

You don't remember signing a contract, but The Company owns you now, body and soul.

You have a debt, and they're coming to collect. Whatever you were before, this is your purpose now:

- Finding a way to keep the creditors at bay.

Finding a way to get back...

INTO THE BLACK

N. MASYK



It would be easy for a single ship to get lost up there...

... Wouldn't it?

ACKNOWLEDGEMENTS

“... its power seems inescapable – but then, so did the divine right of kings.”

- Ursula K. Le Guin

Words & Layout by N. Masyk.

Art by Evlyn Moreau and Mike Winkelmann.

The TTRPG Safety Toolkit was designed by Kienna Shaw and Lauren Bryant-Monk.

Lines and Veils were designed by Ron Edwards.

The X card was designed by John Stavropoulos.

The Open Door was designed by Eirik Fatland.

PINKHACK and Into the Black are inspired by the following works:

The Vanilla Game, Jared Sinclair.

Into the Odd, Chris McDowall.

Star Dogs, Michael Raston.

Vaults of Vaarn, Ian Hunt.

Solar Blades & Cosmic Spells, Diogo Nogueira.

The Ultraviolet Grasslands, Luka Rejec.

The Mass Effect Trilogy.

This is a product of Monkey's Paw Games.

Anyone may publish free or commercial material based upon and/or declaring compatibility with PINKHACK without express written permission from the publisher, Monkey's Paw Games, as long as they adhere to the following terms:

If your product declares compatibility with PINKHACK, you must state the following in your legal text and on any websites from which a commercial product is sold: “[product name] is an independent production by [publisher name] and is not affiliated with Monkey's Paw Games.”

Monkey's Paw Games takes no responsibility for any legal claims against your product.

The mechanics of PINKHACK may be reused freely.

Art and text may not be reused – all artists maintain copyright of their work.



WHAT IS THIS?	1
TOOLS FOR SAFE PLAY	3
CHOOSE A CLASS	7
ROLL ATTRIBUTES	7
SOLDIER ABILITIES	8
SPECIALIST ABILITIES	9
TECHNICIAN ABILITIES	10
YOUR DEBT	11
ROLL A BACKGROUND	11
ROLL A VOCATION	18
ROLL AN EXTRA	19
FINISHING TOUCHES	19
TRAVELERS	21
SAVES	23
ADVANTAGE AND DISADVANTAGE	23
SHIELDS AND STAMINA	23
REST AND HEALING	24
CARRYING THINGS	24
GEAR BUBBLES	24
WEAPONS	25
RANGES	26
HARDSUITS	26
COMBAT ROUNDS	27
FREE ATTACKS	27
ATTACKS	27
HARDSUIT DEGRADATION	27
SPECIAL ATTACKS	28
GAINING XP	28
CHRONICLER	29
TIME	31
SURPRISE	31
REACTIONS	32
MORALE	32

ENCOUNTERS	33
MISCELLANEA	39
CORPORATIONS	45
PIRATES	46
MAPPING THE GALAXY	53
ORBITAL SUBSECTORS	55
DARKSPACE SUBSECTORS	55
PLANETARY GENERATOR	56
SETTLEMENT GENERATOR	57
ANOMALY	59
TRADING AND GOODS	61
TRADE OBSTACLES	63
TRADE GOODS	65
KINESIS	67
KINESIS LIST	69
KINESIS DESCRIPTIONS	71
TECH	75
SHIPS	81
EXAMPLE ATTRIBUTE SAVES	83
SHIP ATTRIBUTES	83
SHIELDS AND REPAIRS	85
SHIP COMBAT	85
SHIP WEAPONS	86

WHAT IS THIS?

Into the Black is a sci-fi roleplaying game. In it, one person takes on the role of the Chronicler and presents a futuristic universe of space exploration and peril, while the others take on the role of Travelers and create characters to embark upon a journey throughout that universe.

There are no further words by which I might describe or prepare you for the journey ahead.

