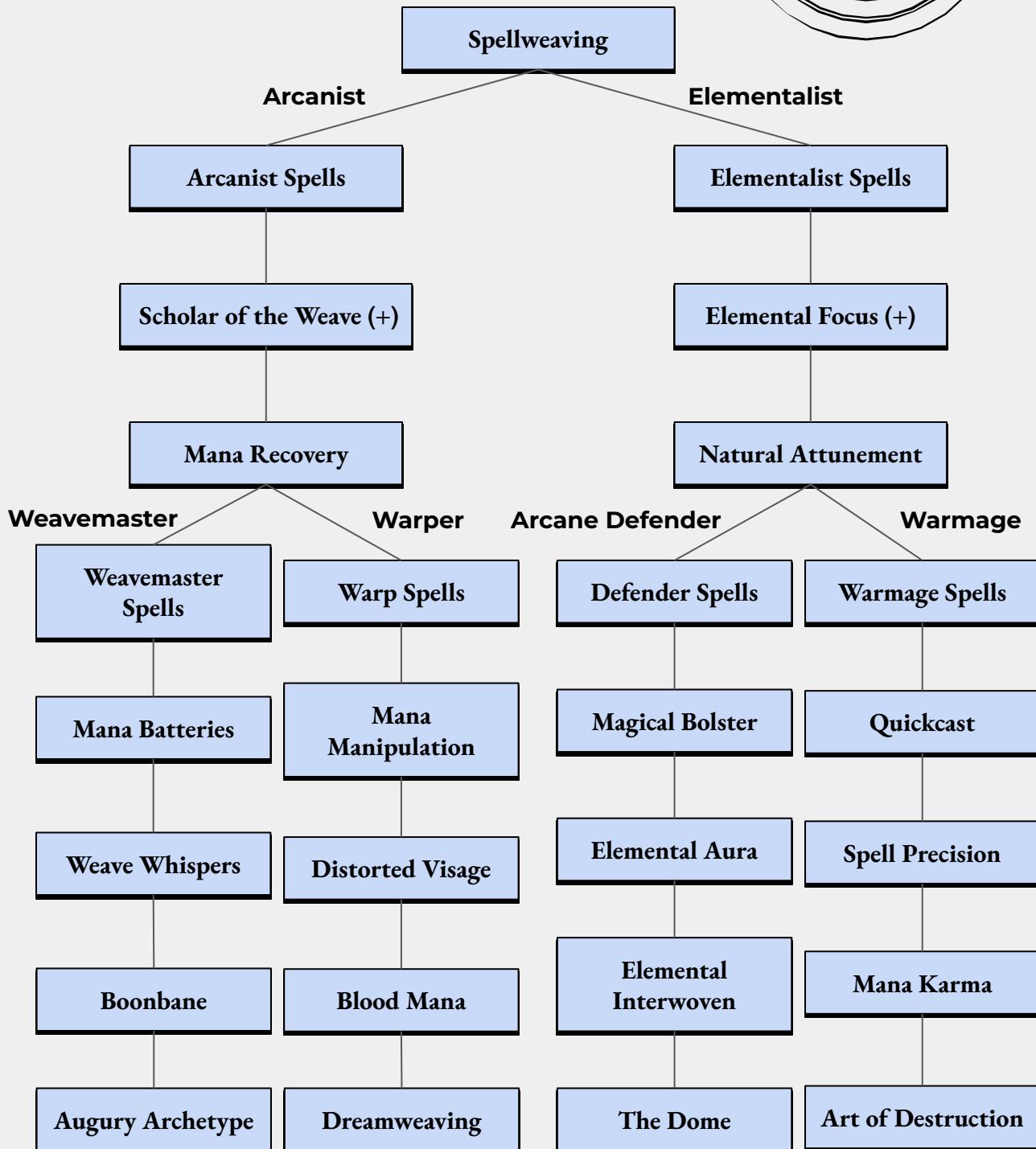
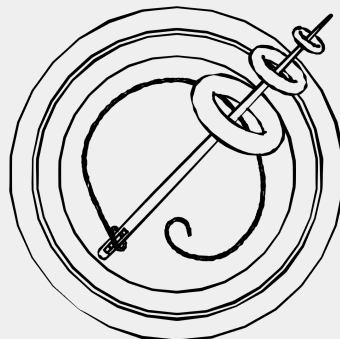
For The Players - Selections - Weaver

Weaver

INST Based

“THE WEAVE is a metaphysical force that makes up all of reality. Every star, every world, even the very atoms themselves are woven from the threads of the Weave. This is why, in the right hands, the power of the Weave can be a terrifying thing.”

- ‘The Starskipper’s Handbook’



Crazy useful, that.

For The Players - Selections - Weaver

Weaver

- ❑ **Spellweaving:** You are attuned to the Weave, the magical fabric that binds all reality. You gain the following abilities:
 - *Mana:* You learn to draw upon great power, allowing you to alter and enhance your spells. For every Weaver Selection you take, you gain 5 Mana, which can be spent on the spells that you cast. Spells, unless otherwise stated, do not cost Mana to spend, and spending Mana to modify a cast spell is included in the casting Action. You can apply any Mana modification to a spell multiple times. Additionally, you can draw Mana from a Mana Battery, though the amount drawn cannot exceed your Mana maximum. You regain all spent Mana after a Rest.
 - *The Needle (Spell):* As an Action, you can summon or dismiss your Needle. Once summoned, the Needle remains active until dismissed or destroyed. Your Needle is a representation of your connection to the Weave, and you need it in your possession to cast any other spell. Your Needle has a DC of 12 + your number of Weaver Selections, and breaks if it takes any damage. Your Needle can take any form or shape, as long as it is not larger than 30cm in any dimension. Additionally, you can do any of the following as an Action:
 - For 1 Mana, you can launch your Needle at a target within 20m. Make an Attack Roll using your Metaphysics Bonus as the Attack Bonus. Your Damage Bonus is 2d6 + your Proficiency Bonus, with a Damage Type of Radiation. Your Needle reappears in your possession right after your Attack.
 - For 1 Mana, you can use your Needle to weave a tiny visual illusion up to 20m away. Your illusion can be up to 10cm in any dimension, and lasts for 1 minute. You can only have one illusion active at a time, but can recast it to extend the duration.
 - For 2 Mana, you can weave a protective shield for you or an ally within 20m. This shield lasts for 10 minutes, making the user Resistant to one Damage Type of your choice. You may only have one of these shields active at a time.

Arcanist

- ❑ **Arcanist Spells:**
 - *Illusion (Spell):* As an Action, you can create an illusionary image, sound, or scent up to 20m away. This illusion must fit within a 2m cube, and lasts for 10 seconds. You may recast this spell as an Action in order to maintain the existing illusion. You may only have one illusion active at a time.
 - For 1 Mana, you may increase the size of your illusion by 1m.
 - For 1 Mana, you may increase the duration of your illusion for 1 minute.
 - For 1 Mana, you may increase the casting range of your illusion by 50m.
 - For 2 Mana, you may cast another unmodified illusion while another is active.
 - *Construct (Spell):* As an Action, you can create an energy construct up to 10m away. This construct must fit within a 1m cube, and can take any form that you choose. The construct has no physical mass, but can be physically interacted with. The construct is visible, and has the texture / structure of glass. The construct lasts for 10 seconds, and you may recast this spell as an Action in order to maintain the existing construct.
 - For 1 Mana, you may increase the duration of your construct for 1 minute.
 - For 1 Mana, you may increase the casting range of your construct by 20m.
 - For 2 Mana, you may increase the size of your construct by 1m.
 - For 5 Mana, you may cast another unmodified construct while another is active.
- ❑ **Scholar of the Weave (+):** You are constantly learning new techniques. Each time you take this Selection, your Metaphysics Skill Bonus increases by +1.
- ❑ **Mana Recovery:** Through meditation, you are able to draw Mana from your environment to replenish your own. Once per Rest as an Action, you may recover half of your Mana total (rounded up). You cannot exceed your Mana total with this ability.

For The Players - Selections - Weaver

Elementalist

- ❑ **Elementalist Spells:**
 - **Elemental Cone (Spell)** : As an Action, you project energy in a 6m cone from yourself. This Spell deals AoE damage equal to 18 + Character Level to all targets within the spell radius. You can choose the Damage Type.
 - For 1 Mana, you can increase the AoE damage of this spell by 2.
 - For 1 Mana, you can increase the radius of the cone by 1m.
 - For 5 Mana, you can add a launching effect to your spell. Targets in the cone need to make a skill check vs your metaphysics skill check. Targets that lose the contest are pushed to the very end of the cone.
 - **Arcane Rain (Spell)** : As an Action, you launch 2 magic bolts at targets that are within 20m of you. The bolts can all be thrown the same target, or focus on different targets. Make an Attack Roll using your Metaphysics Bonus as the Attack Bonus. Your Damage Bonus is 1d6 + your Proficiency Bonus, with a Damage Type you choose upon casting.
 - For 1 Mana, you may increase the range of this spell by 10m.
 - For 2 Mana, you can cast an additional bolt. The maximum number of additional bolts you can cast is equal to your INST Score.
 - For 10 Mana, your Arcane Rain becomes even more deadly. Add your Metaphysics bonus again to the Attack Bonus of all bolts cast this Action.
- ❑ **Elemental Focus (+)** : Each time you take this Selection, choose an Damage Type to specialize in. When you cast a spell using that Damage Type, add your INST Bonus to its damage (or shield) total. You can choose the same Damage Type twice.
- ❑ **Natural Attunement**: The elements bolster you. When you are in an extreme environment, such as a sweltering desert, a frigid tundra, or the void of space (for example), add your Metaphysics Bonus to both your DC and your Attack damage totals.

Weavemaster

- ❑ **Weavemaster Spells:**
 - **Word of Power (Spell)** : You speak a single word command to a target up to 10m away. If the target is a creature, they must make an INST Core Roll against a Metaphysics Roll that you will make. If your roll is higher, then the target must use their next Action to fulfill the command as they interpret it. If your roll is not higher, then the spell fails, and the target knows a spell was cast. Regardless if you succeed or fail, you may not use that same word command to that target until after a Rest. If the target is an object, the spell works automatically, provided the object is no larger than 1m in any dimension.
 - For 5 Mana, you may increase the range of this spell by 10m.
 - For 10 Mana, you may add an additional word to the command.
 - **Interrupt (Spell)** : You learn the Interrupt Spell. For 10 Mana, you may interrupt the Action of a target within 10m, using up their Action and forcing them to do nothing. You may use this spell on another creature's turn, but must declare your intention to do so before the creature has completed its Action.
 - For 1 Mana, you may increase the range of this spell by 10m.
 - For 10 Mana, you may interrupt the target's entire Turn, preventing them from making Moves and Actions.
- ❑ **Mana Batteries**: Sometimes it's nice to have a backup. When you find an item that can house magical energy (Elemental crystals, drained Mana batteries, etc.) you may as an Action channel any amount of your Mana into that item. The Mana will be stored, and can be used later. Note that you cannot draw or use an amount of Mana greater than your maximum amount of Mana for a single spell.
- ❑ **Weave Whispers**: When you make a Metaphysics roll to determine information, you gain advantage on the roll. Additionally, you may ask the CoG one question and they must answer you truthfully. The information for this question comes from the Weave and may thus contain information that you normally could not obtain.

For The Players - Selections - Weaver

- ❑ **Boonbane (Spell):** Oddly specific power comes at an oddly specific price. As an Action, you may spend 40 Mana to inflict a target you can see or hear with an effect of your choice. This effect must have a trigger of your choice that dispels it. You may choose to apply a secondary trigger that activates the effect as well. The CoG must approve of your effect and triggers, and can make additional modifications as necessary. The recipient target of this spell instantly becomes aware of the effect and triggers of the spell as soon as it is cast on them, even if they cannot understand you otherwise.
 - For 10 Mana, you can conceal the effect, beginning trigger, or dispelling trigger from the target. When the target is made aware of the spell cast on them, they will not be made aware of the concealed aspect.
 - For 20 Mana, you may cast this spell on a target outside the spell range, as long as you possess an item from them (hair, stuffed animal, clothing, etc.)
- ❑ **Augury Archetype:** Once per Rest, you may copy any singular ability from any other Class Tree. You may swap this ability between rests for 100 Mana. You retain this selection until you swap it, or Rest.

Warper

- ❑ **Warper Spells:**
 - **Teleport (Spell):** As an Action, you and/or a willing target that is up to 10m away can be teleported to a spot that you can see (up to 1000m away).
 - For 5 Mana, you can double the teleport distance of this spell.
 - For 20 Mana, you can attempt to teleport an unwilling target. Make a Metaphysics Roll, and have your target make an INST Core Roll. If your roll is higher, they are teleported. If not, nothing happens.
 - For 40 Mana, you can teleport to a spot that you cannot see, or is otherwise outside the teleport range, provided you are familiar with the destination.

- **Invisibility (Spell):** You learn the Invisibility Spell. As an Action, you or a willing target that is up to 10m away can be made invisible for 10 sec.

While invisible, a target gains a +15 to Stealth, and has Advantage on all Stealth rolls. You may only make one target (including yourself) invisible at a time. You may recast this spell as an Action in order to maintain the existing invisibility.

- For 2 Mana, you can attempt to make an unwilling target invisible. Make a Metaphysics Roll, and have your target make an INST Core Roll. If your roll is higher, they are made invisible. If not, nothing happens.
- For 2 Mana, you can double the duration of this spell.
- For 3 Mana, you may make an additional target invisible.

- ❑ **Mana Manipulation:** When you make a Metaphysics Roll, you can spend up to 10 Mana to increase the roll total by a bonus equal to the Mana spent. You can make this alteration before or after you see the result of the rolls.
- ❑ **Distorted Visage:** You constantly have magic distorting your physical appearance. You can freely change what you look like as an Action, but you cannot change your physical dimensions. In combat, you can spend 2 Mana to leverage this power to grant an Attack against you disadvantage.
- ❑ **Blood Mana:** On your turn without spending an Action, you can drain your own HP to regain an equivalent amount of Mana, or reduce your Mana to regain an equivalent amount of HP. You can also drain HP from a willing creature within 4m to gain an equivalent amount of Mana.
- ❑ **Dreamweaving (Spell) :** You can create a pocket dimension that you can access from anywhere. This pocket dimension has a 100m diameter and can be up to 100m tall. The internal space can take on any features of your choosing. As an Action, you can create a doorway to your pocket dimension, through which only items and individuals that you permit can enter. Those within can exit from any point in the pocket dimension, travelling the equivalent distance in

For The Players - Selections - Weaver

real space. Any items that are made by the pocket dimension cannot leave it. Individuals cannot enter the pocket dimension during combat, unless you spend 5 Mana per creature entering.

- For 5 Mana, you can double the real-space distance traveled when exiting your pocket dimension. For example, if you travel 10m through your pocket dimension, you will have travelled 20m in real space. This effect is retained until all creatures leave the space.
- For 10 Mana, you can increase the internal dimensions of your pocket dimension by 100m. This size is retained until all creatures leave the space.

Arcane Defender

❑ Defender Spells:

- **Elemental Wall (Spell):** As an Action, you can create a magical barrier that prevents access. Choose two points within 40m, which are up to 8m apart. A wall made of a Damage Type you choose upon casting appears, which is 4m tall and cannot be crossed. The wall has a DC of 15, 60 HP, and is 100% Resistant to the Damage Type that you make it out of. The wall lasts until you dismiss it, or is otherwise destroyed.

- For 1 Mana, you can increase the height of the wall by 1m.
- For 1 Mana, you can increase the HP of your wall by 3 HP.
- For 4 Mana, you can add another 8m section of wall. Each section has its own DC and HP. All sections of the wall must connect to each other.

- **Elemental Shield (Spell):** As an Action, you can give yourself or a target within 20m an elemental shield. The shield has 50 HP, and grants 100% Resistance to one Damage Type of your choice. This shield lasts until it runs out of HP, or is otherwise dismissed. You may only have one shield active at a time.

- For 1 Mana, you may increase the range of this spell by 10m.
- For 2 Mana, you can increase the HP of your shield by 3 HP.

- For 3 Mana, you can create an equivalent shield on another target within range.
- For 15 Mana, you can cast this shield on a target you have met, regardless of distance or obstacles.

- ❑ **Magical Bolstering:** When you cast a Defender Spell, you can add an additional Damage Type 100% Resistance to the spell.
- ❑ **Elemental Aura:** When an enemy starts its Turn within (or moves within) 4m of one of your Elemental Shields/Walls, they take damage equal to your Metaphysics Bonus. The Damage Type is the same as the Elemental Shield/Wall.
- ❑ **Elemental Interwoven:** You align yourself with a certain elemental frequency, causing you to take half-damage and deal double damage from one Damage Type of your choosing, until you complete a Rest. This Damage Type can only be changed after completing a Rest.
- ❑ **The Dome (Spell) :** As an Action, you create an Invulnerable Dome/Sphere up to a 20m wide, centered on yourself. Nothing can pass through the Dome, not even via teleportation. The Dome vanishes when you dismiss it, if you are knocked unconscious, or if you die. This Dome is magical, and does not cut any intersecting surfaces or creatures. A creature that is intersected by the Dome during creation is shoved either into, or out of the Dome, depending on their choice. You can only have one Dome active at a time.
 - For 10 Mana, you can multiply the radius of the dome by 10.
 - For 10 Mana, can allow one creature or item to pass through the Dome.
 - For 15 Mana, you can center the Dome at any point you can see within 50m. You no longer have to be inside of the Dome, but it only lasts for 10 minutes.
 - For 30 Mana, the center point of the Dome attaches to you, and the Dome can now move with you as you move.
 - For 50 Mana you can double or halve the speed of time inside of the Dome.

For The Players - Selections - Weaver

Warmage

- ❑ **War Spells:**
 - ***Elemental Beam (Spell)*** : As an Action, you unleash a linear blast of energy. Choose a point that you can see within 30m. This Spell deals AoE damage equal to 18 + your Character Level to all targets between you and that point. You can choose the Damage Type.
 - For 1 Mana, you can increase the AoE damage of this spell by 2.
 - For 1 Mana, you can increase the length of the beam by 2m.
 - For 7 Mana, you can select an additional point that is within 50m of a previous point of your choosing. Any creatures between those two Points are also affected by this spell.
 - ***Elemental Explosion (Spell)*** : As an Action, you create a deadly arcane explosion. Choose a point you can see within 50m. Targets within a 6m radius of that point take AoE damage equal to 20 + your Character Level. You can choose the Damage Type.
 - For 1 Mana, you can increase the AoE damage of this spell by 2.
 - For 2 Mana, you can increase the radius of this spell by 1m.
 - For 15 Mana, targets within the space are launched. They are pushed to the edge of the explosion, then an additional distance from the edge equal to your Metaphysics Bonus.
- ❑ **Quickcast:** You can now create a second spellcasting Needle, allowing you to cast two spells per Action.
- ❑ **Spell Precision:** If an ally is within the damage area of one of your spells, they no longer take damage nor suffer any of the negative effects.
- ❑ **Mana Karma:** When you down or kill a creature, you regain the Mana from the last spell cast on that creature.
- ❑ **Art of Destruction:** By spending Mana, you can greatly alter the dimensions/range of your spells. For every Mana you spend, you can increase the size or range of a spell that you cast by 30m.

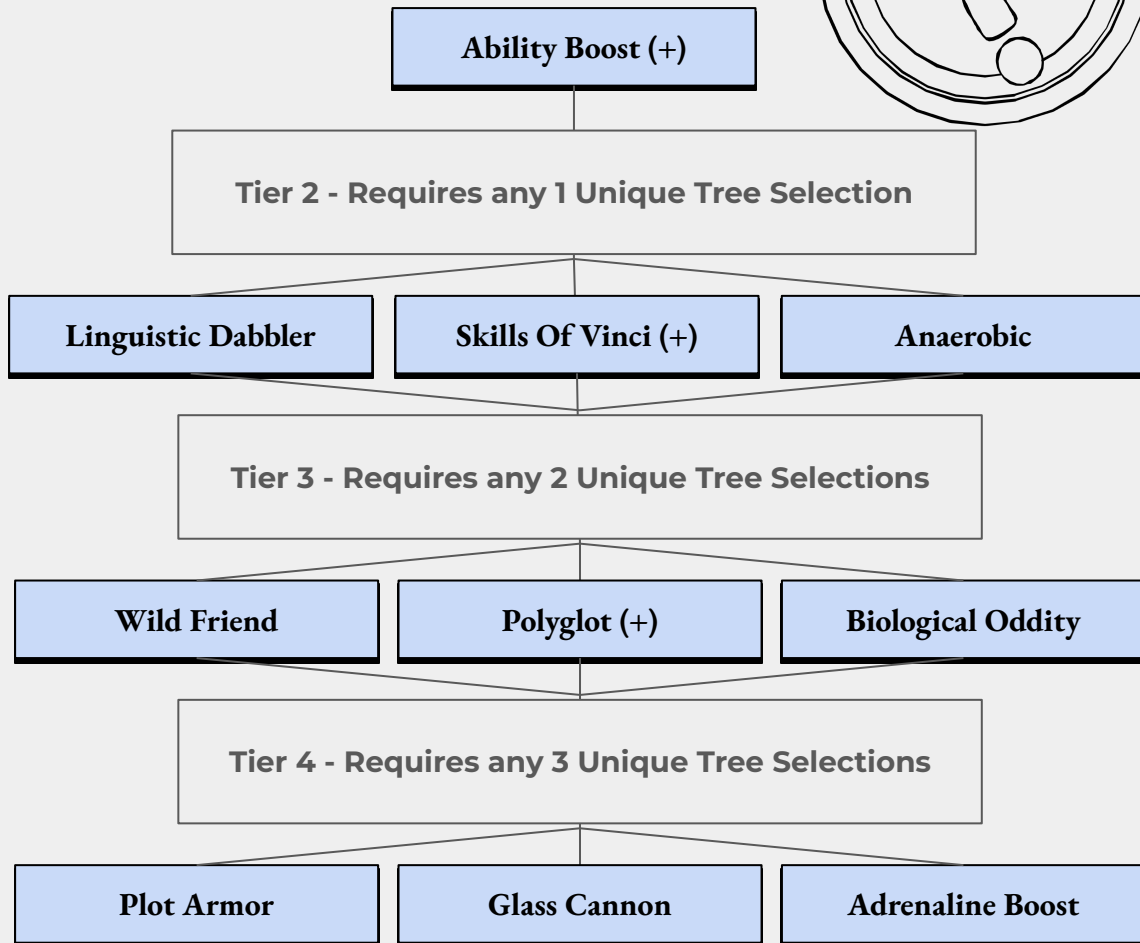
For The Players - Selections - Unique

Unique

Any Ability Score

"The best advice I have ever received in my life was thus: 'Get Good'. And so, good I have gotten."

- Derek Champs, Glopball Silver League



BOOM POW DEAD

For The Players - Selections - Unique

Unique

- ❑ **Ability Boost:** Every time you take this Selection, you gain a +1 to any Ability Score of your choice.

Tier 2

- ❑ **Linguistic Dabbler:** You love learning new languages and have picked up on a few things here and there. When you encounter a language that you do not understand, you may tell the CoG "I Dabble In That". The CoG will make a hidden Lore roll using your Lore bonus, then tell you the result of your translation.
- ❑ **Skills of Vinci (+):** Your skill is learning new skills. Each time you take this Selection, you gain Proficiency in a Skill of your choice. If you are already proficient in a Skill, you may gain Double-Proficiency instead.
- ❑ **Anaerobic:** For whatever reason, you don't need to breathe. Even doctors are stumped on this one.

Tier 3

- ❑ **Wild Friend:** You gain the company of a tiny creature. It cannot Attack, but can receive and obey commands from you. Additionally, you have a vague idea of what ideas it wishes to communicate to you.
- ❑ **Polyglot (+):** Unsatisfied with the Universal language, you desire to study deeper. Each time you take this Selection, you gain fluency in two additional Species' languages of your choosing.
- ❑ **Biological Oddity:** Different Species can't cross-breed, and yet you have characteristics of another. Maybe it's radiation, or maybe one of your ancestors was REALLY determined. You may add one ability from another Species (excluding Ability Score improvements) to your character.

Tier 4

- ❑ **Plot Armor:** You might be the protagonist. If the CoG admits in any way that you are important to the plot, then your character cannot die that Session. You will still lose consciousness if reduced to 0 HP, however.
- ❑ **Glass Cannon:** Your HP is reduced to half of your potential Max HP, but you deal double damage on all Attacks.
- ❑ **Adrenaline Boost:** Once per Rest, you may supercharge yourself by declaring "Adrenaline boost". For 1 minute, you take half damage from all incoming damage, double your Speed, and have an additional +3 to all rolls.

For The Players - Gear

Gear

“As far as I’m concerned, the only divine protection I need hails from the barrel of a gun. I’ve seen too many believers die to have faith in anything else.”

- Gregov Shorst, IPC Veteran:
recounting the battle of Veilpass Plains

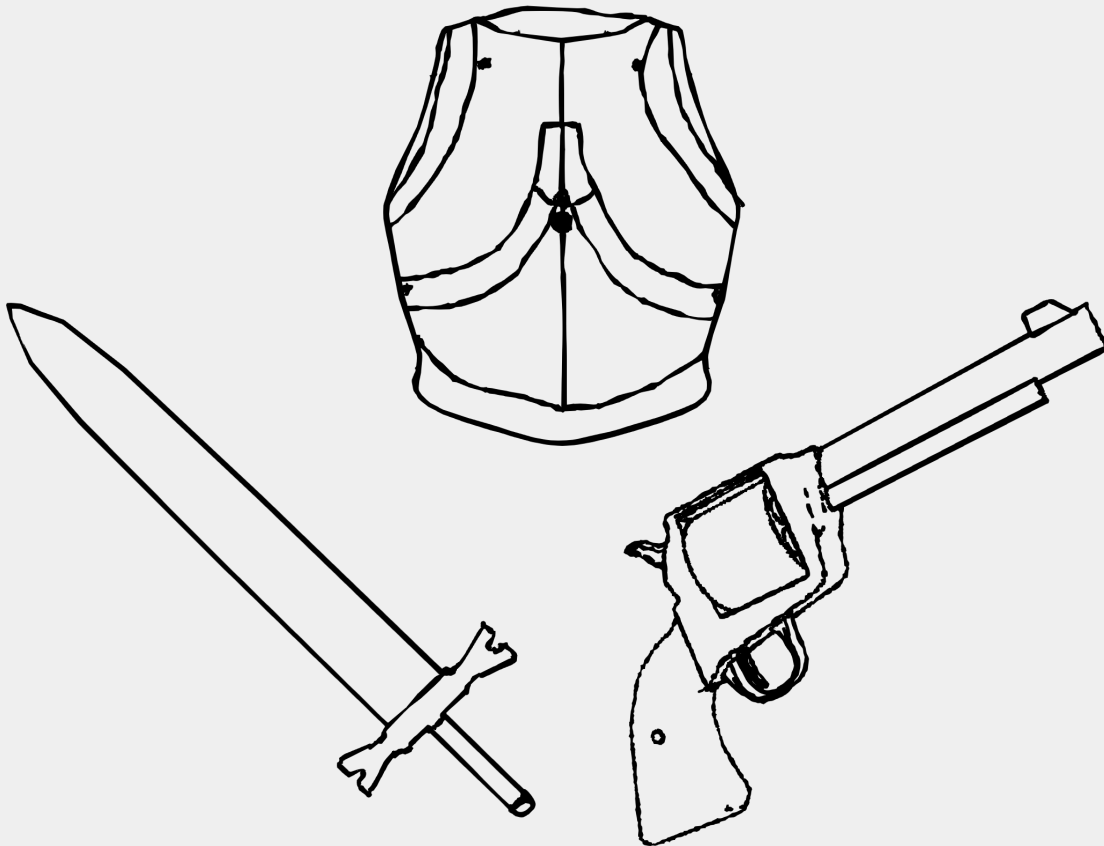
Nearly as important as how you create your character is how you kit them out. In this section, you’ll find all the *Weapons*, *Armor*, and *Items* that your character will need in their adventures across the Spur. You’ll use this section during **Step 8** of the character creation process, purchasing your initial gear with your starting funds.

As a reminder, you start with a number of currency (called *Bolts*) based on your level. You start with **120 Bolts** for every level your character has.

When selecting gear for your character, try to imagine the reasons why they would have those items. Perhaps your character worked in security, explaining their heavy armors and deadly weapons? Or maybe you are a traveler, armed only with a PalmPistol for personal safety. Much like every other aspect of character creation, the story you create is up to you.

NOTE: For gear, you will need to have proficiency in order to use items effectively. Proficiency is granted by Selections or other abilities. If you are **NOT** proficient, then you will roll with disadvantage on any rolls made while using that item.

*Remember:
money is meant
to be spent!*



For The Players - Gear - Weapons

Weapons

“The space between our governances is vast and dangerous; it is foolish to deny someone the ability to defend where no other options exist.”

- Kadeem Set-Fiel, Planetary Governor, Kho Republic

Weapons in Selvat tend to be a much more personal investment than in other places around the galaxy, as travel and trade can be quite a daring experience. Weapons are divided into two categories:

Melee

- *Classic*: Low cost, handheld weapons used for close quarters combat.
- *Energy*: Enhanced to deal varied damage in deadly ways.

Ranged

- *Classic*: Cheap and effective short ranged weaponry. Time tested and easily modified for any situation.
- *Firearm*: The classic gun; fires physical ammunition at targets.
- *Energy*: Fires energy blasts of varying damage types.

NOTE: When copying information, the most important is the Name, Damage, Range, and Clip. These are known as STATS-AT-A-GLANCE.

Damage Types

All damage dealt has a Type, which shows how it hurts the affected target. Some creatures take more or less damage from specific Types, so it's tactical to plan around different Types depending on what you experience in your adventures. The Damage Types and examples related to them are listed below:

Kinetic

- *Blast* from Explosions
- *Bludgeoning* from Blunt Force
- *Piercing* from Bullet
- *Slashing* from Blades

Elemental

- *Corrosion* from Acid
- *Electric* from Lightning
- *Freezing* from Ice
- *Heat* from Fire

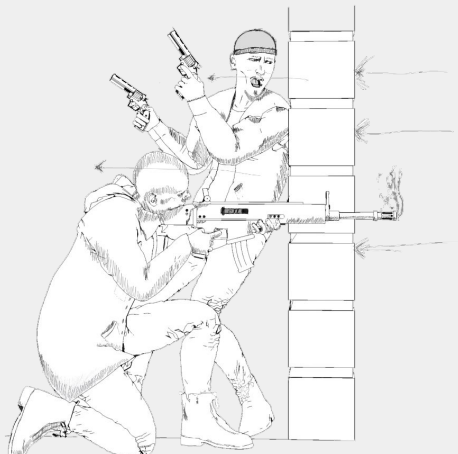
Anomalous

- *Contamination* from Poisons
- *Psychic* from Mental Attack
- *Radiation* from Laser
- *Void* from Corruption

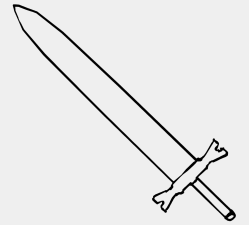
Weapon Tags

Each weapon is unique! Reference the tags below to see special abilities associated with your trusty sidekick.

- *AoE*: The Area of Effect for an Attack. Each target within the listed AoE area may either subtract their DC from the total damage dealt to them, or make a Core Roll of a listed type. If a target's Core Roll is higher than half the AoE damage (rounded-up), the target takes no damage. Otherwise, the target takes full damage.
- *AV*: An anti-vehicle weapon, which alters the Critical Hit chance against a target which is a vehicle. The Critical Hit threshold of the user is reduced by the number on the tag.
- *Clip*: The number of rounds a weapon can fire before reloading or recharging. Resetting the Clip takes up an Attack.
- *Compact*: These weapons are small and can be dual-wielded (giving one Attack with each weapon per Action) if the user is proficient.
- *Heavy*: These weapons are large, and can only be wielded by those with the required POWR Ability Score or higher. POWR Scores lower than the given number reduce the user's Speed by half and have disadvantage on Attacks with that weapon.
- *Rapid*: The weapon hits fast, allowing you to make a number of Attacks per Attack Action. The number of Attacks per Attack Action is listed next to the Rapid tag.
- *Two-Handed*: Requires two hands to operate.
- *Thrown*: You can accurately toss this weapon a distance up to 3 times your POWR Score in meters. To make an Attack, use your AGLT Bonus plus your Proficiency Bonus.



For The Players - Gear - Weapons



MELEE WEAPONS - CLASSIC

“The Lux Edge” (By Beau Lorica)

Name	Range	Damage	Mod Slots	Tags
The Lux Edge	2m	2d4 Slashing	0	Compact

Cost: 50 Bolts

Weapon Type: Elegant Shortsword

Description: A shimmering steel sword about a meter long, it's ornate handle stands out as a fashion statement fit for royalty.

K&N “EXESpear”

Name	Range	Damage	Mod Slots	Tags
EXESpear	6m	1d6 Piercing	1	AV (1)

Cost: 50 Bolts

Weapon Type: Sturdy Spear

Description: An elegant spear with a handle of extremely durable hardwood and a head of sharpened carbon steel.

K&N “EXEHammer”

Name	Range	Damage	Mod Slots	Tags
EXEHammer	4m	4d4 Bludgeoning	3	AV (2), Heavy (6), Two-Handed

Cost: 150 Bolts

Weapon Type: Well-Crafted War Hammer

Description: An ornately cut hammer with a mod slot on either face and one on the handle. A perfect blend of style and savagery, all in one hammer.

“MorTec Bastard” Longsword

Name	Range	Damage	Mod Slots	Tags
MorTec Bastard	4m	2d6 Slashing	1	Two-Handed

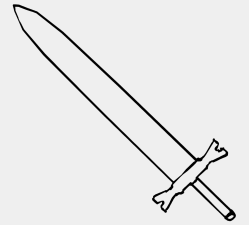
Cost: 100 Bolts

Weapon Type: Longsword

Description: Dark steel cast in the shape of a simple longsword, sharpened by machines, sheathed in durable plastic with a faux leather grip. After complaints, “MorTec” was added to the official name.

For The Players - Gear - Weapons

MELEE WEAPONS - CLASSIC Cont.



Wessington "Versi Knife"

Name	Range	Damage	Mod Slots	Tags
Versi Knife	2m	1d4 Slashing	2	Compact, Thrown

Cost: 15 Bolts

Weapon Type: Versatile Combat Knife

Description: A sleek and multipurpose combat knife, suitable both for throwing and taking out targets up close.

MorTec "Iron Knuckle"

Name	Range	Damage	Mod Slots	Tags
Iron Knuckle	2m	1d6 Bludgeoning	1	AV (1), Compact

Cost: 25 Bolts

Weapon Type: Fist Weapon

Description: An extremely sturdy knuckle weapon, favored by street brawlers and Runescribes alike. Usable with either Unarmed or Melee Weapon Proficiency.

K&N "EXEStaff"

Name	Range	Damage	Mod Slots	Tags
EXEStaff	4m	2d6 Bludgeoning	2	Two-Handed

Cost: 50 Bolts

Weapon Type: Graceful Quarterstaff

Description: A finely crafted staff made of hardwood and lightweight steel, perfect for hiking and bashing skulls.

MorTec "Chakram"

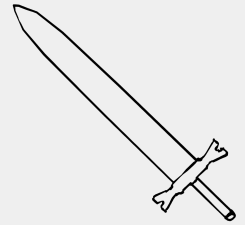
Name	Range	Damage	Mod Slots	Tags
Chakram	2m	1d6 Slashing	2	Compact, Thrown

Cost: 35 Bolts

Weapon Type: Sharp Circular Blade

Description: A throwable ring blade with a lethal edge, supported down the center with a sturdy faux leather grip.

For The Players - Gear - Weapons



MELEE WEAPONS - ENERGY

Ion “Hardaxe”

Name	Range	Damage	Mod Slots	Tags
Hardaxe	2m	1d10 Radiation	1	Compact

Cost: 70 Bolts

Weapon Type: Energy Axe

Description: A cold, steel handle with a glowing, hardlight axehead. Every slash leaves a blur of crackling energy in its wake.

Visirun Metals “Visblade”

Name	Range	Damage	Mod Slots	Tags
Visblade	2m	2d4 Heat	1	AV (1), Compact

Cost: 120 Bolts

Weapon Type: Plasma Shortsword

Description: A lightweight carbon infused shortsword whose edge is coated in patented VIS plasma. The coating activates when the sword is pulled from its sheath and deactivates when sheathed.

Visirun Metals “Vissaber”

Name	Range	Damage	Mod Slots	Tags
Vissaber	4m	3d4 Heat	2	AV (2), Compact

Cost: 350 Bolts

Weapon Type: Plasma Longsword

Description: Using cutting edge VIS technology, the blade is pure patented VIS plasma and can be extended or retracted at will. It's handle features a circular guard, an additional protection of the blade.

Visirun Metals “Visglaive”

Name	Range	Damage	Mod Slots	Tags
Visglaive	6m	2d6 Heat	2	AV (1), Two-Handed

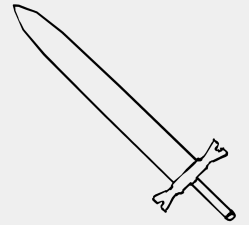
Cost: 220 Bolts

Weapon Type: Plasma Glaive

Description: The Visirun Metals Visglaive provides both excellent reach and damage potential, all packed together in a lightweight carbon steel frame. The VIS blade can be extended or retracted at will.

For The Players - Gear - Weapons

MELEE WEAPONS - ENERGY Cont.



CED "Electrostaff"

Name	Range	Damage	Mod Slots	Tags
Electrostaff	4m	2d6 Electric	2	Two-Handed

Cost: 175 Bolts

Weapon Type: Electric Quarterstaff

Description: A sturdy metal staff with an electrified end. Excellent for elegantly giving your enemies a good shock.

CED "Urumi"

Name	Range	Damage	Mod Slots	Tags
Urumi	6m	1d6 Electric	1	Compact

Cost: 150 Bolts

Weapon Type: Electric Whip

Description: An electrifyingly elegant bladewhip; the CED Urumi is renowned for its immense reach and shocking touch. An artful weapon, used in some forms of performative dance across the Spur.

Nemium Scientific "Borean"

Name	Range	Damage	Mod Slots	Tags
Borean	4m	1d12 Freezing	1	AV (1), Heavy (6), Two-Handed

Cost: 200 Bolts

Weapon Type: Frost Axe

Description: A hypercooled axehead attached to a sturdy FrostWood_{um} handle. Helpful for staying cool on desert planet away missions, or for taking down flaming foes.

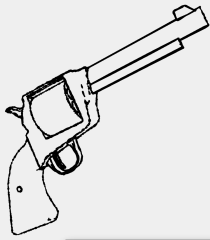
GC Imports "Shadowmace"

Name	Range	Damage	Mod Slots	Tags
Shadowmace	2m	3d4 Void	1	AV (1), Heavy (6), Rapid (2)

Cost: 400 Bolts

Weapon Type: Weave-Enhanced Mace

Description: Shadows made deadly, bound to an efficient steel handle with a simplistic design. Violence through absence, a design perfected by the Grand Collective.



For The Players - Gear - Weapons

RANGED WEAPONS - CLASSIC

Wessington "Pathfinder"

Name	Range	Damage	Mod Slots	Tags
Pathfinder	25m	1d4 Piercing	1	Clip (1), Two-Handed

Cost: 40 Bolts, 5 Bolts per Arrow

Weapon Type: Recurve Bow

Description: A slender lightweight bow made of a highly durable black carbon shell, with a firm rubber grip. Its string shimmers in light, but dulls with age.

TerraPort Tech "Gearbow LTX"

Name	Range	Damage	Mod Slots	Tags
Gearbow LTX	30m	1d6 Piercing	1	Clip (1), Two-Handed

Cost: 70 Bolts, 5 Bolts per Arrow

Weapon Type: Compound Bow

Description: A compound bow wrapped in light brown forest camo with a cheap holographic sight and a soft fabric grip.

Slingshot

Name	Range	Damage	Mod Slots	Tags
Slingshot	10m	1d4 Bludgeoning	3	Clip (1), Two-Handed

Cost: 10 Bolts

Weapon Type: Simple Projectile Weapon

Description: Made of simple materials, and can use any object roughly 5cm in diameter as ammo. An affordable option for anyone.

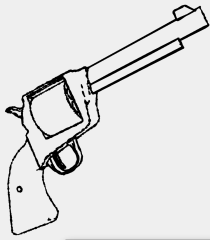
"Piercer" (By Beau Lorica)

Name	Range	Damage	Mod Slots	Tags
Piercer	25m	1d6 Piercing	1	Clip (5)

Cost: 80 Bolts, 5 Bolts per Crossbow Bolt

Weapon Type: Designer Crossbow

Description: Featuring a luxurious pump-action handle, aether-inspired reloading mechanism, and dreamlike recoil reduction, the Piercer is the apex of thousands of years of weapons craftsmanship.



For The Players - Gear - Weapons

RANGED WEAPONS - FIREARM

IMC “Galiver”

Name	Range	Damage	Mod Slots	Tags
Galiver	30m	1d4 Piercing	1	Clip (12), Compact

Cost: 100 Bolts

Weapon Type: Semi-Automatic Handgun

Description: A cheap and reliable slide action make this plain and grey handgun the premiere choice for low level security across the Spur.

Wessington “6-Shot”

Name	Range	Damage	Mod Slots	Tags
6-Shot	30m	1d6 Piercing	1	Clip (6), Compact

Cost: 150 Bolts

Weapon Type: Single Shot Revolver

Description: A silver revolver with carved and cured wooden grips and flick-out cylinder for quick reloading.

IMC “Bolter”

Name	Range	Damage	Mod Slots	Tags
Bolter	120m	1d6 Piercing	1	AV(1), Clip (20), Rapid (2)

Cost: 400 Bolts

Weapon Type: Semi Automatic Rifle

Description: Stiff black plastic mixed with a lightweight aluminum alloy receiver, its silhouette is widely recognized across Selvat for its reliability and power.

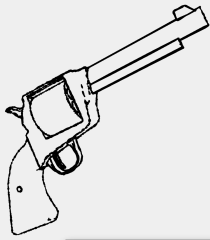
MorTec “Pocket Saw”

Name	Range	Damage	Mod Slots	Tags
Pocket Saw	30m	1d4 Piercing	2	Clip (30), Compact, Heavy (7), Rapid (2)

Cost: 300 Bolts

Weapon Type: Fully Automatic Submachine Gun

Description: Reviewed as “The most fun, useless little thing at the range”, this hand sized submachine gun features a bullpup action firing 5x2mm small arms rounds at a giggle worthy rounds per minute.



For The Players - Gear - Weapons

RANGED WEAPONS - FIREARM Cont.

TerraPort Tech “CX-12 Scattershot”

Name	Range	Damage	Mod Slots	Tags
CX-12 Scattershot	60m	1d6 Piercing	2	AV(1), Clip (7), AoE (17 Piercing, 3m Cone, AGLT or VITA)

Cost: 400 Bolts

Weapon Type: Shotgun

Description: A simple pump action shotgun designed for space combat with an airtight action, firing a caseless, pellet loaded round to shred spacesuits. (Works just as well in pressurized environments)

Xeron “Gambit”

Name	Range	Damage	Mod Slots	Tags
Gambit	500m	1d6 Piercing	2	AV(2), Clip (5), Two-Handed

Cost: 600 Bolts

Weapon Type: Semi Automatic Sniper Rifle

Description: A black receiver encased in black steel, topped with a large scope on a rail. A large flash suppressor on the barrel’s tip completes the lethal appearance of Xeron’s flagship rifle.

Wessington “MK4 Hunter”

Name	Range	Damage	Mod Slots	Tags
MK4 Hunter	300m	1d10 Piercing	2	AV(2), Clip (1), Two-Handed

Cost: 500 Bolts

Weapon Type: Bolt-Action Rifle

Description: The classic, reimagined for the far future. Featuring a hardwood stock, top of the line rugged scope, and real duriim leather strap, this rifle is set to be the best and pay respect to the past.

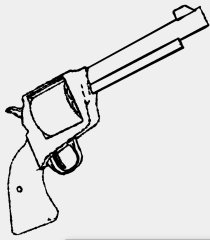
IMC “AMR”

Name	Range	Damage	Mod Slots	Tags
Anti-Material Rifle	1km	2d4 Piercing	2	AV(3), Clip (1), Two-Handed

Cost: 800 Bolts

Weapon Type: Anti-Vehicle Rifle

Description: Originally developed for the TCP, the AMR is an integrally suppressed space-capable extreme long range rifle used by elite marksmen to disable starships and armor.



For The Players - Gear - Weapons

RANGED WEAPONS - ENERGY

“C-Type” (By Beau Lorica)

Name	Range	Damage	Mod Slots	Tags
C-Type	20m	1d4 Electric	1	Clip (10), Compact

Cost: 150 Bolts

Weapon Type: Handgun

Description: Polished aluminum in perfect harmony with high end, durable plastics with the hottest long range electric tech, this unique handgun is the perfect fit for any fashionable security force.

GC Imports “PalmPistol”

Name	Range	Damage	Mod Slots	Tags
PalmPistol	25m	1d6 Radiation	1	Clip (15), Compact

Cost: 200 Bolts

Weapon Type: Handgun

Description: A small handgun made of polished blue steel and organic polymer grips. As the main handgun of the Grand Collective, it’s reliability is legendary, as long as you keep up with maintenance.

TerraPort Tech “C7-90”

Name	Range	Damage	Mod Slots	Tags
C7-90	20m	1d6 Radiation	1	Clip (20), Rapid (2)

Cost: 300 Bolts

Weapon Type: Submachine Gun

Description: Encased in carbon fiber polymer sits a liquid cooled high tech electron beam shot module capable of rapid fire energy bursts.

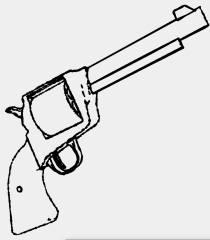
GC Imports “Zephyr”

Name	Range	Damage	Mod Slots	Tags
Zephyr	150m	1d6 Blast	1	AV(1), Clip (15), Two-Handed

Cost: 400 Bolts

Weapon Type: Wind Rifle

Description: Boasting a unique square-barrel design, mid-range scope, and compact long range airburst technology, this rifle is a common favorite amongst Grand Collective footsoldiers and urban snipers alike.



For The Players - Gear - Weapons

RANGED WEAPONS - ENERGY Cont.

K&N “Dominus”

Name	Range	Damage	Mod Slots	Tags
Dominus	60m	1d8 Radiation	1	Clip (50), Two-Handed, Heavy (7), Rapid (3)

Cost: 600 Bolts

Weapon Type: Machine Gun

Description: With a portable tripod and ferocious fire rate, this long barreled machine gun is no easy monster to tame. As the standard issue for Kho special forces, its bulky silhouette is easily the most popular in Selvat.

Nemium Scientific “Aces”

Name	Range	Damage	Mod Slots	Tags
Aces	30m	1d8 Radiation	1	AoE (19 Piercing, 4m Cone, AGLT or VITA), AV(1), Clip (4), Two-Handed

Cost: 500 Bolts

Weapon Type: Shotgun

Description: Housed within a bright, bulky, and burnished aluminum exterior is a miracle of engineering, firing a volley of high energy beams in the Spur’s first energy shotgun.

GC Imports “Lindu”

Name	Range	Damage	Mod Slots	Tags
Lindu	1km	2d6 Radiation	2	AV(1), Clip (1), Two-Handed

Cost: 700 Bolts

Weapon Type: Sniper Rifle

Description: Recognizable by the large cylindrical receiver hanging off to the right and long, twisting, hexagonal barrel, the Lindu looks, feels, and shoots like it was ripped from a starship and given a scope.

K&N “Rex Ignis”

Name	Range	Damage	Mod Slots	Tags
Rex Ignis	200m	1d4 Heat	1	Clip (50), Two-Handed, Heavy (9), Rapid (5)

Cost: 900 Bolts

Weapon Type: Conflagration Minigun

Description: In the War of Youth, this weapon’s predecessor was nicknamed the “Hellmaker”. In the modern era, K&N have developed an ergonomic portable version for a wider consumer base.

For The Players - Gear - Armor

Armor

“Everybody has enemies. And as far as I know everybody is vulnerable to bullets, lasers, fireballs, and the likes. Even if you are just a lowly CEO of some backwaters spacestation, you’re gonna need some Armor if you wanna make it anywhere in life. And now with Beau Lorica’s Lux line of Armors, you don’t have to sacrifice style for survival.”

- Skrim Za’Grim, Marketing Manager, Beau Lorica

This section is all about Armor. Armor in this world can take on many appearances and can look like a hand held shield, an energy field backpack, or even traditional ballistic plates. Here we will introduce you to the different types of armors, how much they cost, the unique things that each of them do, and how you can customize them to better suit your character.

Armor Rules and Reminders

1. By default, your DC is equal to 9 + AGLT Bonus. Unless otherwise stated, you always add your AGLT bonus, even if it is negative.
2. You can only wear one set of Armor at a time, and you can only gain the DC bonus from a Shield if you are actively holding it in your hand.
3. If you are wearing Armor with which you lack proficiency, you roll with Disadvantage on all rolls. Your speed is also reduced by 2m.

Armor Details

Like Weapons, Armor types follow a simple system of organization:

- *Light*: Low cost armor that provides little protection, but requires little training to use properly.
- *Moderate*: A nice balance between cost, physical protection, and training requirements. Unique abilities become more powerful with this level of armor.
- *Heavy*: The allure of heavy armor lies in its high protective capabilities and powerful unique bonuses.
- *Shield*: A unique form of additional protection that can be used at the same time as other armor types.

NOTE: When copying information, the most important is the Name, DC Increase, and Additional Abilities. These are known as STATS-AT-A-GLANCE.

- *Name*: The name of the Armor.
- *DC Increase*: The number that is added to your DC.
- *Cost*: The number of Bolts traditionally required to buy the item. These prices are subject to change.
- *Mod Slots*: The amount of mods that can be placed on the weapon.
- *Additional Ability*: Unique Armor abilities and additional tactical information.
- *Description*: Lore and physical description of the armor.

Damage Resistant

Unless otherwise stated, if a Selection or ability makes you Resistant to a Damage Type, then you take half-damage rounded down when hit by damage of that type. Resistances are added together, meaning that being made Resistant twice will generally cause you to take no damage from that Damage Type.

Mods and Customization

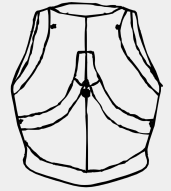
Your armor your last line of defense against any with ill intent. Make it your own. Often this can be done with a variety of Mods that add additional abilities. You cannot have more mods on your armor than your Mod Slots allow. Each Mod takes an action to install. Each Mod takes an action to uninstall.

Beyond Mods, you can also customize your armor rather freely. Basic descriptions are provided for each Armor, but you as the player have the ability to say what color, shape, and small quality of life improvements you’ve made to your armor.

For more information on Mods, refer to the Unique Gear section of the For the Commanders chapter.

*Custom armor!
Oho! Fancy!*

For The Players - Gear - Armor



LIGHT ARMORS

MorTec “Basic”

Name	Basic
DC Increase	+1
Mod Slots	2
Cost	10 Bolts

Description: The MorTec *Basic* is the galaxy’s premier budget armor. To satisfy critics who say “it barely does anything” they’ve added an extra mod slot. Thanks MorTec!

Additional Abilities: N/A

Interastral Manufacturing Solutions “Lite”

Name	Lite
DC Increase	+3
Mod Slots	1
Cost	50 Bolts

Description: Standard issue IPC light armor. This armor gets the job done in a way that does not hinder movement, or interfere with combat readiness.

Additional Abilities: N/A

Dynasty “Chryssalid Carapace”

Name	Chryssalid Carapace
DC Increase	+1
Mod Slots	2
Cost	80 Bolts

Description: Produced by Dynasty, this armor possesses an iridescent shimmer on the surface of its sleek, black body armor. Its protective abilities compound with its wearer’s natural resiliency.

Additional Abilities: When wearing this armor you add your VITA bonus to your DC instead of your AGLT bonus.

Ion “Weavecloth”

Name	Weavecloth
DC Increase	+2
Mod Slots	2
Cost	200 Bolts

Description: Though production is considered a trade secret, rumor has it that *Weavecloth* is made by weaving strands of magic into otherwise normal kevlar armor. Whatever the truth is, the Ion *Weavecloth* remains a favorite of assassins and thieves everywhere.

Additional Abilities: When wearing this armor you gain a temporary +4 Bonus to your Stealth skill.

For The Players - Gear - Armor



LIGHT ARMORS Cont.

Xeron 2.0

Name	Xeron 2.0
DC Increase	+2
Mod Slots	2
Cost	300 Bolts

Description: This armor is made from revolutionary interlocking composite plates, and was hailed as an improvement over its predecessor in every category.

Additional Abilities: On your Turn you can activate the armor without using an Action. This gives you +4 to all Attack rolls, but reduces your Movement to 0 until the start of your next Turn.

K&N “Custom”

Name	Custom
DC Increase	+2
Mod Slots	5
Cost	325 Bolts

Description: Though this company is traditionally known for their heavy armors, the Custom breaks the mold by including 5 mod slots, letting you decide how to wear it. It is said that its creation was inspired by a Build Your Own Breakfast menu option at the CEO’s favorite diner.

Additional Abilities: N/A

Beau Lorica “Lux Palestra”

Name	Lux Palestra
DC Increase	+2
Mod Slots	2
Cost	401 Bolts

Description: Produced by Beau Lorica. Regardless of its appearance, it will always retain its luxurious, hand tailored feel. Repairs are always free, no questions asked.

Additional Abilities: As an action you can alter the appearance of this armor to look like any clothing, or uniform of your choice.

Xeron “Wizard”

Name	Lux Palestra
DC Increase	+1
Mod Slots	3
Cost	400 Bolts

Description: A variation of the famed “Horizon” armor and favored by weaver-hunters and deep space hunters for it’s lightweight and elemental-resistant fabrics and varied selection of mod slots.

Additional Abilities: The wearer is Resistant to all types of Elemental damage.