The contents of this tome, much like the contents of the Universe, are mostly lies.



TOOLS FOR SAFE PLAY

Sometimes the situations at hand, inside or outside of the game sphere, may make a Player or Chronicler feel unwelcome, unsafe, or otherwise not enjoying themselves. Safety tools are a way by which a group can check in within each other before, during and after sessions in order to make sure that everyone is having fun, comfortable, and feeling safe at the table. Communication and trust are key for a successful game. It is everyone's responsibility at the table to make sure that the well-being of those at the table take precedent over whatever is going on inside the game.

The TTRPG Safety Toolkit is a resource created by Kienna Shaw and Lauren Bryant-Monk. The TTRPG Safety Toolkit is a compilation of safety tools that have been designed by members of the tabletop roleplaying games community for use by players and Chroniclers at the table.

Session 0s are a great way to begin communication, set expectations on the kind of story and play, and introduce and discuss what safety tools will be used at the table.

Lines and Veils are used to set boundaries on content in a game. Lines are hard limits on content, things that the Chronicler or the players don't want to engage in. Setting up a line means that content won't show up in the game at all. Veils are soft limits, things that are ok "behind a curtain" or when they "cut-to-black." Setting up a veil means that the content might be in the game but not spotlighted or described in great detail. Lines and veils can be adjusted as needed throughout the game.

The X Card is a check-in tool. It can be used by tapping physical cards, typing the letter in the chat function of the video conference software or virtual tabletop you are using, or using hand signals. Before the game begins, remind everyone that it is available and how to use it.

The X Card can be used at any point if a participant is uncomfortable with the content happening in-game. When the X card is used by tapping the card or typing an "X" in the chat, the group can change, rewind, or skip the content.

The Open Door is the assurance that someone can leave or take a break from the game for their own safety and well-being without being judged. State this at the beginning and periodically throughout the game.

For games longer than 2 hours or games that have intense content, having a short built-in break is recommended to allow people to stay focused and process. Allow for discussion, bio breaks, or any other needs during this time.

Emotions and stress from the game can bleed over into post-game life. This can affect the enjoyment of the game, as well as out-of-game relationships between players and Chronicler if not worked through. Being open and honest about where the game begins and ends, and being conscious of which feelings belong to the player and which are just bleed, helps to mitigate the effects.

Together as a group after the game, check-in with everyone to see how they are feeling. This is an open way for everyone to emotionally decompress, talk through, and process the events of the session in a safe environment. Encourage everyone to practice their own forms of self-care and remind them that their mental health comes first.

Debriefing as a group is a great way to reflect on the game, identify possible issues, highlight the fun things to continue, and work through potential bleed. Debriefing can happen right after the game or in the days following the stream.