For The Players - Gear - Armor



MODERATE ARMORS

MorTec “Advanced”

Name	Advanced
DC Increase	+4
Mod Slots	3
Cost	100 Bolts

Description: After a disastrous product recall, and many sleepless nights in the lab, the MorTec Advanced is finally ready for its return to the market. Now you can safely wear this armor without fear of it suddenly collapsing and crushing your ribcage. Not that it ever did that, of course.

Additional Abilities: Disadvantage on Stealth Rolls.

Interastral Manufacturing Solutions “Elite”

Name	Elite
DC Increase	+5
Mod Slots	2
Cost	150 Bolts

Description: An elegant solution that caters to most needs. This armor perfectly balances manufacturing costs, protective coverage, and battlefield utility.

Additional Abilities: Auto reloads stowed weapons over 1 round using your ammunition stores.

Dynasty “Scarab”

Name	Scarab
DC Increase	+5
Mod Slots	2
Cost	250 Bolts

Description: This is just a heavier version of the light armor produce by the same company, Dynasty. That’s all it needs to be. Like it’s light armor variant, the Chryssalid Scarab retains the signature insectoid, chitin-like appearance due to the use of exotic materials.

Additional Abilities: When wearing this armor you add your VITA bonus to your DC instead of your AGLT bonus.

Xeron “Horizon”

Name	Horizon
DC Increase	+4
Mod Slots	1
Cost	300 Bolts

Description: An armor made for explorers, adventurers, and danger seekers alike. Equipped with a state of the art electronic display helmet, you won’t even have to worry about missing the views as the helmet preserves your full field of view.

Additional Abilities: The helmet can deployed and be retracted at will, granting the wearer an air supply. Additionally, the wearer is Resistant to Anomalous damage.

For The Players - Gear - Armor



MODERATE ARMORS Cont.

Ion “Shimmer”

Name	Shimmer
DC Increase	+5
Mod Slots	2
Cost	350 Bolts

Description: The Ion Shimmer is an thin-composite that borders on the magical. From the outside it seems to get the impossible accomplished. From the inside its actually quite simple. Ion Industries simply [-----REDACTED-----].

Additional Abilities: Increases your speed by 4m. You can also jump to heights equivalent to your speed as long as you have the remaining movement required. You also do not take fall damage from falls equal to or smaller than your speed.

Nemium Scientific “Third Arm”

Name	Third Arm
DC Increase	+4
Mod Slots	2
Cost	400 Bolts

Description: Sturdy armor with a highly dextrous appendage coming from the back. Controlled with experimental brain wave technology. Your normal number of arms +1. Never rely on someone else to hold your flashlight again.

Additional Abilities: The armor has an additional mechanical arm. This arm can carry up to 50 kg, and grants an additional Ready or Interact Action on your Turn. The arm cannot make Attacks.

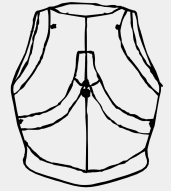
Beau Lorica: “Lux Penumbra”

Name	Lux Penumbra
DC Increase	+4
Mod Slots	2
Cost	500 Bolts

Description: Regardless of its appearance, this armor will always retain its luxurious, hand tailored feel. Repairs are always free, no questions asked.

Additional Abilities: As an Action you can alter your appearance using a holographic illusion. This illusion will not hold up to physical inspection. You have advantage on rolls to try and pass yourself off as another person while the illusion is active. Additionally, this armor will proactively eliminate bad odors within 1m and keep you clean and fresh.

For The Players - Gear - Armor



HEAVY ARMORS

MorTec “E-lite”

Name	E-lite
DC Increase	+7
Mod Slots	4
Cost	300 Bolts

Description: After investigations from the IPC, it has been determined that the MorTec: E-lite heavy armor is legally distinct from the IMC: Elite moderate armor. Furthermore, there is no evidence to support the accusation that MorTec was trying to profit off of the IMC’s goodwill. The MorTec:

E-lite beautifully embodies MorTec’s mission statement: “High Quality. Low Prices. More Tech.”

Additional Abilities: Disadvantage on Stealth Rolls

Interastral Manufacturing Solutions “Breacher”

Name	Breacher
DC Increase	+9
Mod Slots	3
Cost	600 Bolts

Description: This armor was designed to aid the IPC in hostage situations. While aggressors are distracted with negotiations, soldiers wearing the Breacher armor board the spaceship or station from nontraditional entry points. Though the market version does not come with the

customary Breacher explosive kit, it is still a very well rounded, well priced, armor option.

Additional Abilities: Can deploy helmet at will. When deployed, the suit seals and provides the wearer with 1 hour of clean air.

Dynasty “The Chryssalid Deathwatch”

Name	Breacher
DC Increase	+9
Mod Slots	3
Cost	900 Bolts

Description: As a company Dynasty is still relatively new to the galactic armor making market. Despite their “new kid on the block” reputation they have already made a name for themselves as top of the line death-defying armor. Legend says that when testing the original Deathwatch armor, the

volunteer was launched from an artillery, while holding 2 live grenades, and descended into an active volcano. They lived. The resulting adrenaline rush lasted for several weeks.

Additional Abilities: You add your VITA bonus to your DC instead of your AGLT bonus. Increase your DP by a number equal to your Proficiency Bonus. You can spend as much DP as you want to increase your DC by an equivalent amount. This DC increase lasts for 1 hour, or until you rest.

For The Players - Gear - Armor



HEAVY ARMORS Cont.

Ion “Eclipse”

Name	Eclipse
DC Increase	+7
Mod Slots	2
Cost	1000 Bolts

Description: After investigations from the IPC, it has been determined that the MorTec: E-lite heavy armor is legally distinct from the IMC: Elite moderate armor. Furthermore, there is no evidence to support the accusation that MorTec was trying to profit off of the IMC’s goodwill. The MorTec:

E-lite beautifully embodies MorTec’s mission statement: “High Quality. Low Prices. More Tech.”

Additional Abilities: Advantage on Stealth checks. As an action you can blend in with your environment, effectively becoming invisible. This invisibility breaks when you move more than 4m in a turn, or when you attack.

K&N “BATTLE-RIG V3”

Name	BATTLE-RIG V3
DC Increase	+10
Mod Slots	2
Cost	3000 Bolts

Description: RESPECT THE HYPHEN. Do you hate armor because it gets in the way of shooting more things? Are you worried that your precious time has gone into something that won’t fill your life with explosions? Well, the BATTLE-RIG V3 is here to fulfill all of your life’s dreams.

Complete with shoulder-mounted goodness, this armor is made with 8 cm of Kho battle plating, traditionally used on Battleships, and is guaranteed to out gun any other armor option. The armor also increases your height by 10cm. You’re welcome.

Additional Abilities: You gain a shoulder or wrist mounted weapon. This weapon has to be manually mounted, but you use your stats as if you were personally wielding the weapon. Once per turn you can make a free Attack with the weapon.

Beau Lorica “Lux Aegis”

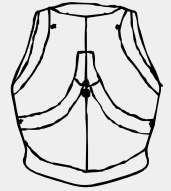
Name	Lux Aegis
DC Increase	+8
Mod Slots	3
Cost	3001 Bolts

Description: This armor has an incredibly soft, comfy, moisture-wicking interior. All materials have been responsibly sourced. Additionally, the radiant luster of this armor cannot be dulled no matter how scuffed, dirty, or damaged the armor becomes. The Lux Aegis is the peak of

style and comfort. When wearing this armor we can promise you that you will be more charismatic, more perceptive, more trustworthy, smell better, see farther, and more loved by animals everywhere.

Additional Abilities: Adds +2 to your INST score while wearing this armor. As a free action on your turn you can cause the armor to emit glorious daylight in a 10m radius for 8 hours, or until you want it to stop. This light can be any color of your choosing.

For The Players - Gear - Armor



SHIELDS

MorTec “Defender Plus”

Name	Defender Plus
DC Increase	+1
Mod Slots	2
Cost	50 Bolts

Description: A basic tool for those with exceptional needs, MorTec promises quality that will outlast the warranty by at least a week. Protect yourself with the best, protect yourself with MorTec.

Additional Abilities: N/A

Ion “Retaliator”

Name	Retaliator
DC Increase	+1
Mod Slots	1
Cost	400 Bolts

Description: By experimenting with cutting edge hardlight and bio-enhancement tech, Ion has redefined defensive hardware with a lightweight carbon fiber polymer housing that expands into a glimmering hardlight shield.

Additional Abilities: After you take damage, you gain a +1 to your Attack rolls on your next Turn.

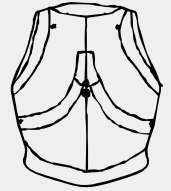
Poleton & Galatrot “S-Type”

Name	S-Type
DC Increase	+2
Mod Slots	1
Cost	400 Bolts

Description: A refined Shield for those with refined tastes. Can only be purchased online. When you make your order, you can design a Crest. This Crest comes inlaid on your shield in whatever materials you desire. We even do solidified gasses for an extra charge.

Additional Abilities: Gives advantage with the Persuasion skill when holding the shield.

For The Players - Gear - Armor



SHIELDS Cont.

Dynasty “Rhino”

Name	Rhino
DC Increase	+2
Mod Slots	2
Cost	450 Bolts

Description: Elegance in combat is combined with technological superiority as this teardrop shield enhances and strengthens your last stand.

Additional Abilities: On your turn, you may make a Melee Attack with this shield. On a hit you can move the target 4m in any direction. If the target also weighs less than 30 times your POWR Bonus (in kg), you can knock the target prone when you do this.

Xeron “Aurora”

Name	Aurora
DC Increase	+3
Mod Slots	2
Cost	1000 Bolts

Description: Studies show this shield is better than the K&N Stormshield, way better. If you wanna survive the breath of a Fire Worm from the frontiers of New Scotland then you’re gonna need more than a measly wall of steel. You’re gonna need the Xeron Aurora.

Additional Abilities: As an Action, you can generate a 3m tall 8m wide wall in front of you. The wall has HP equal to 10 times your proficiency bonus and is 100% Resistant to Elemental Damage.

K&N “Stormshield”

Name	Stormshield
DC Increase	+3
Mod Slots	2
Cost	1000 Bolts

Description: Studies show that this shield is way better than Xeron Aurora. If you wanna take an artillery barrage to the face and live to tell the tale then you will need more than a pathetic energy barrier to protect you. You are gonna want the K&N Stormshield.

Additional Abilities: As an action, you can generate a 3m tall 8m wide wall in front of you. The wall has HP equal to 10 times your proficiency bonus and is 100% Resistant to Kinetic Damage.

For The Players - Gear - Items

Items

"I have... like, 50 atto-wrap bandages. Why? Because we all know one of us is getting shot! ...Yes I know we're just walking Ms. Harpschires to the grocery store, but mark my words, it WILL be needed"

- Calvin Hobb, the hero of AllMaMart

Oft overlooked, items can make a simple outing far more interesting by giving participants something more than just their abilities to rely on. Below you will find a list of items, the quantity of that item, the cost of that quantity, the weight, and a short description of what that item does.

How to use Items

When playing a campaign, considering what items will be needed for the journey is a must! It is strongly recommended that players budget their starting cash for some extremely helpful items, such as Atto/Ferro-Wrap Bandages or AtmosTape! And don't forget to leave without your communicator, because without it you'll be left without long-range team communication.

For those preparing adventures, it is recommended to find a way to involve items, and provide ample opportunity for players to purchase those items (such as in shops and markets).

Items

Remember! An Atto-Wrap a day keeps the doctors away!

Name	Quantity	Cost	Properties
AtmosTape (50m)	1	5 Bolts	Can be used to patch holes and cover wires
Atto-Wrap Bandage	1	2 Bolts	Heals (1d8 + your Medical Skill bonus) HP for a single target
Backpack	1	30 Bolts	Internal space equal to a 1.5 m cube
Book	1	10 Bolts	Is it religious texts, a textbook, or a tome of secrets?
Canteen	1	4 Bolts	Plastic or metal; weighs 0.2 kg when empty, or 4 kg when full
Cards	52	5 Bolts	Great for games when bored
Crowbar	1	25 Bolts	Portable leverage
Communicator	1	15 Bolts	Can be earpiece, handheld, or wrist-mounted
Data Storage Device	1	10 Bolts	Can be a flashdrive, disk, or external hard drive
Datapad	1	30 Bolts	A basic digital tablet
Dice	7	5 Bolts	A set of dice, great for playing a variety of games
Electronic Lockpick	1	40 Bolts	An expensive but versatile lockpick
Electronic Speaker	1	50 Bolts	Play music or other sounds on the go
Flashlight	1	7 Bolts	Shines a 20m beam of light
Lantern	1	7 Bolts	Sheds light in a 10m radius
Lighter	1	1 Bolt	Produces a small flame only capable of starting fires
Lockpick	10	5 Bolts	Good for basic locks
Mana Battery	1	80 Bolts	Max Capacity: 20 Mana
Musical Instrument	1	200 Bolts	Can be any transportable musical instrument, within reason
Notebook	1	3 Bolts	Made of paper, with enough room for 5 subjects
Nutripellets	10	2 Bolts	Bland, but enough nutrition for a full meal
Pens/Pencils	5	2 Bolts	Works in zero gravity
Pouch	1	10 Bolts	Internal space equal to a 0.5 m cube
Rope (30m)	1	10 Bolts	Standard sturdy rope
Sleeping Bag/Bedroll	1	20 Bolts	Soft, warm, can be as big as a 4m square

For The Players - Gear - Items

Explosives

Name	Quantity	Cost	Properties
Anti-Personnel Mine	1	50 Bolts	AoE (30 Blast, 4m Sphere, AGLT or VITA). Can be armed as an Action; once armed, will detonate under 5 kg of pressure.
C-4	1	50 Bolts	AoE (30 Blast [60 Blast if Vehicle/Structure], 8m Sphere, AGLT or VITA). Can be remotely detonated up to 30m away as an Action.
EMP	1	90 Bolts	Thrown, AoE (40 Electric, 20m Sphere, POWR or VITA). Turns off all unshielded devices within radius. Affected devices remain off for 5 Rounds.
Fire Grenade	1	45 Bolts	Thrown, AoE (20 Heat, 16m Sphere, AGLT). Affected targets must repeat AoE roll for 3 Rounds, unless they use an Action to extinguish the flames.
Hand Grenade	1	35 Bolts	Thrown, AoE (26 Blast, 10m Sphere, AGLT or VITA).
High Yield Grenade	1	70 Bolts	Thrown, AoE (40 Blast, 30m Sphere, AGLT or VITA).
Stealth Mine	1	100 Bolts	AoE (38 Blast, 4m Sphere, AGLT or VITA). Can be armed as an Action; once armed, will detonate under 5 kg of pressure. An armed Stealth Mine will also camouflage, requiring a roll of 25 or higher on a relevant Skill to detect.

For The Players - Gear - Mods

Mods

“Just slap one of these bad boys on, and it’s like a whole new gun! The ultimate form of customization, all for a (debatably) reasonable price!”

- Robobob, Connoisseur of Mods

Mods are a tool to extend the lifespan of gear and improve upon its utility, allowing for players to rapidly upgrade and improve weapons and armor. All

gear can only house a certain number of mods, so make sure to note how many remaining mod slots are available.

Mods can be quickly removed and applied as needed. It takes 1 Round to install or remove a mod, and a player cannot perform an Action or move while doing so. Another player may take an Turn to install or remove a mod on another player or character.

The following list is not comprehensive, as players with the right Selections may create their own.

General Weapon Mod Examples

Name	Cost	Properties
Kinetic Transmutation	100 Bolts	Alters the Damage Type of the weapon to be a Kinetic Damage Type of your choice.
Elemental Transmutation	300 Bolts	Alters the Damage Type of the weapon to be an Elemental Damage Type of your choice.
Anomalous Transmutation	500 Bolts	Alters the Damage Type of the weapon to be an Anomalous Damage type of your choice.
Damage Boost	400 Bolts	Increases the Damage Bonus total by +2 damage.
Pay to Win	700 Bolts	Spend Bolts to increase the Damage Bonus of a single Attack. For every 10 Bolts spent, add +1 Damage to the Attack’s Damage Total.
Pacifist	300 Bolts	Converts all Attacks to Non-Lethal.
Upcycle	700 Bolts	The weapon’s damage dice are upgraded to the next largest type (d4 to d6, d6 to d8, etc.).
Vorpality	3333 Bolts	Critical Hits instantly drop the attacked creature to 0 HP.
Comptactificator	1500 Bolts	Grants the weapon the Compact tag, but decreases the weapon Damage Die to the next smallest (minimum of 1d4).
Evil Comptactificator	6666 Bolts	Grants the weapon the Compact tag, with no downsides.
Anti-Personnel	1200 Bolts	If a weapon has the AV tag, remove the tag and add +3 damage per AV provided.

Ranged Weapon Mod Examples

Name	Cost	Properties
Range Boost	500 Bolts	Doubles the maximum range.
Last Word	1100 Bolts	If the weapon has a Clip of at least 2, the last shot is always a Critical Hit.
Wallhack	350 Bolts	Ranged weapons can see targets through a wall up to 2m thick.
Wallhack +	1100 Bolts	Ranged weapons can see targets through a wall up to 2m thick, and can shoot targets through those walls.
Warping	1200 Bolts	When you hit a target with your weapon you and your target swap positions. If you hit multiple targets in the same shot only swap with one.
Time Dilation	700 Bolts	Your projectiles travel much slower, only hitting the target if they are in the same spot at the start of your next Turn, but your shots do 10x damage.

For The Players - Gear - Mods

Ranged Weapon Mod Examples Cont.

Name	Cost	Properties
Auto Sight Alignment	400 Bolts	Increases your weapon's Attack Bonus by +1, and automatically aligns your sights!

Melee Weapon Mod Examples

Name	Cost	Properties
Recall	400 Bolts	The weapon will return to the owner's hands when thrown.
Telepathic	800 Bolts	The weapon will float next to the owner, and can fly up to 10m away from them. The owner can mentally command the weapon to make Attacks on their turn.
Soul Binding	900 Bolts	When you hit a target with this weapon, you and the target become soulbound for 24 hours. When you take damage, your soulbound target takes the same amount of damage.
Cleaving	700 Bolts	When you deal damage with this weapon, you can deal the same amount of damage to up to 2 other targets within 2m of the original target.
Biggification	900 Bolts	Makes your weapon much larger, increasing the Damage Bonus by +5 and giving it the Heavy(5) tag.
Cursed Blade	1200 Bolts	When you hit a target with this weapon, you and the target's HP becomes the average of your and their HP. This cannot overflow you nor your target's HP maximum.
Death From Above	800 Bolts	When you fall from a height of 5m or greater, and you are about to land next to a target, you can attack the target. If you hit, you negate any fall damage and increase the damage bonus of the attack by +1 per 5m.

Armor Mod Examples

Name	Cost	Properties
Enhancement	400 Bolts	Grants the wearer a +3 Bonus to a single Skill/Core Roll. Specify the Skill or Core Roll at purchase.
Kinetic Resilience	800 Bolts	The wearer is Resistant to a single Kinetic Damage Type. Specify the type at purchase.
Elemental Resilience	650 Bolts	The wearer is Resistant to a single Elemental Damage Type. Specify the type at purchase.
Anomalous Resilience	500 Bolts	The wearer is Resistant to a single Anomalous Damage Type. Specify the type at purchase.
Sturdy	250 Bolts	Increase DC Bonus by +1
Thorns	550 Bolts	When hit by a melee attack, the attacker takes 25% of their dealt damage (rounded down).
Jet Boots	600 Bolts	Allows the user to jump the length of their Speed in one Turn.
Warp	900 Bolts	As an Action, the user can teleport a distance equal to their Speed.
Bioenhancement	1250 Bolts	The user gains a temporary +1 to an Ability Score of their choice. Specify the Ability Score at purchase.
Jetpack	2000 Bolts	Grants a flight speed of 10m. Must cooldown for 10 seconds (2 Turns) after 10 seconds of use.
Deadly	800 Bolts	Grants the wearer the ability to attack with their armor, using their POWR bonus. The attack deals 1d6 Bludgeoning Damage. Your armor can equip weapon mods now.
Altruistic	500 Bolts	When you heal someone else while wearing this armor, you regain 5 HP.
Sealed	150 Bolts	The armor can now seal, protecting you from the environment and giving you about 1 hour of air.

For The Players - Miscellaneous Terms

Miscellaneous Terms

The following is a list of various gameplay terms, their meanings, and usages.

Action - An opportunity to act on a character/creature's Turn.

Advantage - A character or creature rolls twice, taking the higher of the two rolls.

Awareness - The ability to sense creatures within a certain radius without seeing them, regardless of invisibility or stealth.

Bolts - The standard galactic currency. Players start with 120 Bolts per Level.

Bonus - An additional number that is added to a specific roll. Skill bonuses are added to rolls for their respective Skills, Attack bonuses are added to Attack rolls, etc.

Critical Hit - If the player/creature rolls a Natural 20 on an Attack, they make a Critical Hit. Damage is calculated normally, then the damage total is doubled. The character/creature will then roll a d20 again, without add any bonuses. If the second roll is another Natural 20, then the damage total is doubled again. If the roll is any other number, then the multiplier ends. Repeat the rolls until the multiplier ends.

Defense Class (DC) - A character or creature's ability to either avoid or resist damage from an attack. Player DC is 9 + AGLT Modifier, adding armor DC Increase to this total when armor is worn.

Disadvantage - A character or creature must roll twice, and take the lower of the two rolls.

Move - The character or creature can move a distance less or equal to their Movement Speed on their Turn.

Natural 1 - Also referred to as a Nat 1. Rolling a 1 on a d20 means that the roller automatically fails at whatever they were attempting, barring the CoG ruling otherwise. Additionally, the CoG may add additional complications, such as a weapon jamming or character tripping (for example).

Natural 20 - Also referred to as a Nat 20. Rolling a 20 on a d20 means that the roller automatically succeeds at whatever they were attempting, barring the CoG ruling otherwise. Additionally, this success may yield additional benefits depending on the circumstances, such as landing a Critical Hit or gaining an extra Turn.

Resistance - Being Resistant to a Damage Type means that you take half-damage rounded down when hit by damage of that type. Resistances are added together, meaning that being made Resistant twice (100% Resistant) will generally cause you to take no damage from that Damage Type.

Rest - A period of intentional inactivity (usually sleeping) for 8 hours. After a Rest all HP, DP, Mana, and other class-based points are fully restored, and a Degree of Madness is removed. Failure to Rest after 25 hours will automatically incur one Degree of Madness.

Round - The collection of every active creature's Turns. Unless otherwise specified, creatures take their Turns in order of Reaction, with highest Reaction going first and lowest Reaction going last. If a creature rolls a Natural 20 on Reaction, they gain a bonus Turn before everyone else. If a creature rolls a Natural 1 on Reaction, they lose their first Turn. Each Round lasts 5 seconds in-game.

Speed - The distance (in meters) that a character/creature can travel when using a Move.

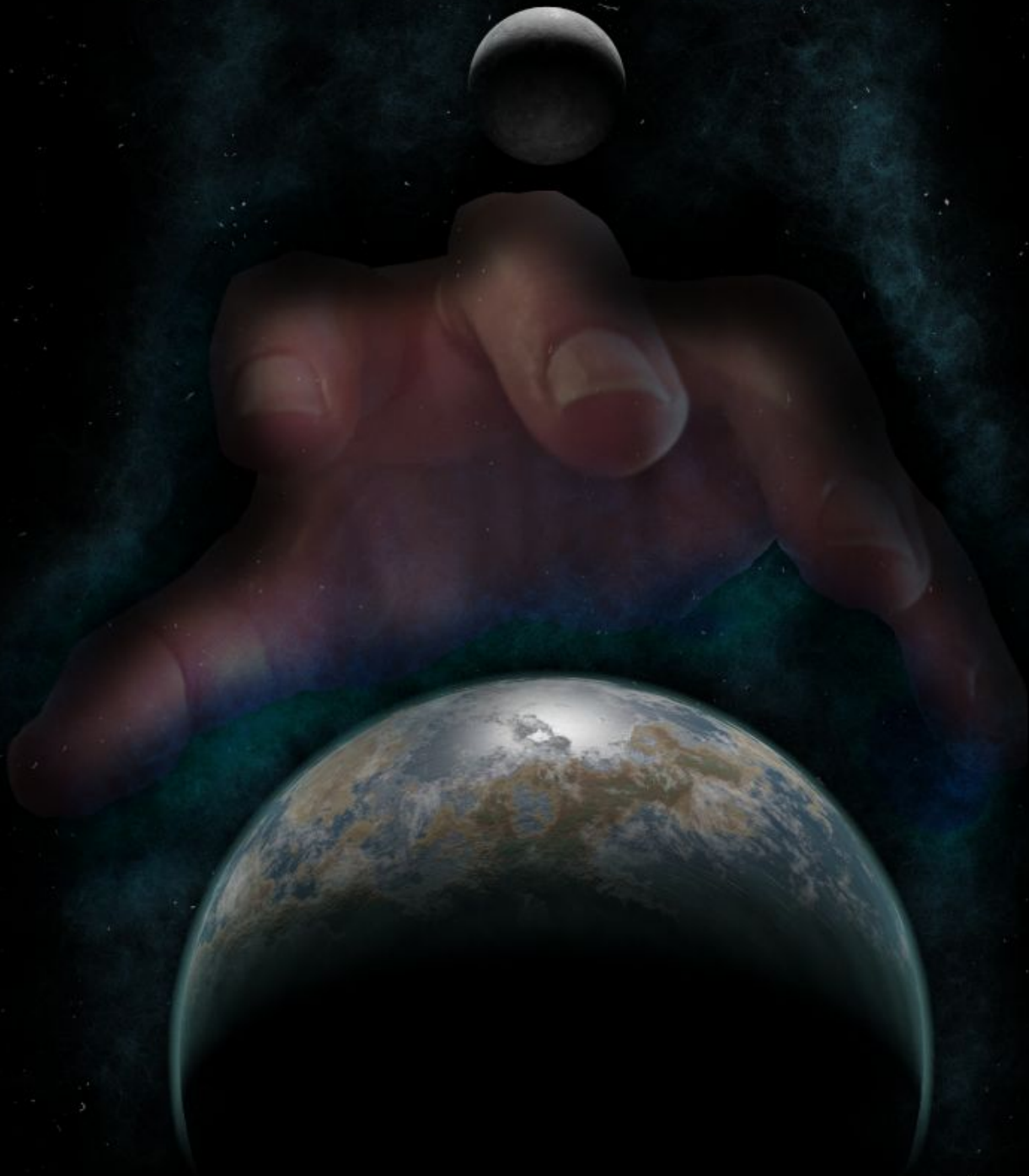
Throw - If you can lift an item without needing to make a roll, then you can accurately toss this item a distance up to 3 times your POWR Score in meters.

Turn - A single creature's abilities in combat. Each creature is able to take 1 Action and 1 Move, unless otherwise specified. Turn order is determined by Reaction rolls, with the highest roll going first, all the way down to the lowest going last. In-game, a Turn and a Round both last 5 seconds, with the events of a Round occurring nearly simultaneously.

Weapon Types - All weapons fall into 2 main categories: Melee and Ranged. The ability to use these weapon types depends on proficiency with the weapon type.

Chapter 2:

For The Commanders



For The Commanders - How to Commander

For The Commanders

We salute you!

Congratulations on becoming the Commander of Games (CoG)! Like most tabletop RPGs, The Starskipper's Handbook would not function without you. You are the one that creates worlds, organizes encounters, and guides players through adventures in the endless universe of Starskipper. In this chapter, we've put together a collection of rules for gameplay, generator tables to help build your game, and other useful tools for being a Commander.

As was stated in the 10 Commandments of Starskipper from Chapter 1, your word is law. You can decide which rules to use from the recommended ones here, or even create custom rules based on your own preference. That being said, be sure to be fair and consistent to the best of your ability. Try out new gameplay mechanics and styles, and feel free to let us know if you make one that works great! We're always looking for ways to improve.

How to Commander

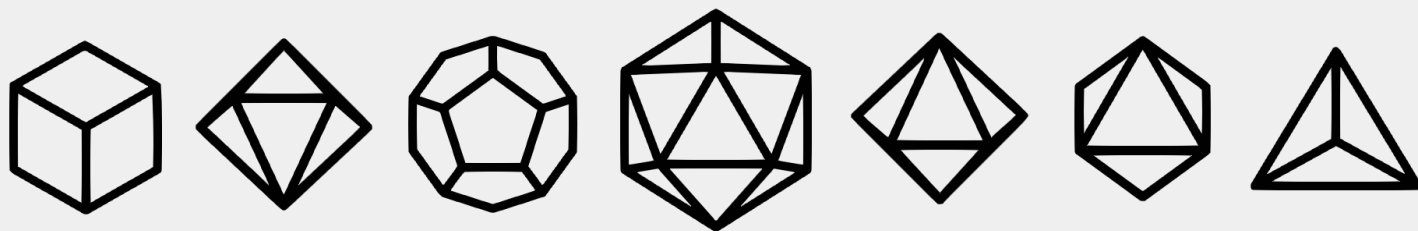
A Commander of Games (CoG), known elsewhere as a Dungeon Master (DM) or Game Master (GM) is an individual who represents the world and everything in it to the players. A CoG works to balance the rules of the game, the player experience, and the world that both rules and players exist within. As players reach out and explore the world they do so through your words and descriptions, and when they wish to act it is the duty of the CoG to convey the proper results and consequences of their actions. Your word is law, and while the law may be bent, debated, or broken, it still remains the law.

Intimidated yet? Well, do not fret! Learning to be a DM, GM, or CoG is a vital part of playing TTRPGs and it's never a requirement that you must know every rule, plan every encounter, or fully understand every NPC and their backstory to succeed. Please understand that every game is an opportunity for growth, both from the player and CoG perspective, and to be kind to yourself as you learn the ins and outs of gameplay. At the end of the day, as long as you are making sure that you and your players are having fun, there is no reason to put yourself down.

Setting up the Game

In all of gaming, there really is nothing else like gathering friends, family, or strangers and roleplaying through an adventure with nothing more than rules and the mind of the CoG to guide the game. Take a moment to reflect on those past games, but this time try to identify what made those games so special. Was it the game board? Or perhaps the miniatures representing the characters? The dice rollers, the fancy dice, the tools, the lighting... While all of those did play some role in the atmosphere of the game, the most important part of those games were the players, the CoG, and their unwavering dedication to the game.

Throughout this chapter, you will find a multitude of rules, clarifications, tips, and supplementary items to help you run your ideal game. It is recommended to keep this close by while you run your own games, as the players will be busy immersing themselves in your incredible game world. Follow the words in this handbook and you may even find yourself so deeply immersed in worlds of your own making that the time just flies right by.



For The Commanders - How to Commander

Assemble a Party

We call a group of people that play TTRPGs a “party” because it’s so much fun! ...Yeah, that’s probably the reason. Regardless! The most important things you’ll need to play this game is other people, and while we can’t tell you who to choose we can certainly help you to narrow it down! The ideal group size is 3-4 players, with larger groups being more inclusive but significantly more effort. If you’re insane, you can have a group of size 12 (we’ve done it), but we would not recommend it, as too many players can bog down gameplay, leaving many with nothing to do in the meantime. When possible, try to have around 3-6 players.

(You can also play this game without any players, but we’re pretty sure that’s called writing a book.)

Too many people in a party? Encourage a player to become a CoG! It is recommended that new Commanders start with 3 players to keep things simple. Make sure everyone in your party knows your skill level and be open to feedback! Everyone has to start somewhere, so why not here?

Pick a Level

It’s important to decide what level your players will be before getting started. While many campaigns can start at level 1, it’s not mandatory to do so. Likewise, keep in mind that power level increases quickly in Starskipper. Below is a reference scale for planning what level your players will be.

Low Level: 1 - 4
Mid Level: 5 - 8
High Level: 9 -12

If desired, the chosen player level can be even higher, but it is recommended that you play within this range until you have more experience as a CoG.

Game Aids and Supplies

Your game, your rules. People run tabletop RPGs differently, and your game is no exception. Whether you want to run with every accessory known to mankind or immersed in a cabin deep in the woods, anything goes. Even the table in “Tabletop” is optional! If you find that having (or not having) certain items at your game sessions improves the experience overall, then go for it! Below, we have listed the recommended supplies that have made our games all the more immersive.

Required Supplies

1. Character Sheets: Each player will need a character sheet with their character’s abilities and selections on it. Instructions for creating a character/filling out a character sheet can be found in Chapter 1. Terminologies are found in the Index.
2. Dice: A standard set of roleplaying dice (d4, d6, d8, d10, d12, d20, d100) is highly recommended, as the game mechanics are designed around them. Not every player is required to own their own dice; sharing is caring, after all.

Optional Supplies

1. CoG Screen: Some form of hiding your notes and dice rolls from the players makes the experience all the more fun. These don’t have to be “Starskipper Official”; some of our first screens were made from folders and cereal boxes.
2. Map Board: Whether it be a whiteboard, hand-drawn maps, or tabletop RPG specific dry erase boards, having some way for your players to physically visualize the terrain can make all the difference. We highly recommend this one for combat-focused campaigns.
3. Dice Trays: Some way to keep your dice from diving off the edge of the table is always nice.
4. Dice Jail: Dice that keep rolling poorly need to be taught the error of their ways. Keep them in Dice Jail until they learn a lesson.
5. Snacks: SNACKS! ...Pretty self explanatory. And delicious.

For The Commanders - Table Etiquette

Table Etiquette

When it comes to games, TTRPG's are perhaps the most emotional form of group entertainment in the world. Each player is charged with carefully crafting their character, choosing skills and selections while developing a story of their own all before the first session. Then, as the game progresses, that character begins to take shape, almost becoming real in the eyes of the player as they endure hardships and grow within the fantastical world you have created. I have seen this many times over, and it's wonderful to see a player so in love with their character.

However, as Commanders we know that a good story is not without conflict. Arguing, debate, and death are common amongst adventuring parties, and when a player sees their character as an extension of themselves, it can be challenging to push the story in the direction you wanted without hurting the feelings of your friends.

With this in mind, we intend to compile some of the lessons we have learned over the years of running games into this section. However, these are not hard rules, as every experience is different, so always defer to your own judgement for your own party.

Communication

Whether it's a friendship, marriage, or adventuring party, communication is extremely important. As the commander, you are responsible for communicating the world through non-visual means to your players, which indicates that you already have at least some level of communicative ability, regardless of if it's your first game or not. Below are some key points to remember when running your games to hopefully keep them running smoothly.

TTRPG's are not improv games. A common misconception amongst CoG's is that all roleplay is an improv game. While true in some aspects, the key to an improv game is the concept of "Yes, and?". This keeps the improv going and uses the disruption caused to create humorous moments. A good CoG does not follow the rule of "Yes, and?" but instead uses the rules of the game and of the world to create a structured sandbox that the players can explore and experiment in. Do not be afraid to say no, but just as well do not be afraid to say yes. When you are unsure, have the players roll a skill check and determine their success or failure that way. Remember, YOU always have the last say.

Clearly and concisely express the intentions of your campaign **BEFORE** you begin. Do you intend to keep track of ammunition or carry capacity? How about running an XP based game instead of milestone? Perhaps you want to run a more violent, bloody, or scary game, or keep it relaxed and avoid as much conflict as possible. Regardless of how you want to play, just remember to keep your players in the loop from day one, and if you want to add an area or storyline that may have themes or mechanics players wouldn't like, feel free to discuss with the table. Don't be afraid to support your own ideas, but maybe a player has a suggestion that can improve your idea. **Remember, these games are meant to be FUN for EVERYONE!**

Establish boundaries and don't be afraid to uphold them. Breaking out of your comfort zone can be a great way to facilitate personal growth, but sometimes the gaming environment is not the place to do so. If certain topics make you or one of your players uncomfortable, such as detailed gore, sexual themes, swearing, or yelling, seriously consider avoiding the subject in your campaign. As the CoG it is not your responsibility to be a therapist, nor do you have to endure great discomfort for the sake of the story and without your consent. **Remember, while discomfort can be beneficial to a story, the wellbeing of you and the players always comes first.**

Understand the difference between character conflict and player conflict. I love it when a player and I get so deep into roleplaying that our in character arguments play out in a realistic manner, but this can very quickly turn bad and leave a bad impression on your players. Ensure that players discuss with one another before engaging in conflicting behavior in game and keep a careful eye on the party to notice anyone who is genuinely uncomfortable. **Remember, players and characters are not entirely separate beings and conflict can quickly spread out of the game if not reigned in.**

In summary, the best ways to ensure good communication with the party are to stay within the established boundaries of the world, be honest and upfront with your players before and during the session, and establish clear lines for what to do and what not to do. The best campaigns I've run have left players crying, cheering, or somber at the end of sessions, and though these stories are many years old they are still told to this day due to their impact. What is not often told is the extensive conversations with players before and after the game, ensuring that these kinds of interactions leave a positive impact on the players.

For The Commanders - Gameplay Rules

Gameplay Rules

It's time to play! As your gameplay varies, there will be various circumstances that arise in which you will need to make use of different rules. These rules can help guide and make for a smooth gameplay experience, but in the end, the goal is for you and your party to have fun. If you and your party create modified "house rules" that you prefer, then those are well within your power to use as a CoG.

Combat Rules

Whether by your hand or despite your best efforts, there will be many circumstances in which your party may need to engage in combat. When this happens, the game-world stops and both players and NPCs need to establish a turn order and decide their actions one at a time.

Combat can be broken down into two main components: Rounds and Turns. A turn is the movement and action(s) of an individual player or NPC. A round is a list comprised of a single turn for every player or NPC organized by the value of the reaction roll at the start of combat, also known as the turn order. While each turn may be unique, every round is repeated so that every participant may have the opportunity to act. When restarting a round, first turn may be referred to as the "top of the round".

When combat is initiated, have each player and creature roll for Reaction. Combat order follows the rolls from highest to lowest, then repeats in the next Round once all players/creatures have completed their Turn.

If a player/creature rolls a Natural 20, they are given a Bonus Turn before everyone else at the start of combat. Note that abilities to boost one's position in the Reaction order do not affect this Bonus Turn.

If a player/creature rolls a Natural 1, they lose their first Turn, but their total roll should still be counted to determine their position in the Reaction order.

If two or more players/creatures roll the same number, note those numbers, and place them as they would fit in the Reaction order. Then have them roll again, with the player/creature that makes the higher roll going before the one who rolled lower. If the same number is rolled again, repeat the process until an order is determined.

On their Turn, a player may make one Action and Move a distance up to their Speed. As an Action, a player may do one of the following:

- **Attack** - You attack an enemy/item with either a weapon or a spell, following the Combat rules (or spell description).
- **Sprint** - You use your Action as an additional Move, enabling you to again move a distance up to your Movement Speed.
- **Ready** - You prepare yourself, holding your Action for this Round and waiting for a specific in-game trigger not on your Turn. This can take the form of waiting for a target to move from cover, waiting for a signal from an ally before moving, or anything else approved by your CoG. Ready also boosts your DC by 2 until either the start of your next Turn, or until your chosen trigger activates. You may only take the Ready Action once per Round, regardless of the number of Actions you have.
- **Interact** - You interact with or use an item/object.

When using their Move, the player/creature is able to move a distance up to or equal to their Speed. The player can only use their Move once per Turn (unless modified by an ability, or by taking the Sprint Action), and the movement cannot be split around an Action.

When making an Attack, the player/creature rolls a d20, then adds their weapon's Attack Bonus to that roll. If the total roll is higher than the target's DC, then the Attack hits. On a successful hit, subtract the target's DC from the player/creature's Attack roll, then add the player/creature's weapon Damage Bonus. This is the total amount of damage dealt from the Attack.

If the player/creature rolls a Natural 20 on an Attack, they make a Critical Hit. Calculate the damage as you would normally, then double the total damage. Have the player/creature roll a d20 again, but do not add any bonuses to this roll. If the second roll is another Natural 20, then double the Critical Hit damage again. If the roll is any other number, then the multiplier ends. Repeat after rolling Natural 20's until the multiplier ends.

If the player/creature rolls a Natural 1, regardless of their Attack Bonus, the Attack fails. The degree of failure is up to your discretion; they may accidentally damage themselves, break a weapon, etc.

For The Commanders - Gameplay Rules

AoE Damage

AoE Damage refers to damage dealt to a wider specified area. Each target within the listed AoE area may either subtract their DC from the total damage dealt to them, or make a Core Roll of a listed type. If a target's Core Roll is higher than half the AoE damage (rounded-up), the target takes no damage. Otherwise, the target takes full damage.

Damage Types

All damage dealt has a Type, which shows how it hurts the affected target. Some creatures take more or less damage from specific Types, so it's tactical to plan around different Types depending on what you experience in your adventures. The damage Types and examples related to them are listed below:

Kinetic

- *Blast* from Explosions
- *Bludgeoning* from Blunt Force
- *Piercing* from Bullet
- *Slashing* from Blades

Elemental

- *Corrosion* from Acid
- *Electric* from Lightning
- *Freezing* from Ice
- *Heat* from Fire

Anomalous

- *Contamination* from Poisons
- *Psychic* from Mental Attack
- *Radiation* from Laser
- *Void* from Corruption

When a character drops below 0 HP, they will fall unconscious and lose 1 DP every Round (or every 5 seconds, if not in combat). If a character drops to 0 DP, then they are dead. Non-Player Characters (such as enemies, for instance) die immediately when out of HP.

Damage dealt to a character does not stop at 0 HP, however. Any damage beyond this number drops their HP into negative numbers. If the negative HP's distance from 0 is greater than the character's maximum HP (-53 HP vs 53 HP, for example), the character will die, regardless of their number of DP. If the character is healed to at least 0 HP, then they will stop losing DP. Lost DP can only be regained after a Rest.

Skills & Skill Checks

When your players are out exploring the world, they will have many opportunities to interact with individuals and objects. Often, in order to perform these interactions, your players/creatures will

make a skill roll. A skill roll is a way to make sure a character can perform the task they want or need to do. The skill bonus is a value that is added to the skill roll to increase the chances of success. Put simply, the more skilled your character is in a specific area, the higher their skill bonus is, ensuring that they succeed in a task more often than unskilled characters.

You do not have to have your players roll for everything; as a rule, rolls are made when there is some reasonable question as to a character/creature's ability to consistently perform an action successfully. Skill rolls can also be used as a literary device, as it stops the game temporarily and forces players to pay attention, giving you the opportunity to deliver important information.

Some rolls, however, do not fall under Skill rolls. Core Rolls are a special roll that you may ask your players to make if they need to resist the effects of a particularly challenging situation. Core Rolls can also be used as a general roll, where other Skills may not be applicable. However, specific skills should be prioritized over Core rolls where possible to ensure players get the opportunity to take full advantage of their character.

When having players make rolls, it's good to set a reasonable number to beat based on the difficulty of that task. As a general sense, you can use the following guidelines for roll difficulty:

Easy	- 10
Moderate	- 14
Hard	- 18
Very Hard	- 22
Challenging	- 26
Impossible	- 30+

At higher levels, players will be able to make higher rolls, so feel free to adjust these numbers if needed.

If a Skill/Core Roll is used against a target who resists the roll, the target must make a Core Roll of the same Ability Score as the Skill (unless otherwise deemed relevant). If their roll is equal to or higher than the Skill/Core Roll used on them, then the attempt against them fails.

If your players want to assist an ally's Skill or Core roll, they may add their respective Bonus to that ally's roll, if you deem that their assistance would indeed help that roll. Only one ally may add their respective Bonus per roll.

The various Skills and their uses can be found on the next page.

For The Commanders - Core & Skills

POWR Core - POWR is used for skill checks of brute strength or when great physical effort is exerted. Beating or lifting your way out of a problem.

Ex. *A player wants to...*

- *Break through a door*
- *Catch a falling boulder*
- *Lift a vehicle or heavy object*
- *Crush an object*

Aquatics - The ability to perform tasks while submerged in liquid. Your Speed while swimming is equal to this Skill bonus.

Ex. *A player wants to...*

- *Dive in deep waters*
- *Stay in one place while performing an activity underwater.*
- *Swim*

Grip - The capacity and skill to hold something without damaging it or letting go. Your Speed when climbing is equal to this Skill bonus.

Ex. *A player wants to...*

- *Restrain a target*
- *Climb up or down*
- *Hold onto an item*

AGLT Core - AGLT is used for skill checks of nimble precision and physical control. Dodging or sneaking your way out of a problem.

Ex. *A player wants to...*

- *Dodge an incoming attack*
- *Sprint*
- *Slide*

Reaction - A measure of reaction time, mainly used for starting combat.

Ex. *A player wants to...*

- *Avoid a surprise trap*
- *Respond quickly to a situation*
- *Avoid surprise danger when driving or flying.*

Stealth - The ability and understanding to step lightly and remain out of sight.

Ex. *A player wants to...*

- *Hide from guards*
- *Sneak aboard a ship*
- *Disguise themselves in a crowd*

VITA Core - VITA is used for skill checks where strength of body or constitution are required, usually in life threatening situations.

Ex. *A player wants to...*

- *Survive an exceptionally deadly wound.*
- *Stay alive during a procedure.*
- *Withstand a deadly weapon.*

Endurance - The ability to sustain physically demanding tasks for a long period of time.

Ex. *A player wants to...*

- *Sprint after a target or vehicle.*
- *Perform 100 jumping jacks.*
- *Carry a heavy weight for a long time.*

Tolerance - The capacity to resist poisons, alcohol, and other physical or natural ailments.

Ex. *A player wants to...*

- *Survive being poisoned.*
- *Participate in a drinking competition.*
- *Resist toxins from a venomous creature.*

INTL Core - INTL is used for skill checks where strength of mind and thought are required. Thinking or using logic to get out of a problem.

Ex. *A player wants to...*

- *Actively resist a form of psychological attack.*
- *Realize they are in a dream or simulation.*
- *Easily recall information under pressure.*

Engineering - The ability to understand and create complex machinery and mechanical instruments.

Ex: *A player wants to...*

- *Hack into a computer system*
- *Create a trailer to attach to a vehicle.*
- *Make unique weapons and armor.*

Investigation - The ability to know how and where to look to find clues, secrets, or other objects of interest.

Ex. *A player wants to...*

- *Search a location for an object.*
- *Look for footprints or evidence.*
- *Closely examine an object.*

Lore - A measure of a character's knowledge of facts concerning local and world history. Also may include languages, religions, cultures, notable geography, and other topics from a textbook perspective.

Ex. *A player wants to...*

- *Interpret text found on an old computer.*
- *Understand local relations and beliefs.*
- *Recall world history or events.*

For The Commanders - Core & Skills

Medical - The ability to understand organic physiology, perform medical operations, and operate medical equipment.

Ex. *A player wants to...*

- *Patch a bullet wound.*
- *Restore a party member's health.*
- *Perform an operation on a living creature.*

Piloting - The capacity to operate machinery whether on land, sea, air, or space. Note that this is not a measure of physical reaction time.

Ex. *A player wants to...*

- *Land a plane in an emergency.*
- *Fly through a storm.*
- *Drive to another city.*

Science - The capacity to comprehend and utilize scientific principles for specific fields of study, such as chemistry, physics, geology, and others.

Ex. *A player wants to...*

- *Research a substance in a lab.*
- *Interpret data concerning planetary scans.*
- *Develop various chemical concoctions.*

INST Core - INST is used in skill checks requiring instinctual fortitude against metaphysical or mental threats. Feeling or trusting in yourself to get yourself out of a problem.

Ex. *A player wants to...*

- *Resist most forms of mind control.*
- *Instinctively defend against magical threats.*
- *Resist debuffs when entering certain areas.*

Conviction - The ability to connect with the spiritual and call upon Higher Powers.

Ex. *A player wants to...*

- *Understand spiritual practices.*
- *Call upon a Higher Power.*
- *Channel spiritual power.*

Metaphysics - The capacity to cast and comprehend magic, and to resist the effects of certain spells.

Ex. *A player wants to...*

- *Detect the presence of an ethereal being.*
- *Understand the nature of a spell.*
- *Cast spells and channel magic.*

Survival - The ability to escape, endure, or avoid danger in an environment, whether that be natural or urban.

Ex. *A player wants to...*

- *Safely navigate through a dangerous area.*
- *Survive in a forest for many days.*
- *Find safe food to eat in their environment.*

Perception - The measure of a character's general awareness of their surroundings.

Ex. *A player wants to...*

- *Notice a figure staring at them.*
- *See a shiny object in the ground.*
- *Recognize a pattern on a building.*

Persuasion - The ability to persuade a creature into doing something they normally would not do.

Ex. *A player wants to...*

- *Convince a bartender to cop their tab.*
- *Talk a stranger into joining their party.*
- *Coerce an enemy to run away.*

Presentation - The ability to perform or act in order to inspire or deceive, whether by musical number or playing a character.

Ex. *A player wants to...*

- *Pretend to be a poor, sick person.*
- *Play a musical number for a bar.*
- *Act as someone else to gain access to an area.*

For The Commanders - Realistic Consequences

Realistic Consequences

Nothing in this world can truly be random, but we can eyeball it with the help of the Degrees of Madness and Mortal Wounds tables! These marvelous literary devices are used to flesh out the characters of your world and provide real consequences to actions. It could be said that these are used to keep players from taking unnecessary dangers, which is completely true, but it has many other benefits as well.

When a character experiences extreme stress or trauma, they receive a level of Madness. The number of levels of Madness are represented on the Degrees of Madness table. This can be used to reinforce the gravity of a situation on the players, or to add an extra challenge to a dungeon. Be careful when using these, however, as some of the debuffs can be extremely frustrating to some players. Remember to keep your players in mind and focus on the fun of the game and the enjoyment of the players!

When a character reaches 0 HP, they must roll on the Mortal Wounds table once they are healed. Unlike the Degrees of Madness, Mortal Wounds are not always debuffs, and are mainly used to help characters evolve in a story over time. As the Commander, think of ways that the player could work around their injury if they are having a difficult time doing so. Just replacing a lost limb isn't as interesting as adding a tool or item, giving them increased functionality in a specific area and growing their character.

Some players might not want to play with these tables, and that is more than okay. Before playing, confirm with your players that they are willing to work around these challenges. Some players may become extremely attached to their characters, even seeing them as extensions of themselves, and cannot deal with that character being permanently maimed or even killed. But if your group is willing, we can assure you that these tables can lead to some of the best character interactions you have had.

Degrees of Madness

The life of adventurers can be terrifying and exhausting at times. As such, your players are likely to incur a bit of madness as time goes on. Madness is incurred in a number of ways, most commonly through lack of sleep, traumatic events, or overexertion.

There are 7 levels of Madness, with stacked penalties for each level. One level of Madness is removed at the end of each Rest. Levels of Madness can also be removed using other abilities that specifically stay so. If a character incurs 7 levels of Madness, then the strain kills them instantly. The 7 levels and their penalties are listed below:

Madness Level	Penalty
1	Rolling a 2 or 3 counts as Critical Fail
2	-5 to Perception/Investigation Rolls
3	Rolling a 4 or 5 also counts as Critical Fail
4	Disadvantage on all Rolls
5	Additional -10 to all Rolls
6	You fall unconscious, and are unable to move and act.
7	Death

I've been told that talking to me can trigger all 7 Degrees of Madness at once!

...Rude.

For The Commanders - Realistic Consequences

Mortal Wounds

When a character runs out of HP, but not DP, they suffer a Mortal Wound and fall unconscious. If they become conscious again, they now live with a new debilitation. This is determined by rolling a d20, and adding their remaining DP before they were healed.

Don't want to deal with the long term consequences? Simply have a mechanist create a new prosthetic, or enable your players to purchase it in one of the shops that you may have created!

Note: The CoG can choose a specific injury to inflict if it would be more circumstantially relevant.

Mortal Wounds (Table 2)		
d20 + Remaining DP	Result	Effect
Natural 1	Catastrophic Injury	You will die in a number of hours equal to your remaining Death Points.
3	Critical Injury	Unless healed to full HP within 1 minute, you will die. If healed, roll on the Mortal Wounds table again.
4	Grave Injury	Unless healed to full HP within 1 hour, you will die. If healed, roll on the Mortal Wounds table again.
5	Paralysis	Your Speed is permanently 0.
6	Severe Weakness	You lose -1 from your 3 highest Ability Scores.
7	Broken Lifeorce	Your maximum HP is reduced by 1/2 (rounded down).
8	Major Weakness	You lose -1 from your 2 highest Ability Scores.
9	Deafness	You are now deaf, and automatically fail hearing-based rolls.
10	Blindness	You are now blind, and automatically fail sight-based rolls.
11	Recovery Madness	You suffer 6 Degrees of Madness.
12	Arm Loss	Your number of Actions/Attacks is halved, down to a minimum of 1.
13	Leg Loss	Your Speed is permanently halved.
14	Speech Loss	You can no longer communicate verbally.
15	Lessened Lifeorce	Your maximum HP is reduced by 1/4 (rounded down).
16	Eye Loss	Your sight is worsened, giving you disadvantage on Perception, Investigation, and a -3 from Attack Rolls.
17	Minor Weakness	You lose -1 from your highest Ability Score.
18	Minor Recovery Madness	You suffer 4 Degrees of Madness.
19	Crippled Hand	You suffer a -2 penalty to your Attack Rolls.
20	Limp	Your Speed is reduced by 2m.
21 +	Scar	You have a scar, giving you a +3 to Persuasion.
Natural 20	Impossible Recovery	You looked at death and laughed. You gain a +1 to VITA.

For The Commanders - Common Purchases

Common Purchases

In addition to loot and gear, players are likely to spend their hard earned (or stolen) Bolts on a variety

of things in-game. Below you will find a list of services that your players may make use of during the game. As with all other elements of your game, you are able and encouraged to make modifications where desired.

Travel

Name	Cost	Details
Local Transit	2 Bolts	When traveling around a city, buses or smaller trains are a regular option.
Intercity Transit	10 Bolts	For moving between nearby cities, players may opt for trains or long-distance buses.
Intercontinental Transit	50 Bolts	Dependant on terrain, aircraft or watercraft may be viable.
Interplanetary Transit	100 Bolts	When traveling between planets of the same system, star trams are a common option.
Interstellar Transit	220 Bolts	Interstellar transit ships make use of Jump Gates to travel from one system to another.