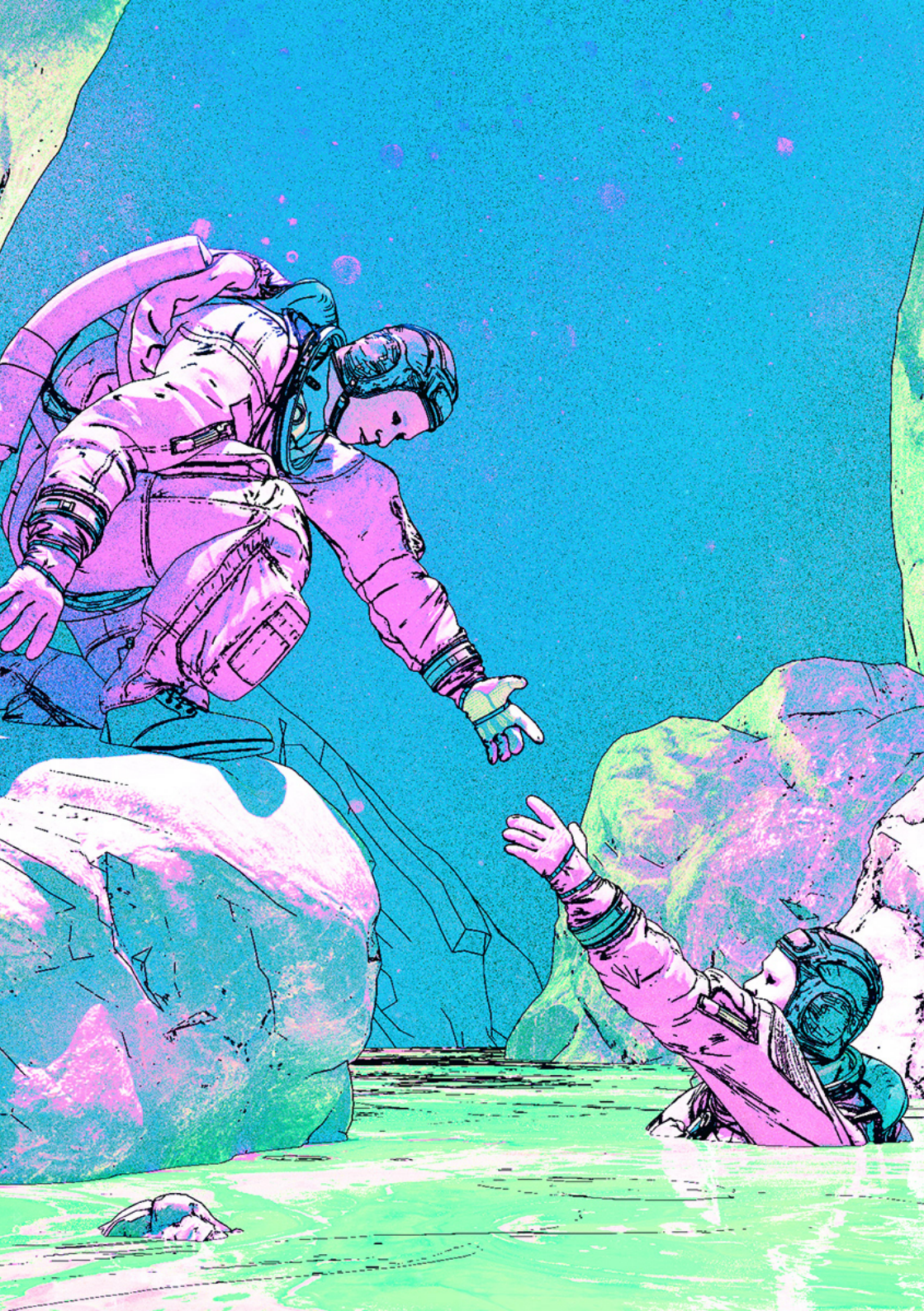
Stars and Wishes are used to reflect on the session and communicate feedback in a positive and forward-facing way. At the end of the game, go around and get everyone to state a star and wish.

Stars are things that the participants really enjoyed and loved about the game. This could include a particular moment of roleplay, an encounter created by the Chronicler, or anything else that stuck out as something awesome during the game.

Wishes are things that the participants would like to see in future sessions. This could include particular interactions between characters, potential story moments and development, or anything else that could make the game even better in the future.

“If you're a fascist, you're not welcome to play this game. It's against the rules. If you're reading this and thinking, "You just call everyone you disagree with a fascist," then you're probably a fascist, or incapable from drawing inferences from context and acknowledging a dangerous political climate that causes the oppressed to be hyperbolic. Don't play this game. Heal yourself. Grow. Learn. Watch some Mr. Rogers' Neighborhood or something.”
-Olivia Hill

CHARACTER CREATION



CHOOSE A CLASS

There are three Careers: Soldier, Specialist, and Technician.

You begin at Level 1, with 0 XP and 3d6 x 10 Credits (C).