Lodging

Name	Cost per Day	Details
Basic Accommodations	20 Bolts	A simple overnight space, usually in a shared room.
Simple Room	50 Bolts	A private room with basic amenities.
Long-Stay Room	90 Bolts	A fully furnished living space, with multiple rooms and amenities.
Residential Rental	140 Bolts	A well-equipped residential space, often chosen for vacations and comfortable stays.
Luxury Villa	200 Bolts	A high-end lodging space, designed for those desiring a more lavish stay.

Food & Drink

Name	Cost per Day	Details
Bread	1 Bolt	A simple staple, with numerous variations.
Bottled Water	1 Bolt	If you don't have a canteen, this can be a cheap alternative.
Fruit	1 Bolt	Sweet and energizing, grown in a variety of environments.
Vegetable	1 Bolt	Varied and nourishing, from a plethora of different worlds.
Cheese	2 Bolts	Made from the byproducts of various plants and animals, and enjoyed by many.
Nutripellets	2 Bolts	Come in a pack of 10. Very bland, but functional as a survival food.
Sweetbeer	2 Bolts	A sugary carbonated beverage, popular among Terraportans.
Pastry	2 Bolts	Often flaky, with sweet or savory fillings.
Brew	3 Bolts	Produced from various fruits and grains, both in alcoholic and non-alcoholic forms.
Meat	3 Bolts	A hearty source of protein and other nutrients.
Simple Meal	6 Bolts	Filling and relatively satisfying. Often found at corner shops and cheap restaurants.
Hearty Meal	12 Bolts	Warm and delicious, sold often in restaurants and inns.
Lavish Meal	40 Bolts	Expensive and generally made from rarer ingredients. Sold at high-end restaurants.
Ostentatious Meal	179 Bolts	Unaffordable by the common folk, often purchased as a display of wealth or power.
Solar Wind Wine	420 Bolts	An extremely high-end beverage, made from the elusive solarfruit.

For The Commanders - Unique Gear

Unique Gear

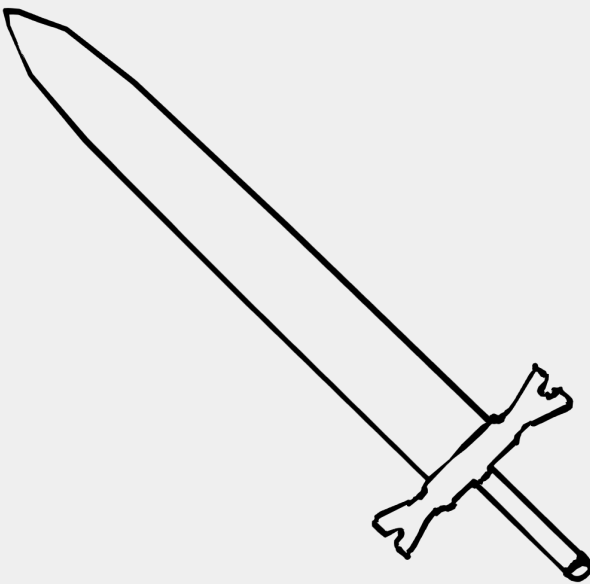
“I mean, it’s basically stock! I’ve just made some slight modifications here and there, like a new receiver, larger barrel, swapped the rails out with some nice ones, and added my own stock. Honestly, these are things everyone does!”

- Bill Mit, small gun shop owner on Carnedia

In Selvat, thousands of weapons of all types are manufactured, packaged, and sold, with many of them being mass produced models. These are fine weapons, suitable for the vast majority of the residents of the Spur and all their delightfully violent needs. But for those with more refined or niche tastes, the mass manufactured market cannot provide for them what they need. That’s where these items come in, lovingly dubbed “Unique” for their abnormal or powerful traits. From the famed Beau Lorica personal anti-personnel mortar to the popular depleted uranium knuckle dusters, there is no doubt that there is something within these pages for everyone.

How Unique Gear Works

Thought you could pick up one of these tantalizing creations right off the bat, did ya? Well, these special pieces of art can only be found by playing and looting campaigns YOU create! Place them in locked rooms behind fearsome bosses, floating amidst the remains of a long destroyed ship, or buried for many years beneath the soil of a deadly planet.



Make your own

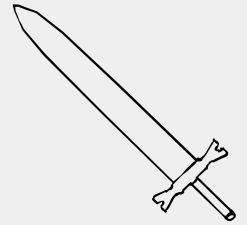
While we have a decent selection of unique weapons, armors, and mods, we understand that you and your party want to bring your own creations into the game. The main way to do this is to have a player skill into the Tech tree, giving them the ability to create their own weapons, armor, and mods as they level their character. Additionally, have your players work together, allowing Tech and Science to create abominat-, I mean, clever and unique pieces of technology for your party to use! While it’s fun for the CoG to create items and hand them to players, players get more connected to the game when they are able to interact with objects they themselves had a hand in creating.

Weapon Tags

Each weapon is unique! Reference the tags below to see special abilities associated with your trusty sidekick.

- *AoE*: The Area of Effect for an Attack. Each target within the listed AoE radius may either subtract their DC from the total damage dealt to them, or make a Core Roll of a listed type. If a target’s Core Roll is higher than half the AoE damage (rounded-up), the target takes no damage. Otherwise, the target takes full damage.
- *AV*: An anti-vehicle weapon, which alters the Critical Hit chance against a target which is a vehicle. The Critical Hit threshold of the user is reduced by the number on the tag.
- *Clip*: The number of rounds a weapon can fire before reloading or recharging. Resetting the Clip takes up an Attack.
- *Compact*: These weapons are small and can be dual-wielded (giving one Attack with each weapon per Action) if the user is proficient.
- *Heavy*: These weapons are large, and can only be wielded by those with the required POWR Ability Score or higher. POWR Scores lower than the given number reduce the user’s Speed by half and have disadvantage on Attacks with that weapon.
- *Rapid*: The weapon hits fast, allowing you to make a number of Attacks per Attack Action. The number of Attacks per Attack Action is listed next to the Rapid tag.
- *Two-Handed*: Requires two hands to operate.
- *Thrown*: You can accurately toss this weapon a distance up to 3 times your POWR Score in meters. To make an Attack, use your AGLT Bonus plus your Proficiency Bonus.

For The Commanders - Unique Gear - Weapons



MELEE WEAPONS - UNIQUE

The Heart of Carnedia

Name	Range	Damage	Mod Slots	Tags
Heart of Carnedia	6m	7d4 Piercing	3	Heavy (6), Two-Handed

Cost: 600 Bolts

Weapon Type: Legendary Trident

Description: A shimmering steel sword about a meter long, it's ornate handle stands out as a fashion statement fit for royalty.

Runeblade

Name	Range	Damage	Mod Slots	Tags
Runeblade	2m	2d4 Void	2	Compact, Rapid (2)

Cost: 1000 Bolts

Weapon Type: Demonic Dagger

Description: A black steel dagger with living flesh set into the heart of the blades. This macabre method of creation allows Runescribes to place Runes upon a target with each strike.

The Queen's Remorse

Name	Range	Damage	Mod Slots	Tags
The Queen's Remorse	4m	5d4 Slashing	4	Heavy (6), Two-Handed

Cost: 550 Bolts

Weapon Type: Glass Longsword

Description: Bright green high impact glass blown into the shape of a sword and reinforced with a clear durable coating. Black engravings adorn the blade's fuller from tip to hilt, a story yet undeciphered.

Death's Kiss

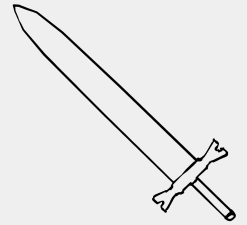
Name	Range	Damage	Mod Slots	Tags
Death's Kiss	1m	2d6 Bludgeoning	1	Compact, Rapid (2), Heavy (7)

Cost: 625 Bolts

Weapon Type: Depleted Uranium Knuckles

Description: Brutal knuckledusters crafted from depleted uranium and coated in lead. Its history is unknown, but engravings hint at Kho origins from a war long past. Usable with either Unarmed or Melee Weapon Proficiency.

For The Commanders - Unique Gear - Weapons



MELEE WEAPONS - UNIQUE Cont.

The Hydra

Name	Range	Damage	Mod Slots	Tags
The Hydra	2m	3d4 Heat	1	Rapid (2), Two-Handed

Cost: 1000 Bolts

Weapon Type: Double-bladed Energy Shortsword

Description: Rumored to have been invented after a Carnocian tied two Visblades together. The Hydra is an elegant weapon from an old age, whose two plasma-edged blades strike in rapid succession and can be retracted and extended at will.

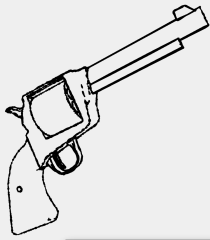
K&N “Battle Chainsaw”

Name	Range	Damage	Mod Slots	Tags
Battle Chainsaw	4m	4d6 Slashing	1	Compact

Cost: 950 Bolts

Weapon Type: Discontinued Chainsaw

Description: Despite extremely successful initial sales, K&N quickly discontinued this product due to “unforeseen warcrimes”. Very few remain in circulation, making them more desired than ever before. The sleek design also boasts additional protective measures, granting the user a +1 to their DC.



For The Commanders - Unique Gear - Weapons

RANGED WEAPONS - UNIQUE

Beau Lorica “Lux BallistaGrande”

Name	Range	Damage	Mod Slots	Tags
Lux BallistaGrande	300m	2d20 Blast	1	Clip (1), Heavy (6), Two-Handed

Cost: 975 Bolts

Weapon Type: Portable Artillery

Description: The latest in fashionable offensive tech. An elegantly made and ornate piece of soldier-based artillery. Its design allows just one person to fire it.

Beau Lorica “PistolWhip”

Name	Range	Damage	Mod Slots	Tags
PistolWhip	6m, 30m	3d4 Radiation, 2d4 Radiation	2	Clip (10), Rapid (2)

Cost: 1425 Bolts

Weapon Type: Whip & Pistol Fusion

Description: An elegant sterling silver casing houses both a compact energy pistol and a hardlight whip. The Whip has a range of 6m and deals 3d4 Radiation Damage. The Pistol has a range of 30m, deals 2d4 Radiation Damage, and has a Clip of 10.

M1911

Name	Range	Damage	Mod Slots	Tags
M1911	40m	6 Piercing	0	Compact

Cost: 1911 Bolts

Weapon Type: Ancient Pistol

Description: A pistol originating from ancient Terraportan history, believed to have been used in world-spanning wars a century before the Exodus of Terra. Surprisingly reliable.

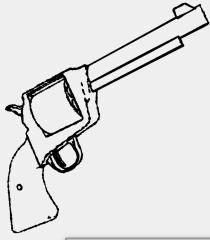
Boomstick

Name	Range	Damage	Mod Slots	Tags
Boomstick	20m	3d8 Bludgeoning	2	Clip (2), Heavy (6) [If POWR 9+, Rapid (2)]

Cost: 2016 Bolts

Weapon Type: Double-Barreled Super Shotgun

Description: Rumored to have been discovered in a pile of unidentifiable bones, this mangled and worn shotgun has the power to break arms if firing both barrels with no experience.



For The Commanders - Unique Gear - Weapons

RANGED WEAPONS - UNIQUE Cont.

Weaversbane

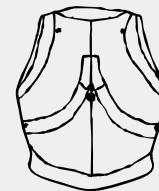
Name	Range	Damage	Mod Slots	Tags
Weaversbane	30m	1d6 Freezing	0	Clip (30), Rapid (2), Two-Handed

Cost: 1800 BOITS

Weapon Type: Weave-Crystal Rifle

Description: An experiment in Weave-tech; this prototype rifle channels a power through a Weave crystal charged with a spell, allowing even non-magic users to fire an Arcane Rain. The rifle comes equipped with a Mana Battery with 30 Mana, which must be swapped once it runs out. Additionally, if a Weaver casts a spell at the crystal, the current spell will swap to match the new one. Keep in mind that the all stats (such as Range, Damage, Mana Cost, etc.) from the new spell will also apply.

For The Commanders - Unique Gear - Armor



UNIQUE ARMORS

MorTec "Premium Plus" - *Light Armor*

Name	Premium Plus
DC Increase	+2
Mod Slots	3
Cost	3000 Bolts

Description: Originally offered as a loyalty reward, the Premium Plus was quickly discontinued after losses of over 20 billion Bolts. Currently, the armor is revered as a collectors item since Mortec still honors the 50% off promise, though Mortec may note your location to prevent potential abuse of the coupon.

Additional Abilities: 50% off all MorTec item sales (valid at any location).

Rootin' Tootin' Lootin' Boots - *Light Armor*

Name	RTL Boots
DC Increase	+1
Mod Slots	1
Cost	2500 Bolts

Description: A stylish pair of boots infused with Weave energy. They grant the user great speed and agility, at the cost of not being able to wear any other kind of armor.

Additional Abilities: While wearing these boots, you gain a +2 to your AGLT Score, and your Speed is doubled.

Mortsoon "Tailored Armor Suit" - *Moderate Armor*

Name	Tailored Armor Suit
DC Increase	+4
Mod Slots	2
Cost	2000 Bolts

Description: Automatic tailoring to your specific size. Jacket cuff length always 2 cm behind the undershirt, pant leg flare always less than 15 degrees outward. The designer died shortly after creating this piece, but we assure you that no ghosts or spirits haunt the threads.

Additional Abilities: While wearing this armor, you gain Advantage on Persuasion and Presentation rolls. Additionally, your DP drops to 2, and cannot be raised higher until you remove the armor.

K&N "Bulwark" - *Heavy Armor*

Name	Bulwark
DC Increase	+7
Mod Slots	3
Cost	7000 Bolts

Description: When attrition is the only way, defy all odds and push the enemy back. The Bulwark is an experimental armor with only a few hundred units ever produced, with under half stolen and sold on the black market.

Additional Abilities: As an Action, you may deploy a 2m tall 6m wide energy barrier in front of you. When deployed, anyone behind the barrier (yourself included) gains an additional +7 to their DC. While deployed, you also gain Resistance to all Damage, but your Speed is reduced to 2m.

For The Commanders - Campaign Ideas

Generation Tables

“Look, absolute power does not come prepackaged with absolute creativity. Sometimes you have to take the lazy way out to populate a galaxy, okay?”

- Baeri, upon channeling divinity for the first time

Running a campaign set in a vast universe of possibilities can be incredibly daunting, especially when the idea factories refuse to function. For that purpose, we’ve designed a variety of generation tables for your usage.

These tables are designed to help establish frameworks and catalyze ideas across a variety of topics.

That being said, if what you roll does not fit your needs or preferences, you are under no obligation to stick to what was rolled. Find what works for you, and may these tables help you along your creative journey!

Campaign Ideas

The following table is designed to provide prompts from which you can build your own adventures. We have used a large number of these ourselves in campaigns that we’ve run, and created plenty of fun memories along the way! Remember, if a prompt doesn’t fit your vibe, you can always re-roll to try another. Best of luck!

Now it’s your turn to roll!

Campaigns	
Roll d100	Campaign Ideas
1	The party is called to clear a mine of infestation.
2	The party is hired to investigate a newly discovered planetoid.
3	The party is hired to find recently disappeared members of a small town.
4	The opening of a new skyscraper has been threatened by terrorists.
5	The party is called by an ancient civilization to complete a deadly trial.
6	The party is stranded on an uninhabited planet.
7	The party’s spacecraft is raided by pirates and set adrift.
8	Robotic wailing has been heard from a number of nearby caves.
9	The party is recruited by a man who insists he is being watched.
10	The party is returning from another mission, when they encounter kilometers of forest that didn’t exist a day ago.
11	A young inventor has figured out how to mechanically tap into the Weave.
12	Spirits of fallen ancestors have been seen around the streets of a metropolis at night.
13	All of the birds on a Terraportan world seemingly vanished overnight.
14	The party is greeted by a devil, who offers them immense rewards for completing a simple task.
15	The party is followed by a figure who cannot die.
16	A child on a nearby world has cast her first spell. She wasn’t a spellcaster the day before.
17	The beam of an abandoned lighthouse temporarily alters the flow of time for whatever it touches.
18	The party finds an abandoned radio set. Voices can be heard faintly through it.
19	A near-identical planet has suddenly appeared in orbit around an inhabited world.
20	Members of a small tech firm have started going missing.
21	People have reported their shadows going missing.
22	The president of an inhabited world has been forced into hiding due to recurring assassination attempts.
23	A group of Starling slaves escaped captivity, and are seeking safe passage into IPC space.
24	A populated star system has vanished. Oddly, everyone seems to remember it differently.
25	A maniacal A.I. is hellbent on making the most delicious cake in the galaxy, whatever the cost.
26	A recent spontaneous spike in crime has some suggesting that a single group is behind it all.

For The Commanders - Campaign Ideas

Campaigns	
Roll d100	Campaign Ideas
27	People who went missing years ago have started to resurface.
28	Ancient ruins have been found on a nearby planet. It wouldn't be concerning if they weren't shaking.
29	Prisms of swirling light have been spotted in the sky, seemingly without cause.
30	A young mother is worried that her oldest child has joined a cult.
31	The leader of a small colony wants increased security for an event, but will not say why.
32	Anyone who looks upon a newly discovered collection of treasure turns to gold 5 days later.
33	A couple found an abandoned child and have since adopted them as their own. The child seems to alter reality wherever it goes.
34	A pharmaceutical company has invented a drug that can somehow restore youth.
35	The leader of a group of freedom fighters realized that she was actually a terrorist, and is now being hunted by her former followers.
36	An odd strain of ivy seems to slowly be spreading across every inch of a populated metropolis.
37	A cold mist sweeps the streets of a city. Not everyone makes it home at night.
38	Divine beings of order appear in a town, performing miracles. However, their teachings hinge on a warped sense of "justice".
40	The followers of a jaw-droppingly gorgeous celebrity seem more brain-dead than usual.
41	The party's ship is stranded dead in space, and they see their worst fears coming to life around them.
42	A planet is revealed to be an egg for an enormous creature, and the planet's residents must evacuate before it hatches.
43	A star seems to be caught in a rapid cycle of going supernova, reforming, then going supernova again.
44	A damaged ship reads as being from 7 minutes in the future, with no obvious origin.
45	Plant life on a particular planet has seemingly become sentient.
46	The party receives messages from a being who claims to be a god, begging them for their help.
47	The party encounters a group of escaped criminals with no recollection of their former lives.
48	The oceans of an inhabited planet seem to be slowly starting to boil.
49	The insects of a planet all seem to be slowly dying at once.
50	A trickster with incredible power is offering great reward or terrible ruin for those willing to gamble.
63	A new plague is spreading rapidly through contact, but the symptoms are radically different for every person.
64	Old fairy tales and tall tales are suddenly coming to life.
65	A new pathogen makes its host allergic to water; all who contract it die in 3 days.
66	An ancient technology is activated, spelling disaster several star systems away.
67	The players incur a huge debt to a crime lord, only to learn they are actually a god/daemon in disguise.
68	Floodwaters begin to rise, seemingly without a source.
69	All animals in a certain region spontaneously become sentient, and claim to have once been people.
70	A comet collides with a planet, but vanishes without a trace.
71	Some kind of creature has been spotted prowling the city streets, hunting for blood.
72	A city identical to an existing one appears overnight, populated with people identical to the original.
73	A derelict space station has entered a populated system, though why it was originally abandoned is unknown.

For The Commanders - Campaign Ideas

Campaigns	
Roll d100	Campaign Ideas
74	A poor family were endowed with an item of great power, and have since used it to claim the property of the rich.
75	The bodies of those slain in a great battle refuse to rot.
76	A group of panic-stricken time travellers appear, claiming that there is no way to escape the death of the universe.
77	A magically charged EMP destroys most technology in a region, but grants varying degrees of magical abilities to all.
78	A temporal quarantine zone has been enacted; all who leave the zone instantly crumble to dust.
79	Random items are going missing, but people have a hard time remembering what they are.
80	The party is trapped deep in catacombs underground, hunted by creatures who are afraid of the light.
81	A group of daemons have approached the border, requesting asylum.
82	A group of religious fanatics have mistaken a great daemon for their god, and are trying to summon it.
83	Something in the water is killing people one by one.
84	The party is given a mysterious chest, which houses a massive extradimensional space.
85	The party is tasked with exterminating a pack of monsters, only to realize that the monsters were people all along.
86	The party finds a crashed vessel belonging to an impossibly advanced species.
87	The party is shown how they will die, what they can do to prevent it, and what catastrophe will be unleashed if they do.
88	An extinct species has been spotted wandering the wilds.
89	A massive civilization appears out of nowhere, and seems to be rapidly aging backwards.
90	The party begins to experience varying degrees of madness, and must find a cure before it's too late.
91	The party is drugged and kidnapped, and eventually forced to fight in gladiatorial pits.
92	A band of pirates has been raiding towns, seemingly without a ship or vehicle.
93	A sigil formed from blood appears on the skin of those cursed by an otherworldly spectre.
94	Wild dragons have been making recent appearances, leaving behind a path of destruction in their wake.
95	All technology in a certain region appears to be developing sentience.
96	The reveal of an invention that could save millions is marred by the sudden disappearance of several attendees.
97	A band of so-called heroes has been secretly been dabbling in dubious deals.
98	A weapon of power, prophesied to be claimed by a righteous hero, was recently claimed by a murderous villain.
99	The party is just another battalion in a massive and brutal war.
100	The party receives an invite to a food festival. ...There's no twist, it's just a fun wholesome worldbuilding experience.

For The Commanders - Solar System Generator

Star Type	
Roll d20	Type
1	Black Dwarf
2	Brown Dwarf
3	Red Dwarf
4	Yellow Dwarf
5	White Dwarf
6	Blue Dwarf
7	Red Giant
8	Yellow Giant
9	White Giant
10	Blue Giant
11	Red Supergiant
12	Yellow Supergiant
13	White Supergiant
14	Blue Supergiant
15	Yellow Hypergiant
16	White Hypergiant
17	Blue Hypergiant
18	Neutron Star
19	Quark Star
20	Pulsar

Planet Size	
Roll d6	Size
1	Tiny (Dwarf Planet)
2	Small (Like Mercury)
3	Average (Like Earth)
4	Large (Like Neptune)
5	Huge (Like Jupiter)
6	Massive (Like Jupiter...but bigger)

Planet Population	
Roll d6	Population Density
1	Desolate
2	Sparse (Colonies)
3	Thin (Villages)
4	Average (Towns)
5	Thick (Cities)
6	Dense (Metropolitan)

Solar System Generators

When you need planets or an entire solar system on the fly, these tables are the fit for you! Use the relevant tables for your project, such as determining types of planets, the population density, or even what type of star is in the system. May this help you as you create unique adventures across the Spur!

This is more or less how the gods do it, to be honest.

Planet Economy	
Roll d12	Market Economy
1	Slavery
2	Finance
3	Agriculture
4	Textiles
5	Manufacturing
6	Mining
7	Luxury Goods
8	Weaponry
9	Technology
10	Medicine/Drugs
11	Research
12	Tourism/Entertainment

Planet Rings	
Roll d4	Rings
1	None
2	Small Faint Rings
3	Large Solid Rings
4	Massive Complex Rings

Planet Type	
Roll d10	Type
1	Molten Terrestrial
2	Barren Terrestrial
3	Oceanic Terrestrial
4	Overgrown Terrestrial
5	Frozen Terrestrial
6	Irradiated Terrestrial
7	Gas Giant
8	Ice Giant
9	Fire Giant
10	Anomaly

For The Commanders - NPC Generators

NPC Generators

Perhaps the most interesting (and confusing) part of the universe are the people who inhabit it. However, it can be a challenge to anticipate every individual who your players may come across, especially if your party is the chatty sort. These tables can be used to generate Non-Player characters as needed!

NPC Species	
Roll d10	Species
1	Terraportan
2	Kho-Munatus
3	Fey
4	Recurrence
5	Murilegan
6	Carnocian
7	Starling
8	Wanderer
9	Drakin
10	Reroll

NPC Profession	
Roll d20	Profession
1	Guard/Security
2	Healthcare/Healing
3	Law
4	Education/Scholar
5	Manufacturing
6	Construction
7	Communications
8	Maintenance
9	Entertainment
10	Pilot/Driver
11	Merchant
12	Loremaster/History
13	Art/Design
14	Technology
15	Admin/Management
16	Research
17	Mercenary
18	Politician
19	Thievery
20	Smuggling

NPC Characteristic	
Roll d10	Notable Characteristic
1	Freckled/Pocked Skin
2	Smaller Stature
3	Larger Stature
4	Attractive
5	Rough-Looking
6	Tattoo/Body Ornamentation
7	Young
8	Old
9	Notable Scars
10	Missing Limb

NPC Personality	
Roll d10	Personality
1	Unhinged
2	Prideful
3	Awkward
4	Stubborn
5	Manipulative
6	Realistic
7	Humble
8	Adventurous
9	Compassionate
10	Joyful

NPC Motivation	
Roll d10	Motivation
1	Wants Money
2	Fulfill a Promise
3	Wants Power
4	Revenge/Spite
5	Wants Affection
6	Help Loved One(s)
7	Wants Glory
8	Tradition
9	Wants Entertainment
10	Redemption

For The Commanders - Trap Generators

Trap Generators

In dungeons and adventures, a good trap can add an exciting layer of danger. The following generator tables are designed to help you create traps quickly, giving stats and inspiration for a unique trap each time.

Trap Roll & Damage	
Level	Core Roll & Damage
1 - 3	Must beat a 12, 2d4 damage
4 - 6	Must beat a 13, 4d6 damage
7 - 9	Must beat a 14, 6d6 damage
10 - 12	Must beat a 15, 8d6 damage
13 - 15	Must beat a 16, 8d8 damage

Trap Hazard	
Roll d20	Hazard
1	Spikes/Blades
2	Gravity
3	Crusher
4	Adhesive
5	Fire/Lava
6	Ice
7	Acid
8	Poison
9	Toxic Gas
10	Vacuum
11	Flooding
12	Magic/Curse
13	Projectile
14	Quicksand/Sinking Pit
15	Electricity
16	Explosions
17	Corruption
18	Madness/Mind Manipulation
19	Monster/Enemy
20	Combo (Roll 2 more times)









Trap Trigger	
Roll d20	Trigger
1	Always Active
2	Pressure Plate
3	Lever
4	Tripwire
5	False Floor
6	Button
7	Balance Beam
8	Snare
9	Hinge (Door, Chest, etc.)
10	Motion
11	Sound
12	Light/Radiation
13	Heat
14	Moving/Removing Item
15	Circuit Connected/Broken
16	Timer
17	Magic
18	Artifact/Sigil Broken
19	Monster/Enemy
20	Combo (Roll 2 more times)

Trap Concealment	
Roll d10	Concealment
1	Hallway
2	Statue
3	Door
4	Artifact
5	Furniture
6	Stairway
7	Bridge
8	Crates/Barrels/Cargo
9	Treasure
10	Illusion

For The Commanders - 5 Room Adventure Generator

5 Room Adventure Generator

If you need a session on the fly, this generator can help you quickly assemble a complete 5 room adventure, perfect for a single game session! These tables can be used to help generate ideas, while giving room for creative interpretation. Roll for the overall room arrangement, the content of each of the rooms, and the reward for completion!

Room Arrangement	
Roll d8	Arrangement
1	
2	
3	
4	
5	
6	
7	
8	

Entrance - 1st Room Prompt	
Roll d6	Prompt
1	Concealed
2	Guardian
3	Horde
4	Locked Door
5	Hazard
6	Trap

Puzzle - 2nd Room Prompt	
Roll d6	Prompt
1	Trap
2	Social Puzzle
3	Stealth Puzzle
4	Magic Puzzle
5	Logic Puzzle
6	Mystery

Setback - 3rd Room Prompt	
Roll d6	Prompt
1	Encounter
2	Trap
3	Hostages
4	Betrayal
5	Illusion/Mental Trick
6	Preparatory Warning

Climax - 4th Room Prompt	
Roll d6	Prompt
1	Ambush, Boss is prepared
2	Boss has special gear/abilities
3	Boss has secret room hazards
4	Boss has army/horde of allies
5	Boss has hostages/important item
6	Boss has multiple phases

Reward - 5th Room Prompt	
Roll d4	Prompt
1	Treasure
2	Knowledge
3	Special Item
4	Favor/Honor

Twist - 5th Room Prompt	
Roll d6	Prompt
1	Party must flee
2	Traps/Hazards Reengage
3	Reward is missing
4	Reward is one piece of a larger whole
5	Deception: Players were pawns
6	Recontextualization: truth is revealed

For The Commanders - The Setting

The Setting

The Starskipper Universe is a deeply lore-rich setting, with the majority of stories taking place in the *Selvat Spur*. The goal of the Setting is to provide a comprehensive framework for creative CoG's and Players to tell their own stories within. It's important to note that your game is not required to take place within the settings overarching narrative, and your CoG may likely create their own. However, for those who wish to experience the universe we have crafted, this section will be a valuable tool in establishing the surface-level setting of the *Selvat Spur*.

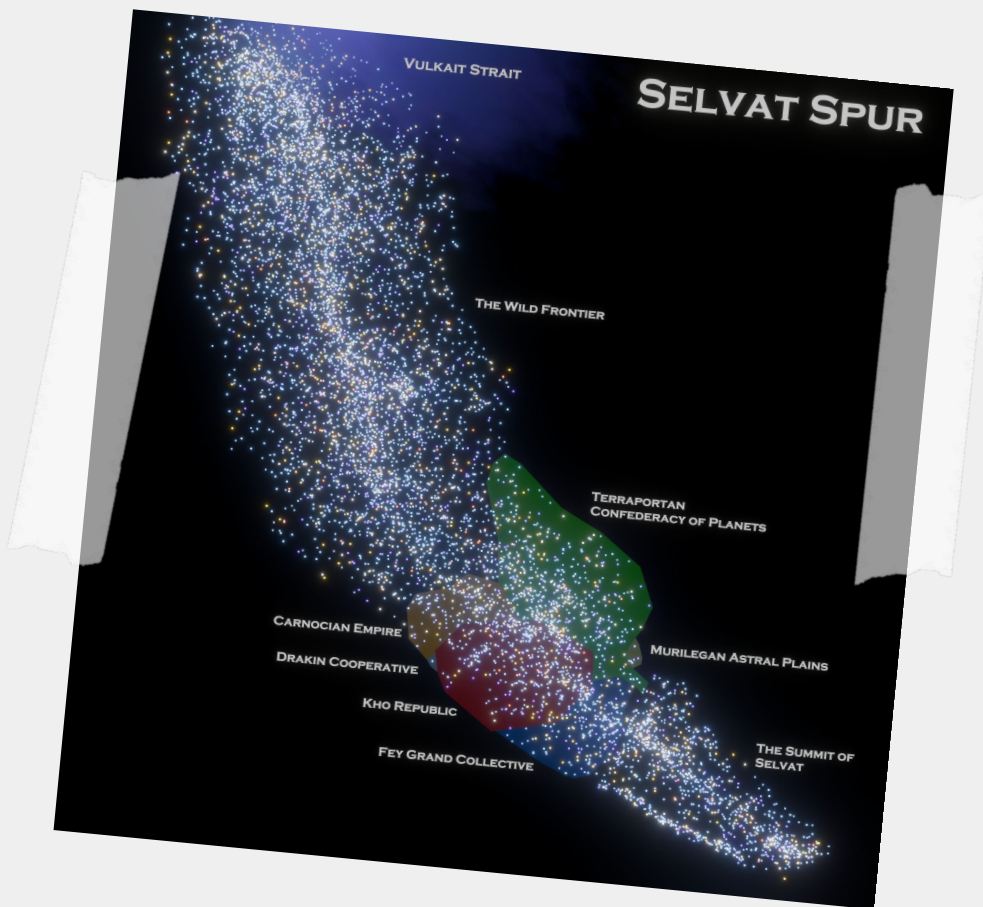
The *Selvat Spur* makes up the tip of one of the two arms of the *Selvat Galaxy*, and is separated from the rest of the aforementioned galaxy by a vast nebulous region called the *Vulkait Strait*. The Spur is populated by a large variety of life, the most complex and (arguably) intelligent of these being known collectively (and colloquially) as "Sentients". Though a timid peace is currently* shared by the Spur's sentient peoples, the memories and devastation of previous bloodshed are not too far off.

In the current era, the societies of the Spur are rather advanced, able to fabricate great machines, travel

the stars, and even harness the fabric of reality itself. While the laws that govern the universe remain mostly consistent, each culture has its own preferred approach to advancement, leading to rather unique approaches to travel.

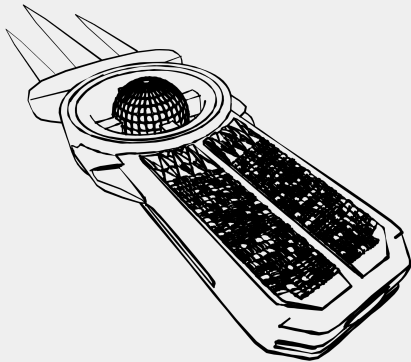
As an example, the three main species of the *Selvat Spur*, (*Terraportan*, *Fey*, and *Kho-munatus*), are at similar levels of technological advancement, due to their approach to research these technologies are all based on different principles. The *Grand Collective* of the *Fey* arrived at their current level of technology by way of magical research, insisting on incorporating their technologies with the Weave. The *Kho Republic*, in contrast to the *Grand Collective*, focused on developing larger and more intimidating technologies, opting to perfect the chemical boosters that give *Kho* ships their notorious gray exhaust plumes. The *Terraportan Confederacy of Planets* chose a more loose route of research, opting instead to let independent coalitions and organizations develop new methods as they desire. This has resulted in *Terraportan* vessels being widely regarded as exceptionally unique, with many non-research starships opting to focus on aesthetics, lights, or even develop methods to project loud music across the vacuum of space.

*As of the
year 424
G.C.Y.
(Galactic
Common
Year)



For The Commanders - The Setting

SPACE TRAVEL, while commonplace, is not without its challenges. Travel between stars, for instance, can be a lengthy process, even with



advancements in interstellar traversal. Starships can make use of *Jump Drives* (nicknamed “Slingshots”) to travel from one star to the next, a process that lasts hours even between the closest stars. However, due to the cost and power requirements,

these *Jump Drives* are only used by truly massive starships. The majority instead use *Jump Gates*, which are large, often multi-stage platforms that launch vessels safely between star systems. While this form of interstellar travel can be slightly slower than using *Jump Drives*, the low cost and reliability make it a preferable alternative. These *Jump Gates* are often maintained and operated by the governing body of the region, and travel through them is normally fairly affordable, depending on the type of ship.

While travel between star systems is complex and often unaffordable, thanks to advancements in low cost, lightweight spacecraft components travel between planets is usually trivial. If the system is colonized and well adjusted it’s common for even small towns to feature some sort of dock and hangars for local transport, trade, or industry. Depending on the location, it may even be common for most people to own and maintain spacecraft, though for the majority of the population of the spur this is a luxury limited by both finances and regulations.

COMMUNICATION in such an advanced age is a tricky thing, as civilized space has constructed a vast network capable of handling the immense amount of users communicating with one another. Direct calls via handhelds and implants are common, but they require an established network to function. Interplanetary communication is handled often via long-range, weave-enhanced sending and receiving units that act as relays for capable devices. System to system communication is far more varied, as transmitting data over such a distance is, normally, extremely difficult. However, due to advancements in weave sustaining quantum positioning, it is now possible to send data almost instantly anywhere in the Spur, and theoretically anywhere in the universe. Such devices are, of course, extremely large, though some devices can utilize the larger devices as needed.

THE INTERGALACTIC PEACE

COALITION, commonly referred to as the “IPC”, is a cooperative peacekeeping force that ensures the stability (both economically and otherwise) of the Selvat Spur. Member factions donate resources and representatives to the cooperative, and in turn gain both the support of the IPC, as well as a voice in galactic dealings. While the IPC is granted no authority directly over its member factions, they are authorized to travel through nearly all the territory of their member factions, and to support the local authorities in matters of crisis or galactic lawbreaking. While imperfect, the IPC is generally seen as a force for good in Selvat, as it enables a greater scale of mutual advancement, while still preserving the autonomy of the galactic powers.

They'll need that support soon.

CONFLICT is no stranger to the Selvat Spur, and many wars (large and small) have been waged. Some were bloody civil wars, such as the *Collapse*, which fractured the *Carnocian Empire*. Others were immense, galactic conflicts, such as the *War of Youth*, a millenia-past war between the *Feylin Empire* and the *Imperious Legion* (their successors are now known as the *Fey Grand Collective* and the *Kho Republic*, respectively). While the Spur is presently at peace, echos of mistrust from eras past still linger, as do the craterous scars upon the galaxy.

While the aforementioned details are more commonplace, details regarding the metaphysical are less commonly known.

THE WEAVE is a metaphysical force that makes up all of reality. Every star, every world, even the very atoms themselves are woven from the threads of the Weave. This is why, in the right hands, the power of the Weave can be a terrifying thing. Those who learn to manipulate it are capable of immense feats, harnessing powers that can only be described as magical.

THE GODS are a source of mystery, as each culture carries tales (ancient and modern) of interactions with great beings of immense power. Selvat theologians have collected evidence of the real existence of numerous gods, across all cultures. While little is known about the gods, it has been mutually agreed that real or not, followers with great belief do channel some otherworldly power.

Some are closer than you think, haha!

THE FOLDS are ripples in the Weave that have condensed into layers of reality, predominantly defined by a few characteristics. There are two known types of folds, that being **Major** and **Minor Folds**. The Folds of reality are not widely known, studied, or interacted with, leaving many to question whether they even exist in the first place.

For The Commanders - Miscellaneous Terms

Miscellaneous Terms

The following is a list of various gameplay terms, their meanings, and usages.

Action - An opportunity to act on a character/creature's Turn.

Advantage - A character or creature rolls twice, taking the higher of the two rolls.

Awareness - The ability to sense creatures within a certain radius without seeing them, regardless of invisibility or stealth.

Bolts - The standard galactic currency. Players start with 120 Bolts per Level.

Bonus - An additional number that is added to a specific roll. Skill bonuses are added to rolls for their respective Skills, Attack bonuses are added to Attack rolls, etc.

Critical Hit - If the player/creature rolls a Natural 20 on an Attack, they make a Critical Hit. Damage is calculated normally, then the damage total is doubled. The character/creature will then roll a d20 again, without add any bonuses. If the second roll is another Natural 20, then the damage total is doubled again. If the roll is any other number, then the multiplier ends. Repeat the rolls until the multiplier ends.

Defense Class (DC) - A character or creature's ability to either avoid or resist damage from an attack. Player DC is 9 + AGLT Modifier, adding armor DC Increase to this total when armor is worn.

Disadvantage - A character or creature must roll twice, and take the lower of the two rolls.

Move - The character or creature can move a distance less or equal to their Movement Speed on their Turn.

Natural 1 - Also referred to as a Nat 1. Rolling a 1 on a d20 means that the roller automatically fails at whatever they were attempting, barring the CoG ruling otherwise. Additionally, the CoG may add additional complications, such as a weapon jamming or character tripping (for example).

Natural 20 - Also referred to as a Nat 20. Rolling a 20 on a d20 means that the roller automatically succeeds at whatever they were attempting, barring the CoG ruling otherwise. Additionally, this success may yield additional benefits depending on the circumstances, such as landing a Critical Hit or gaining an extra Turn.

Resistance - Being Resistant to a Damage Type means that you take half-damage rounded down when hit by damage of that type. Resistances are added together, meaning that being made Resistant twice (100% Resistant) will generally cause you to take no damage from that Damage Type.

Rest - A period of intentional inactivity (usually sleeping) for 8 hours. After a Rest all HP, DP, Mana, and other class-based points are fully restored, and a Degree of Madness is removed. Failure to Rest after 25 hours will automatically incur one Degree of Madness.

Round - The collection of every active creature's Turns. Unless otherwise specified, creatures take their Turns in order of Reaction, with highest Reaction going first and lowest Reaction going last. If a creature rolls a Natural 20 on Reaction, they gain a bonus Turn before everyone else. If a creature rolls a Natural 1 on Reaction, they lose their first Turn. Each Round lasts 5 seconds in-game.

Speed - The distance (in meters) that a character/creature can travel when using a Move.

Throw - If you can lift an item without needing to make a roll, then you can accurately toss this item a distance up to 3 times your POWR Score in meters.

Turn - A single creature's abilities in combat. Each creature is able to take 1 Action and 1 Move, unless otherwise specified. Turn order is determined by Reaction rolls, with the highest roll going first, all the way down to the lowest going last. In-game, a Turn and a Round both last 5 seconds, with the events of a Round occurring nearly simultaneously.

Weapon Types - All weapons fall into 2 main categories: Melee and Ranged. The ability to use these weapon types depends on proficiency with the weapon type.

Chapter 3: Enemies Everywhere



Enemies Everywhere - Introduction

Enemies Everywhere

Across the vast worlds of the Selvat Spur lies an innumerable amount of beings of varying intelligence and backgrounds, united in the sole purpose of ending your life. While not every entity is outright malicious, many still are motivated to do you harm for the sake of their own survival. Remember that every foe is different, and every enemy has a weakness.

In this chapter, you will find information on a wide variety of enemies for use in game. Each stat block represents a unique enemy, with different abilities and weaknesses. Enemies play like players, rolling Reaction at the start of combat, and have 1 Action and 1 Move per Turn (unless modified by a Trait/Ability). The following section will explain how to read and use enemy stat blocks.

Name - The common name for the enemy.

Difficulty Level - The Player Level that the enemy is best paired against. For a balanced encounter, you should have an equal number of enemies to players, and the DL of the enemies should match the Player Level. When using enemies from different DLs, add or subtract from another enemy to keep balance. For example, one DL 10 enemy would equal two DL 5s, three DL 3s would equal a DL 9, and so on.

Affiliation - The group that the enemy is a part of.

Description - Lore information on the enemy.

HP - The starting HP (and Max HP) for the enemy.

DC - The enemy's Defense Class (DC).

Speed - The Movement Speed for the enemy.

Ability Score Bonuses - Stat bonuses for the enemy, used for Core or Skill rolls (unless modified by an Ability) that the enemy makes.

Traits - Passive abilities always in effect for the enemy.

Abilities/Attacks - Ability options that can be used for the enemy's Action/Attack.

Enemy Name	Ahoid					Difficulty Level (DL)
	Difficulty Level: 10					
Group Affiliation	The Starskippers					
Lore Description	A legendary space captain, rumored to be from another world entirely! This tall, black-haired figure is a mystery wrapped in an enigma, travelling between worlds with an unknown agenda.					
Max HP	HP		DC		Speed	Movement Speed
	75		19		14m	
Defense Class	POWR	AGIL	VITA	INTL	INST	
	3	3	2	2	3	Ability Score Bonuses
Traits & Abilities	Trait: Legend	Ahoid has advantage on all INST rolls.				
	Attack: Slap	Ahoid slaps his target. Melee Range, +8 Attack, +12 Bludgeoning damage.				
Weaknesses	Weakness: Too Epic	Ahoid is incredibly famous, and is likely to be swarmed with fans whenever in a civilized region.				<i>Nice guy.</i>
	Weakness: Brainfreeze	When taking any Psychic damage, Ahoid will freeze solid, unable to move but 100% Resistant to more Psychic damage until the start of his next Turn.				

Enemies Everywhere

Cow				
Difficulty Level: 1				
Unaffiliated				
<i>A native creature to many Terraportan worlds, appreciated for its companionship and plethora of useful byproducts.</i>				
HP		DC		Speed
12		11		12m
POWR	AGLT	VITA	INTL	INST
4	1	5	-3	-2
Attack: Kick	The Cow kicks a target. Melee Range, +5 ATK Bonus, +2 Bludgeoning Damage			
Ability: Trample	As an Action, the Cow charges in a straight line. Any target in this line must make an AGLT 11 Core Roll, or be knocked to the ground and take 2d4 + 3 Bludgeoning Damage. Successful Core Rolls are not knocked down and take no damage.			
Weakness: Bullheaded	The Cow has a hard time turning, and thus can only move in mostly straight lines.			
Weakness: Proper Priorities	If the Cow has greens to munch on or water to drink, it will prioritize these and avoid combat unless directly attacked.			

Moo!

Chispa				
Difficulty Level: 1				
The Ascendant Realm				
<i>These small orbs of living fire are born in the Ascendant Realm as echoes of mortals' good deeds. While not entirely sentient, Chispas seek out opportunities to do good and aid those in need, often crossing into other planes to do so.</i>				
HP		DC		Speed
8		12		10m (Flying)
POWR	AGLT	VITA	INTL	INST
-3	2	0	-1	3
Trait: Child of the Weave	The Chispa can recover all of its health as an Action when in a highly concentrated area of magic.			
Attack: Burn	The Chispa unleashes a blast of flame. Melee range, +4 Attack, +2 Heat Damage.			
Weakness: Firesoul	As a creature of living fire, the Chispa takes double-damage from Freezing damage.			

FoB Recruit				
Difficulty Level: 1				
Fields-of-Battle				
<i>The Fields-of-Battle (FoB) soldiers are regarded as some of the most dedicated and unbreakable warriors in the galaxy. Though known well as soldiers for hire, this Terraportan army holds true to a code of honor that guides the actions of even the simplest recruit.</i>				
HP		DC		Speed
15		13		8m
POWR	AGLT	VITA	INTL	INST
0	3	2	0	0
Attack: Pistol	The Recruit shoots with their pistol. 30m Range, +4 Attack, +1 Radiation damage.			
Ability: Rally	Once per hour as an Action, the Recruit inspires an ally that can hear them, giving that ally an extra Action on their next Turn.			
Weakness: Novice	The recruit has very little field experience, and has a -5 penalty to all Skill/Core Rolls.			
Weakness: Honor Before All	The Recruit has an unflinching code of honor, which they will not break. The Recruit will never flee unless ordered, will never break an oath, and will not allow civilians to come to undue harm.			

Enemies Everywhere

Bandit				
Difficulty Level: 1				
Unaffiliated				
<i>One constant exists across every part of the galaxy: there will always be someone willing to use violence to get a bit more coin. Bandits are lawless, ranging from simple folk looking to steal from a neighbor, to organized criminals who thieve and attack on moonlit city streets.</i>				
HP		DC		Speed
7		11		11m
POWR	AGLT	VITA	INTL	INST
3	1	0	0	1
Trait: Sneaky	The Bandit can hide in plain sight, gaining Advantage on AGLT rolls when they are trying to hide.			
Attack: Shank	The Bandit attacks with their knife. Melee Range, +4 Attack, +2 Piercing damage. If the attack is made against a target who is facing the other way, the attack deals +5 additional Piercing damage.			
Weakness: Not Worth It	When the Bandit is down to 5 HP or lower, they will attempt to flee.			
Weakness: Honor Among Thieves	The Bandit will work with allies only so long they benefit. The Bandit may abandon, steal from, or backstab any allies when doing so would benefit them.			

The Nobody				
Difficulty Level: 2				
Child of the Lonely Dark				
<i>A grey and white silhouette stalks through the woods, no facial features visible on its diamond-shaped head. You're not sure how many follow you, just that in the twilight of the forest, they are coming. Always coming.</i>				
HP		DC		Speed
16		10		9m
POWR	AGLT	VITA	INTL	INST
1	0	2	-1	-1
Trait: Dark Mindless	The Nobody is Resistant to Psychic and Void damage.			
Attack: Draining	The Nobody saps vitality from a target. Melee Range, +2 Attack, +2 Void damage.			
Ability: Nameless	As an Action, The Nobody may convert a recently deceased creature into another Nobody. The new Nobody immediately rolls for Reaction to be added to the turn order, and rises up on its first turn with full health.			
Weakness: Sun Fear	The Nobody loses 5 HP at the start of their Turn when in direct sunlight.			
Weakness: Shadow Blot	The Nobody takes double-damage from Radiation Damage.			

Enemies Everywhere

MorTec Screwhead				
Difficulty Level: 2				
MorTec Industries				
<i>MorTec Industries disavows any alleged connection to these "extremists", despite any claims that may be made regarding their employment. Screwheads are often described as fanatic (and non-MorTec endorsed) mechanists who create and sabotage machinery, all for the benefit of MorTec Acquisitions.</i>				
HP		DC		Speed
14		13		8m
POWR	AGLT	VITA	INTL	INST
0	3	1	2	-1
Ability: Fabricate	The Screwhead has a fabricator, which they can use to generate bars, beams, panels, screws, or any other simple single-material item between 1mm and 2m in total length. See the Components & Blueprints page under the Tech Tree in Chapter 1 for a full list of items.			
Attack: Omnigun	The Screwhead shoots with their omnigun. 30m Range, +4 Attack, +1 Radiation damage.			
Weakness: Corporate Bootlicker	The Screwball is obsessively devoted to MorTec Industries. They have disadvantage on INTL rolls when given orders from someone that they perceive as a corporate superior.			
Weakness: Group Projects	The Screwhead struggles to work with others. They are unlikely to coordinate with allies when in a group, acting as they alone see best.			

Beware the grumpy engineer.

Mystic Mercenary				
Difficulty Level: 2				
Unaffiliated				
<i>Weavers are among the deadliest of mercenaries, as reality is their weapon. While many spellweavers dedicate their time to furthering their magical studies, some use their abilities to earn some extra coin. It's hard to shame them though: education can be quite expensive!</i>				
HP		DC		Speed
14		11		8m
POWR	AGLT	VITA	INTL	INST
0	1	1	0	3
Ability: Illusion	As an Action, the Mystic Mercenary can create an illusionary image, sound, or scent up to 20m away. This illusion must fit within a 2m cube, and lasts for 10 seconds.			
Ability: Radiant Rain	As an Action, the Mystic Mercenary can launch 3 arcane bolts; the bolts can all be thrown the same target, or focus on different targets. 20m Range, +4 Attack, +2 Radiation damage.			
Weakness: The Needle	The Mystic Mercenary uses a spellcasting focus called a "Needle". This magical construct is a small conjured object, which they must have in their possession to cast any spells. Their Needle has a DC of 15, and if takes any damage, it will be destroyed. The Mystic Mercenary must summon another Needle as an Action in order to cast any spells.			
Weakness: Feeble Melee	The Mystic Mercenary is trained in ranged spell combat, and struggles up close. If an enemy is within Melee Range, the Mystic Mercenary will prioritize moving out of range first. Any attacks that the Mystic Mercenary makes against foes in Melee Range will have -5 Attack bonus penalties.			

Enemies Everywhere

NCH Saboteur				
Difficulty Level: 3				
Null Code Hackers				
<i>Originating from the Diomede system, the Null Code Hackers (NCH) are a brutal tech-gang that specialize in violence, extortion, and digital blackmail. While most of the gang operate from the shadows, NCH Saboteurs are sent to deal with problems that require a hands-on approach.</i>				
HP		DC		Speed
17		13		8m
POWR	AGLT	VITA	INTL	INST
0	3	0	2	-2
Trait: Brains & Brawn	The Saboteur is both physically and mentally adept, granting them a +4 bonus on all non-combat AGLT and INTL rolls.			
Trait: Hacker	As a member of the Null Code Hackers, the Saboteur is a skilled hacker, with advantage on rolls when attempting to hack or hijack technology.			
Attack: PalmPistol	The Saboteur shoots with their PalmPistol. 20m Range, +4 Attack, +2 Radiation damage.			
Weakness: Wanted	The Null Code Hackers are high-value criminals across many worlds, making them the potential target of both bounty hunters and local authorities.			
Weakness: Weak Link	Despite their intelligence, the Saboteur lacks wisdom. If interrogated, they will reveal more than intended, either out of boastful bravado or intimidation.			

Phase Wraith				
Difficulty Level: 3				
Unaffiliated				
<i>A jumbled mess of various echoes torn apart by quantum singularities. Phase Wraiths frequently appear in areas with temporal instability, where time slips are common. They are ghostly creatures, who appear as shifting amalgamations of various creatures.</i>				
HP		DC		Speed
25		17		8m
POWR	AGLT	VITA	INTL	INST
-1	-1	-1	-3	4
Trait: Out of Phase	The Phase Wraith is not entirely corporeal. It is Resistant to Piercing, Slashing, and Bludgeoning damage.			
Trait: Quantum Madness	The Phase Wraith can be maddening to behold. Any creature who starts their turn within Melee Range of the Phase Wraith must make an INST 11 Core Roll, gaining one Degree of Madness on a failed roll.			
Attack: Forced Shift	The Phase Wraith teleports to a target up to 10m away, forcing its instability on them. Melee Range, +5 Attack, +2 Electric damage.			
Weakness: Energy Coalesced	The Phase Wraith is an unstable energy creature, taking double-damage from Heat and Freezing damage.			
Weakness: Temporal Anomaly	The Phase Wraith can be instantly defeated by a creature or item with control over time. Likewise, if they were created by a specific anomaly, destroying or resolving that anomaly will also instantly defeat them.			

Enemies Everywhere

Junkrat Bata				
Difficulty Level: 3				
JunkRats				
<p><i>An odd breed of rodent found to have evolved in mass ship graveyards. These rodents of bizzare size are nearly as large as a common hound, and have jaws that can chew steel. Their eyes are sharp and their bodies are quick, but they are weakened by their diet of metal and only the occasional bit of meat.</i></p>				
HP		DC		Speed
17		14		12m
POWR	AGLT	VITA	INTL	INST
4	4	0	-3	-2
Trait: Metal Jaws	The JunkRat Bata can use its Movement to chew through 2m of metal, or any other softer substance.			
Attack: Bite	The JunkRat Bata bites a target. Melee Range, +5 Attack, +2 Piercing damage.			
Ability: Tail Flail	As an Action, the JunkRat Bata whips its tail around, attempting to knock over a target in Melee Range. The target must make an AGLT 11 Core Roll, being knocked down and unable to Move for one turn on a failed roll.			
Weakness: Light Sensitive	The JunkRat Bata hates bright light, and will actively avoid sunlight or brighter wherever possible.			
Weakness: Metal-Type	The JunkRat Bata is full of metal, and thus extremely susceptible to high temperatures. It takes double-damage from Heat damage.			

FoB Footsoldier				
Difficulty Level: 4				
Fields-of-Battle				
<p><i>The Fields-of-Battle's (FoB) main force consists of highly trained, highly loyal footsoldiers. Though it may be tempting to see these soldiers-for-hire as nothing more than honorless mongrels, the reality couldn't be further from the truth. Each Footsoldier is prepared to fight and die for what they believe to be the greater good.</i></p>				
HP		DC		Speed
30		14		9m
POWR	AGLT	VITA	INTL	INST
1	3	2	0	0
Trait: Combat Ready	The Footsoldier can use their Action to make two Attacks.			
Attack: Pistol	The Footsoldier shoots with their pistol. 30m Range, +5 Attack, +2 Radiation damage.			
Ability: Loyal Sacrifice	As an Action, the Footsoldier may defend a friendly target within 4m. Until the Footsoldier's next turn, both the Footsoldier and the friendly target gain a +4 bonus to their DC.			
Weakness: Low Rank	The Footsoldier will follow orders from anyone that is perceived as a higher officer, so long as the order does not violate their code of honor.			
Weakness: Honor Before All	The Footsoldier has an unflinching code of honor, which they will not break. The Footsoldier will never flee unless ordered, will never break an oath, and will not allow civilians to come to undue harm.			

Enemies Everywhere

Likar				
Difficulty Level: 4				
Cresh'mal				
<p>Once the dominant lifeform of the lost planet of Ori'na'nuun, the Cresh'mal are now a mere echo of their former power. Despite this, an encounter with a Cresh'mal Likar can still be horrific and deadly. Though not outright carnivorous, the Likar propagates by infecting hosts with its spores, converting their flesh into another shambling mass of vines and moss.</p>				
HP	DC	Speed		
30	15	8m		
POWR	AGLT	VITA	INTL	INST
4	1	1	-3	1
Trait: Regrowth	The Likar is comprised entirely from vines and moss, and is capable of rapid healing when injured. When in sunlight or touching water, the Likar recovers 10 HP at the start of its turn.			
Trait: Creeping Spread	If a creature takes damage while within 8m of the Likar, they must make a VITA 12 Core Roll, or be infected with Cresh'mal spores. The infected creature takes 3d6 Contamination Damage at the start of their turn each round. The infected creature can make another VITA 12 Core Roll as an Action to attempt to remove the spores, or else burn them off. An infected target that dies arises in 1 minute as a Likar with full HP.			
Attack: Lumbering Strike	The Likar slams into a target. Melee Range, +6 Attack, +4 Bludgeoning Damage			
Weakness: Vine Skin	The Likar takes double-damage from Heat Damage.			
Weakness: Memories of the Burn	The Likar fears fire, and will not willingly move towards any source of open flame.			

Ancient Construct				
Difficulty Level: 4				
Unaffiliated				
<p>A living remnant of an era long forgotten, Ancient Constructs are believed to have been the protectors of a long-forgotten society. Though the materials that comprise them may be cracked and worn, Ancient Constructs will continue to carry out the last order their creator gave them, usually to protect formerly important or sacred locations.</p>				
HP	DC	Speed		
34	15	10m		
POWR	AGLT	VITA	INTL	INST
6	1	3	-2	0
Attack: Smash	The Ancient Construct slams both fists down on a target. Melee Range, +8 Attack, +4 Bludgeoning Damage			
Attack: Launch	The Ancient Construct throws a piece of debris at a target. 18m Range, +3 Attack, +2 Bludgeoning Damage			
Weakness: Flawed Targeting	Cannot change target when attacking/defending until the perceived threat has passed.			
Weakness: Final Writ	The Ancient Construct will continue to follow out its last order until destroyed. The last instructions will either be written somewhere on its body, or else within its artificial mind. Finding loopholes can allow the Ancient Construct to be manipulated.			

Ancient, really? My, how the time flies...

Enemies Everywhere

Scuttler				
Difficulty Level: 5				
Unaffiliated				
<i>Bioengineered as trackers, this spindly legged invasive species killed their creators and now continue their hunt across many wild worlds throughout the galaxy.</i>				
HP		DC		Speed
27		13		10m
POWR	AGLT	VITA	INTL	INST
2	2	0	-2	2
Trait: Relentless Pursuit	The Scuttler has +10 on Survival rolls when tracking a target it has seen/interacted with.			
Trait: Rapid Ascent	The Scuttler has advantage on Grip rolls, and has a climbing speed of 20m.			
Attack: Claw	The Scuttler attacks with one of its claws. Melee Range, +4 Attack, +4 Slashing damage.			
Attack: Plunge Rush	The Scuttler leaps from a high perch, attacking all targets within a 2m radius below. Targets within the area must make an AGLT 12 Core Roll, or be knocked down and take 4d10 Piercing damage.			
Weakness: Confident Hunter	The Scuttler actively focuses on those it deems the biggest threat, usually the strongest, biggest, or the highest damage dealer.			
Weakness: Cold Blooded	The Scuttler takes +3 extra damage from Freezing damage attacks, and its Speed is halved when in below-freezing environments.			

MorTec Swindler				
Difficulty Level: 5				
MorTec Industries				
<i>MorTec Industries has warned that certain scam artists are masquerading as MorTec Acquisition Officers, even down to the paperwork! Beware the particularly sly and silvertongued swindlers who are quick to violence when accused of shifty behavior.</i>				
HP		DC		Speed
27		16		7m
POWR	AGLT	VITA	INTL	INST
-1	2	0	1	2
Trait: Corporate Inspiration	Once per Turn, the Swindler may give themselves or an allied creature within 20m an extra Action for their Turn. This does not use up their Action for their Turn.			
Attack: 6-Shot	The Swindler fires a shot with their 6-Shot. 30m Range, +4 Attack, +2 Piercing damage.			
Ability: People Perception	As an Action, the Swindler may make an INST roll against a creature that they can hear or see. If their INST roll is higher than the creature's INST bonus + 10, they can tell if creature is lying, speaking truths, or withholding information. Additionally, they may learn a weakness or hidden detail about the creature.			
Ability: I Know An Army	The Swindler is never without backup. Once per day as an Action, the Swindler may call in backup, which will arrive at the start of the next Round. Their backup may be one creature of a DL equal to or lesser than their own, or two creatures of a DL 2 or lower.			
Weakness: Corporate Bootlicker	The Swindler is obsessively devoted to MorTec Industries. They have disadvantage on INTL rolls when given orders from someone that they perceive as a corporate superior.			
Weakness: Cheap Armor	The Swindler wears cutting-edge limited-edition MorTec brand armor, which is as shiny as it is cheaply made. After taking damage 3 times, the Swindler's DC drops by -4.			

Enemies Everywhere

JunkRat Tao				
Difficulty Level: 5				
JunkRats				
<p><i>The JunkRat Tao is a more uncommon form of JunkRat, noted by its near-Terraportan size. These bizzare rodents are often found either in violently-forced isolation, or as leaders of a pack of JunkRat Bata. It is unknown what genetic difference separates a Tao from a Bata, or if a Tao is simply an advanced evolution of a Bata.</i></p>				
HP	DC	Speed		
27	14	13m		
POWR	AGLT	VITA	INTL	INST
5	3	0	-2	-2
Trait: Metal Jaws	The JunkRat Tao can use its Movement to chew through 4m of metal, or any other softer substance.			
Trait: Violent Gnashing	The JunkRat Tao can either use its Action to make a single Attack with a +2 bonus to Attack and Damage Bonuses, or make two Attacks with a -3 penalty to the Attack and Damage Bonus of the second Attack.			
Attack: Bite	The JunkRat Tao bites a target. Melee Range, +7 Attack, +4 Piercing damage.			
Ability: Metallic Casing	Once every 10 minutes as an Action, the JunkRat Tao can transform its skin into a thin layer of repurposed metal. While in this state, it is Resistant to Slashing, Contamination, and Radiation damage, and gains a +3 to its DC. This state lasts for 30 seconds (6 Rounds).			
Weakness: Light Sensitive	The Junkrat Tao hates bright light, and will actively avoid sunlight or brighter wherever possible.			
Weakness: Metal-Type	The JunkRat Tao is full of metal, and thus extremely susceptible to high temperatures. It takes double-damage from Heat damage.			

FoB Fireteam Leader				
Difficulty Level: 6				
Fields-of-Battle				
<p><i>Each Fields-of-Battle fireteam is led by a highly trained and battle-ready Fireteam Leader. Each fireteam operates like a highly-efficient machine, adapting and protecting each teammate following the direction of their Fireteam Leader. Individually, the soldiers are dangerous. As a fireteam, they are deadly.</i></p>				
HP	DC	Speed		
38	13	8m		
POWR	AGLT	VITA	INTL	INST
0	2	1	0	1
Trait: Combat Ready	The Fireteam Leader can use their Action to make two Attacks.			
Attack: Rifle	The Fireteam Leader shoots with their rifle. 30m Range, +4 Attack, +2 Radiation damage.			
Ability: Fireteam Inspiration	As an Action, the Fireteam Leader may inspire up to 2 others that can hear them, granting them an extra Action on their next Turn.			
Ability: Loyal Sacrifice	As an Action, the Fireteam Leader may defend a friendly target within 6m. Until the Fireteam Leader's next turn, both the Fireteam Leader and the friendly target gain a +5 bonus to their DC.			
Weakness: Group Morale	The Fireteam Leader is deeply impacted by the loss of their teammates. If an ally of the Fireteam Leader dies, the Fireteam Leader has disadvantage on all rolls for 1 minute after they learn of their ally's death. However, while in this state, they have an additional +5 on all Attack rolls.			
Weakness: Honor Before All	The Fireteam Leader has an unflinching code of honor, which they will not break. The Fireteam Leader will never flee unless ordered, will never break an oath, and will not allow civilians to come to undue harm.			

Enemies Everywhere

Yuund				
Difficulty Level: 6				
Unaffiliated				
<i>A mobile hive of omnivorous isopods, who travel as a single undulating bulk. A native to Carnocian space; it is believed that the Yuund was unintentionally spread across Selvat via stowing aboard less-than-cautious cargo vessels. While relatively harmless when dormant, it is best to be far clear when the Yuund awakens, ravenous.</i>				
HP		DC		Speed
50		12		9m
POWR	AGLT	VITA	INTL	INST
1	0	3	-1	2
Trait: Swarm	The Yuund is a mass of many tiny insects, who act and fight like one entity. The number of Yuundlings in the swarm is equal to its HP. Unlike most creatures, the Yuund can gain more HP than its HP max when healed, up to double its starting HP.			
Attack: Rain of Carapaces	The Yuund launches a small number of Yuundlings at a target, sacrificing some of its HP to do so. 20m Range, +3 Attack, +X Corrosion damage (X equal to number of HP sacrificed). The Yuund then heals itself for the total damage dealt.			
Ability: Surge of Bites	When the Yuund moves within 2m of a target, the target must make an AGLT 12 Core Roll, or else take 2d8 Corrosion damage. The Yuund then heals itself for the total damage dealt.			
Weakness: The One Become The Many	The Yuund are controlled by a queen at the center, who also produces the new Yuundlings. If the queen is isolated and killed, the Yuund will be unable to heal, and have its Speed reduced by half.			
Weakness: The Many Become The One	The Yuund cannot make rolls against AoE attacks, and is forced to use its DC against AoE attack damage.			

Weaver Hunter				
Difficulty Level: 6				
Mercenary, Unaffiliated				
<i>Though immensely powerful, Weavers are not without weakness. Elite Runescribes, known as Weaver Hunters, have honed their skillset for generations to be the perfect counter to spellweaving. After all, you can't cast a spell when your hands are bound and your throat is slit.</i>				
HP		DC		Speed
44		11		10m
POWR	AGLT	VITA	INTL	INST
2	0	2	0	0
Trait: Runescribe	The Weaver Hunter is a Runescribe, and as such can place Runes. The Weaver Hunter has 8 Rune Charges; once per Turn with a touch, they can spend any number of Rune Charges to place that many unique Runes of any type upon 1 target. These Runes are active until recalled.			
Trait: Runes	The Weaver Hunter can use the following Runes: Rune of Versatility, Rune of Swiftess, Rune of Sluggishness, Rune of Feebleness, Rune of Doughskin, Rune of Breaking, Rune of Vulnerability (See Runescribe Tree in Chapter 1 for descriptions).			
Attack: Iron Knuckles	The Weaver Hunter strikes a target. Melee Range, +4 Attack, +4 Bludgeoning damage. Additionally, the Weaver Hunter can place any number of Runes on a successful hit.			
Ability: Faceless	The Weaver Hunter is a master of disguise, able to blend into crowds. If the Weaver Hunter spends 1 minute disguising themselves, they will have advantage on both Stealth and Persuasion rolls until they Attack or are otherwise discovered.			
Weakness: Feeble Range	The Weaver Hunter excels in combat up close, but struggles from afar. The Weaver Hunter will always prioritize moving into Melee Range whenever possible. Additionally, they will take an extra +3 damage from Ranged Attacks.			
Weakness: Fixated Hunt	As the name implies, the Weaver Hunter hunts Weavers. As such, they will prioritize attacking Spellweavers above all others, only attacking other targets when all magic-users have been dealt with first.			

Enemies Everywhere

MorTec Mad Doctor				
Difficulty Level: 7				
MorTec Industries				
<p><i>MorTec Industries acknowledges that while some have labeled their medical personnel as "erratic, unstable, and often prone to violence", these hard working healers are constantly on the front lines, dealing with constant immense stress. Regardless, MorTec Industries neither condones nor claims responsibility for any unauthorized inhumane acts by their medical staff.</i></p>				
HP		DC		Speed
51		11		9m
POWR	AGLT	VITA	INTL	INST
1	-1	2	3	0
Trait: Highly Efficient	The Mad Doctor is highly efficient, able to take two Actions instead of one.			
Attack: Bonesaw	The Mad Doctor slices a target. Melee Range, +4 Attack, +6 Slashing damage.			
Ability: Mad Healer	As an Action, the Mad Doctor can restore 10 HP to a target within 4m.			
Ability: Adrenaline Shot	As an Action, the Mad Doctor can inject an ally that they can touch with an adrenaline shot, increasing their Speed by 10m and giving them an extra Action on their Turn. This boost lasts for 15 seconds (3 Rounds), and does not stack. After the boost has ended, the boosted ally loses their next Turn.			
Ability: Sedative	As an Action, the Mad Doctor can attempt to inject an target that they can touch with a sedative. The target must make a VITA 13 Core Roll, or have their Speed halved and have Disadvantage on all rolls. This effect lasts for 15 seconds (3 Rounds), and does not stack.			
Weakness: Corporate Bootlicker	The Mad Doctor is obsessively devoted to MorTec Industries. They have disadvantage on INTL rolls when given orders from someone that they perceive as a corporate superior.			
Weakness: Easily Enraged	The Mad Doctor is quick to rage when either their work or MorTec Industries is criticized. In combat, the Mad Doctor will focus their attacks predominantly on those who criticize either.			

Doppelganger				
Difficulty Level: 7				
Child of The Amaranthine Sea				
<p><i>Little is known about these clandestine face-stealers, both in origin and in motivation. Stories are told of soldiers coming back from war, only to find that another had assumed their life and likeness in their absence. Only death seems to truly reveal these creatures for what they are...</i></p>				
HP		DC		Speed
44		14		9m
POWR	AGLT	VITA	INTL	INST
1	2	1	0	1
Trait: False Facade	The doppelganger will seldom ever appear in its true form (a shifting, crystalline mass), instead adopting the form of a being between 0.5m and 4m that it has previously seen. The doppelganger can spend 1 minute (12 Rounds) to change its assumed form.			
Attack: Basic Bludgeon	The Doppelganger hits a target. Melee Range, +4 Attack, +6 Bludgeoning damage.			
Ability: Copycat	The Doppelganger can replicate an ability that it has seen, using the same stats as the original ability. It can only use one Copycat ability per Turn.			
Ability: Complete Copy	If the Doppelganger encounters a being that has died no more than 25 hours previously, it can spend an hour to permanently become that deceased being. Once complete, the Doppelganger gains all of the knowledge and abilities of the original being, while forgetting that they are a Doppelganger. Only death will reveal otherwise.			
Weakness: True Name	If accused of being a Doppelganger, the Doppelganger must make a INST roll higher than a 10, or be forcibly stripped of its assumed form. This method does not work on a Completely Transformed Doppelganger, or a Doppelganger that this ability has affected within the last hour (720 Rounds).			

There's a doppelganger pretending to be me out there somewhere. ...Or maybe he's just a fan.

Enemies Everywhere

NCH Malefactor				
Difficulty Level: 7				
Null Code Hackers				
<i>When direct sabotage is not enough, the Null Code Hackers will resort to more advanced methods. Malefactors are elite members of the gang, trained in tech, espionage, and brutality. If the Null Code Hackers are sending them after you, it's time to disappear.</i>				
HP		DC		Speed
37		14		10m
POWR	AGLT	VITA	INTL	INST
2	2	0	2	-1
Trait: Brains, Brawn, & Brutality	The Malefactor is both physically and mentally adept, granting them a +6 bonus on all non-combat POWR, AGLT, and INTL rolls.			
Trait: Hacker	As a member of the Null Code Hackers, the Malefactor is a skilled hacker, with advantage on rolls when attempting to hack or hijack technology.			
Trait: Rapidfire	The Malefactor is a skilled fighter, able to make two Attacks per Action.			
Attack: CED Urumi	The Malefactor bludgegins a target. 6m Range, +5 Attack, +6 Electric damage.			
Attack: Zephyr	The Malefactor shoots with their rifle. 150m Range, +5 Attack, +4 Blast damage.			
Weakness: Wanted	The Null Code Hackers are high-value criminals across many worlds, making them the potential target of both bounty hunters and local authorities.			
Weakness: Machines Over Magic	The Malefactor is experienced with both tech and physical violence, but is inexperienced with the metaphysical. The Malefactor has a -3 to their DC and other rolls against magical or spiritual abilities.			

IPC Enforcer				
Difficulty Level: 8				
Intergalactic Peace Coalition				
<i>Formed over 500 years ago by a few united peoples of the Selvat Spur; the Intergalactic Peace Coalition (IPC) has grown in both prominence and power over the centuries. As most Species Factions are members of the IPC, it is not uncommon to see IPC Enforcers in most inhabited systems across the Spur.</i>				
HP		DC		Speed
58		15		10m
POWR	AGLT	VITA	INTL	INST
2	1	2	0	0
Trait: Resupply & Reinforce	As a peacekeeper for the IPC, the Enforcer is capable of calling upon additional connections and resources when needed. It may take a few days, but the IPC can mobilize fleets in response to a large enough threat.			
Trait: Galactic Authority	The IPC are generally well favored and respected by most Sentients, though not universally. The Enforcer has advantage on INST rolls when attempting to command, persuade, or intimidate a non-IPC individual.			
Attack: Visblade	The Enforcer slashes a target. Melee Range, +5 Attack, +6 Heat damage.			
Attack: Bolter	The Enforcer makes two Attacks with their Bolter. 120m Range, +4 Attack, +4 Piercing damage.			
Ability: Tactical Sprint	As an Action, the IPC Enforcer can move up to 3x their Speed, and gain a +4 DC bonus until the start of their next Turn.			
Weakness: Mission Comes First	IPC Enforcers are trained to fulfill their mission objectives with swiftness and efficiency. When not directly following assigned mission orders, the Enforcer takes a -2 penalty to their DC, Attack Bonus, and Speed.			
Weakness: Selvat Authority	As the most powerful organization in the Selvat Spur, the IPC is both admired and feared. IPC Enforcers are easily identified from afar, and more likely to draw the ire of criminals and other powerful organizations.			

Enemies Everywhere

Woodswalker				
Difficulty Level: 8				
Child of the Lonely Dark				
<p><i>Of all the Folds of reality, none are more esoteric than the Lonely Dark. It is said to exist at the fringe of shadow and substance, where dread fills the heart of those present. Not all who wander into the unknown return, but the shuffling shapes of gnarled, tree-like monstrosities within the forest can serve as a reminder that on occasion, something else may wander out instead.</i></p>				
HP	DC	Speed		
60	12	10m		
POWR	AGLT	VITA	INTL	INST
2	0	2	-1	2
Trait: Born of Corruption	The Woodswalker is a creature of the Lonely Dark, born of a shadowy otherplace. It is Resistant to Void damage.			
Trait: Unnatural Sight	The Woodswalker sees not with eyes, but sees nonetheless. The Woodswalker has Awareness in a 14m radius.			
Trait: Rip & Tear	The Woodswalker is a twisted, multilimbed tree creature, capable of making 2 Attacks per Action.			
Attack: Gore	The Woodswalker stabs a target with its jagged legs. Melee Attack, +5 ATK Bonus, +6 Piercing damage.			
Ability: Petrify	As an Action, the Woodswalker can force a target that it can see to make an INST 13 Core Roll, or have their Speed reduced to 0m for 1 Round.			
Weakness: Made of Wood	As a tree-like creature, the Woodswalker is predominantly made of wood, and takes double-damage from Heat damage.			
Weakness: Rootbound	The Woodswalker must always be in contact with soil, or it will die.			

Lost Mind				
Difficulty Level: 8				
Unaffiliated				
<p><i>Believed to be remnants of long-dead daemons; Lost Minds are nearly-incorporeal psychic vampires that linger in places where the Weave greatly ripples. Thankfully, despite popular belief, encounters with Lost Minds have confirmed that you can, in fact, kill an idea.</i></p>				
HP	DC	Speed		
50	11	8m (Flying)		
POWR	AGLT	VITA	INTL	INST
-2	-1	0	4	3
Trait: Ideal Form	The Lost Mind is mostly incorporeal, and thus Resistant to Bludgeoning, Piercing, and Slashing damage.			
Trait: Immortal	The Lost Mind can be defeated, but not forever. Once defeated, the Lost Mind vanishes, then slowly reforms days later near a ripple in the Weave.			
Attack: Brain Blast	The Lost Mind fires a mental attack. 50m Range, +7 Attack, +5 Psychic damage.			
Attack: Psychic Nova	As an Action, the Lost Mind can unleash a psychic barrage, dealing 28 Psychic AoE damage to all targets within a 4m radius. Targets can either block with their DC, or attempt to make an INTL Core Roll to counter.			
Ability: Manipulate	The Lost Mind can attempt to control another creature. As an Action, the Lost Mind can force a target within 30m to make an INST 13 Core Roll, or else be controlled by the Lost Mind for their next Turn.			
Weakness: Dead Memories	Little is known about the origin of Lost Minds, but it is observed that they tend to avoid attacking Wanderers when possible. In contrast, they are extremely hostile against Drakin.			
Weakness: Sore Thoughts	As a creature of mostly-thought, the Lost Mind takes double-damage from Psychic damage.			

Enemies Everywhere

Cresh'mal Preacher				
Difficulty Level: 9				
Cresh'mal				
<p><i>They say that they have become one with the growth, speaking of the process like a rebirth. Indeed, those who convert to their plant-based faith profess elation and newness; a pristine and verdant life united with the green. But critics claim that while the leafy tendrils across the skin of converts may smell fresh, the fetid odor of corpses lingers just beneath.</i></p>				
HP		DC		Speed
65		11		7m
POWR	AGLT	VITA	INTL	INST
-1	-1	2	1	4
Trait: Regrowth	The Preacher is infused with vines and moss, and is capable of rapid healing when injured. When in sunlight or touching water, the Preacher recovers 10 HP at the start of their turn.			
Trait: Inspired Motivation	Once per Turn, the Preacher may give themselves or an allied creature within 20m an extra Action for their Turn. This does not use up their Action for their Turn. Additionally, the Preacher has a +8 bonus when rolling for Reaction.			
Trait: Creeping Spread	If a creature takes damage while within 6m of the Preacher, they must make a VITA 13 Core Roll, or be infected with Cresh'mal spores. The infected creature takes 3d8 Contamination Damage at the start of their turn each round. As an Action, the infected creature can attempt make another VITA 13 Core Roll to attempt to remove the spores, or else burn them off. An infected target that dies arises in 1 minute as a Likar with full HP.			
Attack: Vine Smite	The Preacher whips a vine from their arm at a target. 10m Range, +7 Attack, +5 Contamination damage.			
Ability: Vine Boom	As an Action, the Preacher can make vines explode from their body, dealing 28 Contamination AoE damage to all targets within a 6m radius. Targets can either block with their DC, or attempt to make an AGLT Core Roll to counter.			
Weakness: Plant Heart	The Preacher takes double-damage from Heat Damage.			
Weakness: Buried Memories	The Preacher is bonded to the Cresh'mal, but was once an individual. If the Preacher is confronted with something or someone from their old life, they will have disadvantage on all rolls on their next Turn.			

Flamewailer				
Difficulty Level: 9				
Child of the Halls of Odium				
<p><i>Those who enter the Halls of Odium are met with an overwhelming inferno of rage and intensity. For those not properly attuned, it is easy to lose your head...which many have done. Flamewailers are disembodied flaming skulls, whose howls of crackling anger are almost as intense as the flames that engulf them.</i></p>				
HP		DC		Speed
56		16		14m (Flying)
POWR	AGLT	VITA	INTL	INST
-2	4	1	-2	4
Trait: Two Attacks	The Flamewailer is a rapid creature, able to make two Attacks per Action.			
Trait: Enrage	Each time a creature fails an Attack against the Flamewailer, the creature must make an INTL 13 Core Roll, or become enraged. While enraged, the creature has a -2 Attack bonus penalty, but gains a temporary +1 to their Damage bonus. This effect stacks, and lasts 1 minute (12 Rounds) from when the first stack applied.			
Attack: Firebolt	The Flamewailer launches a ball of fire at a target. 60m Range, +7 Attack, +5 Heat damage.			
Attack: Howl	The Flamewailer screams with almighty force, pushing a target back. 20m Range, +7 Attack, +2 Blast damage. A hit target is pushed 6m directly away from the Flamewailer.			
Ability: Detonation	As an Action, the Flamewailer can detonate all enraged targets. Each detonated target deals 15 Heat AoE damage for each stack of enraged to all targets within a 4m radius of themselves. Targets can either block with their DC, or attempt to make an AGLT Core Roll to counter. It can use this ability twice every hour.			
Weakness: Fireborn	The Flamewailer takes double-damage from Freezing damage.			
Weakness: Fueled By Rage	When the Flamewailer misses an attack, it becomes enraged, as if it were a target of its own Enrage ability. Likewise, the Flameweaver will detonate itself if it is enraged when it uses its Detonation ability.			

Enemies Everywhere

FoB Sergeant				
Difficulty Level: 9				
Fields-of-Battle				
<i>The head of multiple fireteams; each FoB Sergeant leads their squad with a high level of experience and strategy. When FoB fireteams are bolstered by their Sergeant, they become a nigh unstoppable force of warfare.</i>				
HP		DC		Speed
65		14		8m
POWR	AGLT	VITA	INTL	INST
0	2	2	1	0
Trait: Multishot	The Sergeant is a quick shot, able to make two Attacks per Action.			
Trait: Stronger Together	While within 4m of the Sergeant, each ally (including the Sergeant) gains a temporary buff to their Attack bonus equal to the number of allies within the Sergeant's 4m radius. This boost increases or decreases as the number of allies within the radius increases and decreases.			
Attack: Bolter	The Sergeant fires a shot from their Bolter. 120m Range, +5 Attack, +4 Piercing damage.			
Attack: Hand Grenade	The Sergeant throws a grenade. 16m Range, 5m AoE radius, 24 Blast AoE damage. Targets can either block with their DC, or attempt to make an AGLT or VITA Core Roll.			
Ability: Loyal Sacrifice	As an Action, the Sergeant may defend a friendly target within 6m. Until the Sergeant's next turn, both the Sergeant and the friendly target gain a +6 bonus to their DC.			
Weakness: Tactical Backliner	The Sergeant focuses predominantly on tactics and backline support, and is less prepared for melee combat. The Sergeant has a -2 DC penalty against melee attacks.			
Weakness: Honor Before All	The Sergeant has an unflinching code of honor, which they will not break. The Sergeant will never flee unless ordered, will never break an oath, and will not allow civilians to come to undue harm.			

Ebon Cull Bounty Hunter				
Difficulty Level: 10				
Ebon Cull				
<i>The allied hunters of Ebon Cull are known as some of the most relentless bounty hunters in the galaxy. Armed to the teeth with a variety of weapons and strategies, an Ebon Cull bounty hunter is capable of tracking their prey across several systems. Think you've given one the slip? How cute.</i>				
HP		DC		Speed
72		16		10m
POWR	AGLT	VITA	INTL	INST
2	3	2	1	0
Trait: Relentless Pursuit	The Bounty Hunter has advantage on Survival rolls when tracking a target it has seen/interacted with. Likewise, the Bounty Hunter has advantage on Perception rolls against deception.			
Trait: Double Strike	The Bounty Hunter can make two Attacks per Action.			
Attack: Handgun	The Bounty Hunter makes a shot with their custom K-Type handgun. 60m Range, +7 Attack, +5 Piercing damage.			
Attack: Visblade	The Bounty Hunter slashes with their Visblade. Melee Range, +6 Attack, +8 Heat damage.			
Attack: Ebon Dart	The Bounty Hunter throws an Ebon Dart. 20m Range, +7 Attack, +3 Poison damage. When hit, the target must make a VITA 12 Core Roll, or fall unconscious for 2d20 minutes.			
Weakness: Witch Bond	The Bounty Hunter is mentally bound to the Witches who lead the Ebon Cull. Whatever they command, the Bounty Hunter must do, even through death. Indeed, death is preferable to failure.			
Weakness: Exact Obedience	The Bounty Hunter is obliged to pursue their assigned target above all else. The Bounty Hunter has a -3 Penalty when making any type of roll against a creature that is not their assigned target.			

Enemies Everywhere

Murilegan Farseer				
Difficulty Level: 10				
Murilegan				
<i>The Murilegan are a highly spiritual people, whose ancestral culture is interwoven with all facets of nature. Among the most influential of their kind are the Farseers: experienced shaman who have attuned to the soul of nature to aid their people.</i>				
HP		DC		Speed
72		13		8m
POWR	AGLT	VITA	INTL	INST
0	0	2	0	4
Trait: Awareness	The Farseer has Awareness in a 10m radius, and thus can sense objects or creatures without seeing.			
Trait: Foresight	The Farseer is attuned to a Higher Power, and thus can be given knowledge that they otherwise could not know. If desired, the Farseer can know up to three details about a creature, location, force, or plan prior to an encounter.			
Attack: Spirit Sword	The Farseer swings their astral weapon. 6m Range, +8 Attack, +6 Psychic Damage.			
Ability: Astral Projection	As an Action, the Farseer is able to project their spirit from their body while still remaining on the Physical plane. While projecting, their body will appear unconscious but alive. They as a spirit may fly freely in any direction up to their Speed, and can pass through physical objects without any issues. They cannot be seen nor heard in this form, except by those with Awareness. They cannot interact with physical objects, but can interact with other separated spirits in the Physical plane. They may return to their body as an Action when they are within 10m of it.			
Ability: Spirit Step	As an Action, the Farseer may link together two points that they have been to before. Using their full Movement, they alone may step freely between these two points. They may close this link freely, without using an Action. They may only have one link active at a time.			
Ability: Bilocate	Without using an Action, the Farseer may split into two linked versions of themselves. Each version can act independently, and both have separate Turns while in combat. Additionally, both versions share all resources, meaning that if one self loses HP (for example), the other does as well. After 10 minutes, or if they are dropped to 40 HP, one of the two selves will disappear. The remaining self retains all the memories, resources, and damage that both acquired while apart. They can only have two selves at once, and can use this ability three times per day.			
Weakness: Purity	The Farseer depends on purity of soul, taking double-damage from Void damage.			
Weakness: Murilegan Protector	The Farseer is dedicated to both the soul of nature and their people, and will not willingly harm another Murilegan wherever possible, even when threatened.			

Enemies Everywhere

Shifter				
Difficulty Level: 10				
Child of The Amaranthine Sea				
<i>The Amaranthine Sea is the Fold of change and possibility, and endless ocean of both order and chaos. Shifters are amorphous blobs that embody the latter aspect better than nearly any other, rapidly altering at the molecular level in a prismatic cacophony of elements.</i>				
HP	DC	Speed		
72	14	9m		
POWR	AGLT	VITA	INTL	INST
1	1	2	1	1
Trait: Shifting Soul	At the start of the Shifter's Turn, roll a d12. The Shifter's elemental form changes, and its Attacks deal the associated Damage Type. 1 - Blast, 2 - Bludgeoning, 3 - Piercing, 4 - Slashing, 5 - Corrosion, 6 - Electric, 7 - Freezing, 8 - Heat, 9 - Contamination, 10 - Psychic, 11 - Radiation, 12 - Corruption.			
Trait: Formless Mass	The Shifter is a gelatinous creature, able to compress and move through any space larger than 1cm.			
Ability: Multiattack	The Shifter can make two Attacks per Action.			
Attack: Elemental Tendril	The Shifter swings an extended arm of itself. 4m Range, +5 Attack, +8 damage of the Shifter's current type. The Attack deals double-damage if it hits.			
Attack: Elemental Plop	The Shifter launches a ball of gooey elements. 20m Range, +5 Attack, +5 damage of the Shifter's current type. The Attack deals double-damage if it hits.			
Weakness: Elemental Paradox	The Shifter takes double-damage from its current Damage Type.			

Inevictus Sentry				
Difficulty Level: 11				
The Inevictus				
<i>It's unknown who the Inevictus were, or what destroyed them. All that remains now are sparse wreckages of millenia-old vessels, adrift in the vast dark between the stars. Worse however, are reports from surviving scavengers who state that despite the eras of decay, large floating cubes within still massacre any intruders who get too close.</i>				
HP	DC	Speed		
90	18	10m (Flying)		
POWR	AGLT	VITA	INTL	INST
2	5	3	-3	-3
Trait: Omnivis	The Inevictus Sentry is a large floating cube, which can attack from any of its faces without needing to turn.			
Trait: Mechanical Soul	The Inevictus Sentry takes no damage from Psychic damage.			
Trait: Rapidfire	The Inevictus Sentry can make three Attacks per Action.			
Attack: Energy Blast	The Inevictus Sentry fires a single bolt of energy. 60m range, +9 Attack, +5 Radiation damage.			
Weakness: Electric State	The Inevictus Sentry takes double-damage from Electric damage.			

Enemies Everywhere

Starspeaker				
Difficulty Level: 11				
Starlings				
<p><i>Though more common in the Selvat Spur, Starlings are an incredibly rare species. Due to this fact, Starlings lack cohesive culture and representation on a galactic stage, leading to many being taken advantage of for their abilities. In recent years however, a number of Starling representatives (known as Starspeakers) have taken center stage, determined to create a better world for their kin.</i></p>				
HP		DC		Speed
68		14		8m
POWR	AGLT	VITA	INTL	INST
0	1	1	0	4
Trait: Starborn	The Starspeaker is a Starling, and thus is Resistant to Radiation damage, and can change their Species appearance at will.			
Trait: Starlit Sight	The Starspeaker glows, illuminating a 4m radius. Additionally, the Starspeaker has Awareness in an 8m radius.			
Trait: Soul Warmth	The Starspeaker is an inspiration to their allies, granting them a +4 to all rolls while they are within a 4m radius of the Starspeaker.			
Trait: Multistrike	The Starspeaker can make two Attacks per Action.			
Attack: Solar Barrage	The Starspeaker throws a bolt of light. 30m range, +8 Attack, +6 Radiation damage.			
Ability: Solar Shield	As an Action, the Starspeaker can cast a shield either on themselves or an ally within 20m. The shield will last until it has blocked 40 damage, or until the Starspeaker casts Solar Shield again. The Starspeaker may only have one Solar Shield active at a time.			
Weakness: Child of Light	The Starspeaker is especially attuned to the light, causing them to take double-damage from Void damage.			
Weakness: We Solemn Few	Starlings are a rare people, and still not well understood. The Starspeaker, like other Starlings, is likely to have few allies, and to be more readily targeted by those with malicious intent.			

Every time I've tried to speak with a star, I've found them quite hot-headed. And a bit gassy.

Dragonvoice				
Difficulty Level: 11				
Drakin				
<p><i>The Drakin have been a fractured people for millennia, ever since the ancient Kho Revolution. In the current age, the relative peace that has been established has birthed a new effort to reunite the Drakin. Leading this effort are powerful speakers known as Dragonvoices, who channel the ancient power and authority of their ancestors.</i></p>				
HP		DC		Speed
57		13		8m
POWR	AGLT	VITA	INTL	INST
0	0	0	0	4
Trait: Spell Speaker	The Dragonvoice uses an ancient form of magic, speaking command words to summon their abilities. The Dragonvoice uses no Mana nor resources; as long as they can speak, they can use their abilities. The Dragonvoice can use two Abilities per Action.			
Ability: Sharp Tongue	The Dragonvoice speaks a word of power against a target up to 20m away. The power cuts through defenses, attacking the mind directly. This ability uses no Attack Roll, and deals +7 Psychic Damage.			
Ability: Godly Voice	The Dragonvoice speaks a word of power, creating a blast of primal energy against a target within 12m. This ability requires an Attack Roll, has a +8 Attack Bonus, and has a +6 Damage Bonus of a Damage Type that they choose when using this ability.			
Ability: Take Wing	The Dragonvoice speaks a word of power, which summons spectral wings on their back. As part of this ability, the Dragonvoice may fly up to 14m in any direction. The wings vanish at the start of their next Turn.			
Ability: Word of Healing	The Dragonvoice speaks a word of power, healing either themselves or an ally within 20m for 10% of their maximum HP (rounded down).			
Ability: Shackle	The Dragonvoice speaks a word of power against a target up to 20m away. The target must make either an INST 14 Core Roll, or be unable to Move on their next Turn.			
Weakness: Ancient Scars	Though millenia ago, tensions between Kho-munatus and Drakin have not fully vanished. The Dragonvoice is more likely to experience this firsthand, as they strive to inspire the Drakin through the use of their people's ancient abilities. The Dragonvoice is more likely to experience hostility from Kho-munatus that they may encounter.			

Enemies Everywhere

Wild Card				
Difficulty Level: 12				
Unaffiliated				
<p><i>In casinos and sidestreets across the Spur, a traveler may encounter Wild Cards: suave yet manic Sentients seduced by the promises of luck. While usually set upon gambling, some Wild Cards take a different approach, determined to find their next fortune through rather risky tasks, such as theft or mercenary work.</i></p>				
HP	DC	Speed		
62	14	10m		
POWR	AGLT	VITA	INTL	INST
2	1	0	0	1
Trait: Erratic Behavior	The Wild Card has two Actions, and can take one at any point, even during another creature's Turn.			
Trait: Two Hands	The Wild Card is deft, able to make two Attacks per Action.			
Attack: Off the Cuff	The Wild Card punches a target. 2m Range, +6 Attack, +8 Bludgeoning Damage.			
Ability: All or Nothing	Before the Wild Card or a creature that they can see makes a roll, the Wild Card may declare "All Or Nothing". If the roll is a 15 or higher, the roll counts as if it was a Natural 20. Otherwise, the roll counts as a failure. The Wild Card may use this ability 5 times per day.			
Ability: Sidestep	The Wild Card varies their movements, making themselves harder to hit. All Attacks against them have Disadvantage until the start of their next Turn.			
Ability: Fakeout	Once per day, the Wild Card can pretend to die, while simultaneously restoring 30 HP to themself. While faking death, the Wild Card will appear to any observer to genuinely be dead. However, if a creature makes an Investigation roll of 18 or higher, or else uses a relevant ability, they will see through the deception.			
Weakness: Feeble Range	The Wild Card is a brawler, and thus is vulnerable at range. When targeted by a Ranged Attack, the Wild Card's DC is reduced by -2 for the Attack.			
Weakness: Gambler's Fallacy	The Wild Card does not accept defeat, believing that they are eventually bound to win. While the Wild Card may change their approach, once they have set their mind to a goal, they will not give up until it is too late.			

Ebon Cull Reaper				
Difficulty Level: 12				
Ebon Cull				
<p><i>Occasionally a bounty hunter among the Ebon Cull is so effective, so deadly, that the Ebon Witches bring them back after death. These tortured spirits are bound to do as the Ebon Witches command, and continue their hunts for the rest of their existence.</i></p>				
HP	DC	Speed		
86	16	12m (Flying)		
POWR	AGLT	VITA	INTL	INST
-2	3	2	0	3
Trait: Relentless Pursuit	The Reaper has advantage on Survival rolls when tracking a target it has seen/interacted with. Likewise, the Bounty Hunter has advantage on Perception rolls against deception.			
Trait: Immaterial	The Reaper is mostly incorporeal, and thus is Resistant to Bludgeoning, Piercing, and Slashing damage. Additionally, they can move through solid objects at will, though they will take 10 damage if they end their Turn inside of an object.			
Trait: Wraith Wrath	The Reaper is a spectre reanimated to continue the hunt. The Reaper can make two Attacks per Action.			
Attack: Hollow Strike	The Reaper slashes through a target with its ghostly claws. Melee Range, +7 Attack, +5 Void Damage.			
Attack: Death Wail	The Reaper unleashes a chilling scream, dealing 28 Psychic AoE damage to all targets within 6m. Targets may either block with their DC, or attempt to make an INTL Core Roll to counter.			
Weakness: Witch Bond	The Reaper is mentally bound to the Witches who lead the Ebon Cull. Whatever they command, the Reaper must do, even through death. Indeed, death is preferable to failure.			
Weakness: Exact Obedience	The Reaper is obliged to pursue their assigned target above all else. The Reaper has a -6 Penalty when making any type of roll against a creature that is not their assigned target.			

Enemies Everywhere

Vivificantis Legionnaire				
Difficulty Level: 12				
Imperiatu Vivificantis				
<i>Enthralled by the pride and might of the ancient Kho-munatus Imperious Legion, some Kho have cast their lot in with the Imperius Vivificantis: a violent revolutionary group who proclaim their sole ownership of the galaxy. The Vivificantis Legionnaires thus march forth, ready to conquer all worlds, as their warring ancestors once did.</i>				
HP		DC		Speed
98		16		10m
POWR	AGLT	VITA	INTL	INST
4	1	1	-1	-1
Trait: Conquer Until Death	If the Legionnaire is below 50 HP, they become enraged, gaining an additional +5 to all Attack Rolls, and a -1 to their DC.			
Trait: Hack & Slash	The Legionnaire is an elite combatant, able to make three Attacks per Action.			
Attack: Waraxe	The Legionnaire slashes with its waraxe. Melee Range, +8 Attack, +8 Slashing damage.			
Attack: Hand Cannon	The Legionnaire fires a blast from their hand cannon. 30m Range, +5 Attack, +5 Blast damage.			
Weakness: Radical	The Legionnaire is fully and fanatically committed to the Imperiatu Vivificantis. The Legionnaire cannot be swayed from commands given to them by a perceived superior, and has Disadvantage on all rolls against a perceived superior.			

The power and glory of the ancient Legion was great, looking past the oppression and genocide of course.

Hellion				
Difficulty Level: 13				
Child of the Halls of Odium				
<i>Hellions are all that remains of Sentients who ventured too deep into the Halls of Odium, Ravaged by the rage within, their flesh burned away and they became fueled by an all-consuming bloodlust. Now, these bloodsoaked skeletons have only one hunger: carnage.</i>				
HP		DC		Speed
41		12		16m
POWR	AGLT	VITA	INTL	INST
8	-2	-2	0	3
Trait: Nourished By Carnage	The Hellion draws strength from violence. If the Hellion deals any damage on its Turn, then it recovers 10 HP at the end of its Turn.			
Trait: Endless Rage	The Hellion craves immense violence. The Hellion can make four Attacks per Action.			
Attack: Rip	The Hellion slashes a target. Melee Range, +13 Attack, +10 Slashing Damage.			
Attack: Tear	The Hellion bites a target. Melee Range, +8 Attack, +5 Piercing Damage. If a target takes damage from this Attack, they must make a VITA 15 Core Roll, or bleed out 8 HP at the start of their Turn for 3 Turns (15 seconds).			
Weakness: Lust for Violence	The Hellion has an unending hunger for violence, which it must sate whenever possible. If the Hellion is unable to make any Attacks and targets remain within 8m, it will take 10 Psychic damage at the end of its Turn.			

Enemies Everywhere

FoB Captain				
Difficulty Level: 13				
Fields-of-Battle				
<i>An elite leader who isn't afraid to get their hands dirty; the captains of the Fields-of-Battle are extremely seasoned warriors who use their vast experience for the benefit of their legions. Their words are as deadly as their bullets, for with a single command legions will march forth to conquer.</i>				
HP		DC		Speed
93		17		8m
POWR	AGLT	VITA	INTL	INST
0	3	2	2	0
Trait: Master Tactician	The Captain is a seasoned officer, able to make two Actions on their Turn.			
Trait: Proven Strategy	The Captain has learned through many hard fought battles. Each Round, the Captain may take a single Action at any point, including during another creature's Turn.			
Attack: Bolter	The Captain fires a shot from their Bolter. 120m Range, +8 Attack, +7 Piercing damage.			
Ability: Command	As an Action, the Captain can issue a command to all allies who can hear them. All allies who understand the command gain a +2 to their Attack Bonus, a +3 to their DC, and a +4m to their Speed while they carry out that command. The Captain may only issue one command at a time.			
Ability: Loyal Sacrifice	As an Action, the Captain may defend a friendly target within 6m. Until the Captain's next turn, both the Captain and the friendly target gain a +6 bonus to their DC.			
Weakness: Honor Before All	The Captain has an unflinching code of honor, which they will not break. The Captain will never flee unless ordered, will never break an oath, and will not allow civilians to come to undue harm.			

Trickster				
Difficulty Level: 13				
Lord of The Amaranthine Sea				
<i>To change is to live, and to stagnate is to die. More than life advice, Tricksters view this statement as a fundamental truth, a prerogative that is their duty to fulfill. While these reality-warping beings are not inherently malicious, they can cause great chaos and destruction all in the name of encouraging change. Beware the Trickster who weeps, for they weep for you.</i>				
HP		DC		Speed
80		15		7m
POWR	AGLT	VITA	INTL	INST
-1	1	1	2	4
Trait: Quick Witted	The Trickster is fast and clever, able to take two Actions on their Turn.			
Trait: No Space Between	When the Trickster uses their Move, they cross no physical space, rather disappearing and reappearing at their destination.			
Trait: Reality Bubble	The world is a little less real around a Trickster. All Kinetic Damage Types deal half-damage when within 10m of the Trickster.			
Trait: Change Within	At the start of the Trickster's Turn, roll a d4. The Trickster gains one of the following boosts until the start of their next Turn. 1 - +5 to DC, 2 - Doubled Speed, 3 - Extra Action, 4 - Advantage on all rolls.			
Ability: Swap Swap	The Trickster alters reality. As an Action, the Trickster can choose a creature or object within 10m and transform it into anything else. The target transforms back into its original form at the start of the Trickster's next Turn, or immediately if the Trickster is defeated.			
Attack: I Cast Bonk	The Trickster instantly appears next to a target that they could reach with their Speed, then bonks them. Melee Range, +9 Attack, +8 Psychic Damage.			
Weakness: What's In A Name?	When the Trickster appears, they must first reveal their name to a Sentient before being able to use any of their Traits or Abilities.			
Weakness: Terrible With Names	Having revealed their name, if the Trickster repeats their name a second time after using a Trait or Ability, the Trickster will be instantly defeated.			

Terraportans used to call these "clowns".

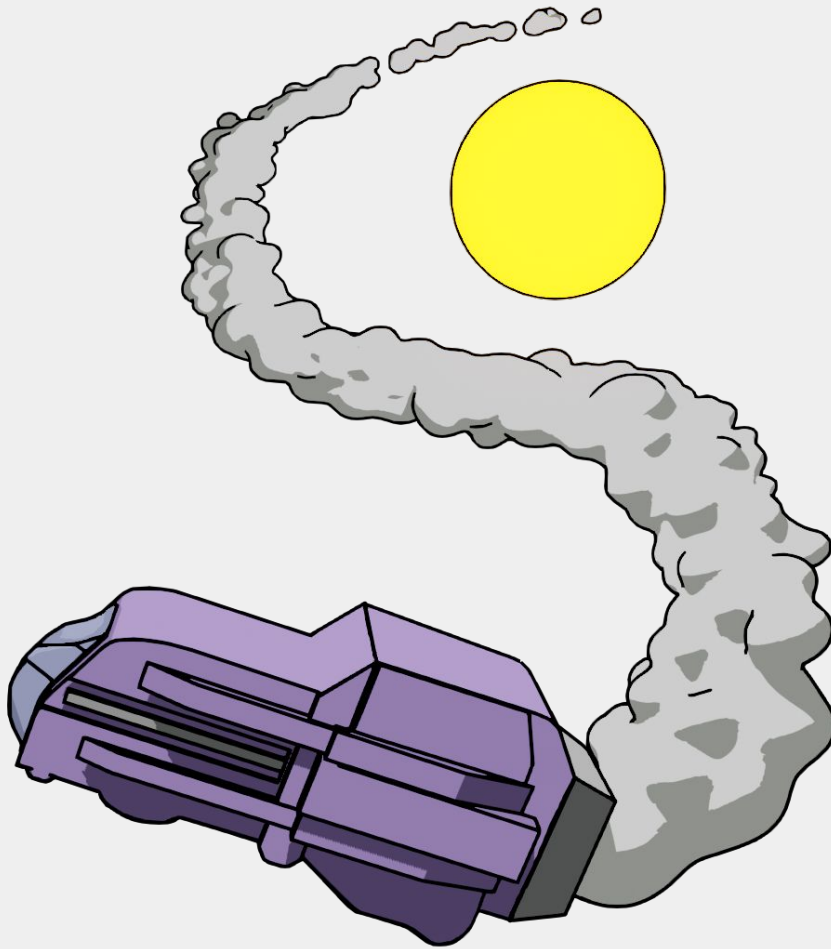
Enemies Everywhere

Weave Elemental				
Difficulty Level: 14				
Unaffiliated				
<p><i>Emotions are what give rise to the various Folds scattered throughout reality. On rare occasions, these emotional confluxes can be so powerful that they give rise to a unique creature: a Weave Elemental. As conscious manifestations of the Weave itself, Weave Elementals wield both immense power and deep understanding of the nature of reality.</i></p>				
HP		DC		Speed
114		12		5m
POWR	AGLT	VITA	INTL	INST
-3	-2	3	2	7
Trait: Arcane Vortex	The Weave Elemental is a mighty force of magic, able to use three Abilities per Action.			
Trait: One With Reality	The Weave Elemental is an extension of reality, and as such has Awareness in a 30m radius.			
Trait: Arcane Instability	The Weave Elemental crackles with power, altering the land around it. All creatures within 10m of the Weave Elemental have their Speed halved.			
Ability: Weave Warp	The Weave Elemental moves through the Weave, teleporting itself up to 30m away.			
Ability: Arcane Explosion	The Weave Elemental emits a blast of arcane energy from itself, dealing 33 AoE damage to all targets within 8m. The Weave Elemental may choose the Damage Type when it uses this ability. Targets may either block with their DC, or attempt to make an INST Core Roll to counter.			
Ability: Starfall	The Weave Elemental calls down an arcane bolt against a target within 30m. The bolt appears directly over the target, ignoring obstacles between it and the Weave Elemental. This ability requires an Attack Roll, has a +12 Attack Bonus, and has a +8 Damage Bonus of a Damage Type that it chooses when using this ability.			
Weakness: Sight Without Seeing	The Weave Elemental sees through Awareness, but is otherwise blind.			
Weakness: Draining The Well	The Weave Elemental is a powerful font of magic, and as such can be tapped into by Mana users. If a Mana-user draws Mana from the Weave Elemental, it will lose 1 HP for every 1 Mana drained.			

Enemies Everywhere

Imperiatu s Colossus				
Difficulty Level: 23				
Imperiu s Legion				
<p><i>A relic of the War of Youth, an ancient conflict in which the Imperiu s Legion of the Kho-munatus and the old Feylin Empire warred for domination of the Spur. While millenia have passed, some remnants of the War of Youth still linger; in the case of the Imperiatu s Colossus, some of these mechanical titans, though long forgotten, are still ready for war.</i></p>				
HP		DC		Speed
232		18		14m
POWR	AGLT	VITA	INTL	INST
6	1	5	-1	-1
Trait: Iron Titan	The Imperiatu s Colossus is warmachine nearly 15m tall, whose footsteps quake the ground with each step. When it moves, any tangible creature that it passes over will take 24 AoE Bludgeoning damage, who can either block with their DC or attempt to make an AGLT Core Roll.			
Trait: Ancient AI	During the War of Youth, countless minds were broken to create Artificial Intelligence for machines of war. The Imperiatu s Colossus is controlled by an AI from this era, and thus can fight with or without a pilot. It is also immune to Psychic damage.			
Trait: Legion Assault	The Imperiatu s Colossus can make five Attacks per Action.			
Attack: Firestorm	The Imperiatu s Colossus fires an armcannon at a target. 100m Range, +9 Attack, +11 Bludgeoning Damage.			
Attack: Quake	The Imperiatu s Colossus stomps the ground, dealing 28 Blast AoE damage to all targets within a 10m radius. Targets can either block with their DC, or attempt to make an POWR or AGLT Core Roll. The Imperiatu s Colossus can only use this Attack once on its Turn.			
Attack: Feykiller	The Imperiatu s Colossus can use one of its Attacks to deploy a Mana Siphon until the start of its next Turn. While active, the Imperiatu s Colossus will still take damage, but the amount of damage that it takes from any spell/metaphysical attack will then be added to the damage total of its next Firestorm Attack.			
Weakness: Warbound	The Imperiatu s Colossus was built for combat in the War of Youth. As such, when unpiloted, it will focus its attacks on Fey targets and their allies, and avoid attacking non-aggressive Kho-munatus.			
Weakness: Metal Joints	As a walking machine titan, the Imperiatu s Colossus can be slowed by immense heat or cold. After taking Heat or Freezing damage, the Imperiatu s Colossus' Speed is reduced by 6m until the end of its next Turn.			

A BIG ANGRY BOI!



Thanks for reading!

Praise for The Starskipper's Handbook:

“I really want to play Starskipper again.” -Josh

“The best roleplay game I've ever played.” -MK

“Woah, hey, this is pretty cool.” -Alex