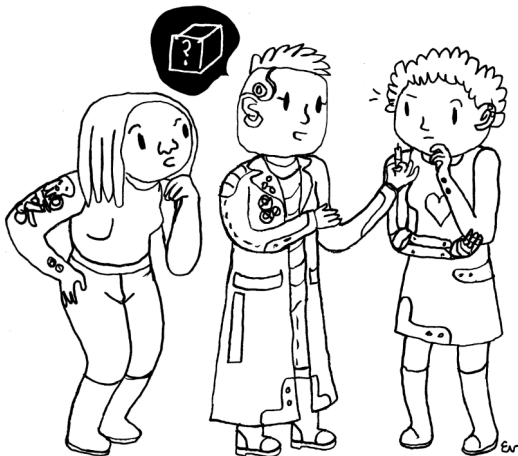
ROLL ATTRIBUTES

Player characters (Travelers) have three abilities: Body, Mind, and Will. When creating a Traveler, roll 3d6 for each of their abilities, in order, keeping the highest two results for each roll.

Soldiers can re-roll Body.

Specialists can re-roll Will.

Technicians can re-roll Mind.



SOLDIER ABILITIES

When you kill an enemy, you may immediately make another attack.

You can make a number of Free Attacks per combat round equal to your level.

You are skilled at tasks related to fighting.

You begin with a heavy hardsuit and up to three weapons of their choice.

Level	XP	Shields	Stamina	Damage
1	0	5	6	-
2	2,000	7	7	-
3	4,000	10	8	-
4	8,000	14	9	+1
5	16,000	17	10	+1
6	32,000	21	11	+1
7	64,000	24	12	+2
8	125,000	28	13	+2
9	250,000	31	14	+2
10	500,000	35	15	+3

SPECIALIST ABILITIES

You can use Kinesis.

You can make one Free Attack per Round.

You are skilled at tasks related to telepathy.

You begin with a light hardsuit and a single weapon of your choice. You begin knowing 3 kinesis abilities.

Level	XP	Shields	Stamina	Kinesis
1	0	4	6	3
2	2,500	5	6	4
3	5,000	7	6	5
4	10,000	8	7	6
5	20,000	10	7	7
6	40,000	11	7	8
7	80,000	14	8	9
8	160,000	15	8	10
9	320,000	17	8	11
10	640,000	18	9	12

TECHNICIAN ABILITIES

You can use Tech abilities.

You can make a number of Free Attacks per combat round equal to half your level, rounded up.

You are skilled at tasks related to technology.

You begin with a medium hardsuit and two weapons of your choice. You begin with a single tool.

Level	XP	Shields	Stamina	Tools
1	0	5	6	-
2	1,500	7	7	-
3	3,000	10	8	-
4	6,000	14	9	+1
5	12,000	17	10	+1
6	24,000	21	11	+1
7	48,000	24	12	+2
8	96,000	28	13	+2
9	192,000	31	14	+2
10	384,000	35	15	+3

YOUR DEBT

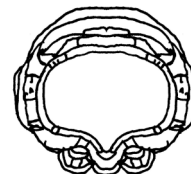
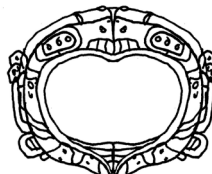
As a group, you share a debt of 1,000,000 C.

Have each Traveler roll a 1d20. The player with the highest roll specifies the debtholder that the Travelers owe money to through their vocation.

Debtholders pursue payment regularly. Often violently.

ROLL A BACKGROUND

Roll 1d6 and then as many d20s as you like to randomly generate your Traveler.



1. HUMAN

Survivors of a dying world. Climate change and techno-feudalism has reduced humanity to polar extremes - billionaires living deep underground, in arcologies powered by a faltering core, and everyone else, crowded into mega-cities and orbital platforms. The “lucky” ones were packed tight into the so-called Arks and flung to the furthest stars imaginable in order to find new worlds for The Company to exploit.

Gain Advantage on reaction rolls made with other humans.

	Name	Birthplace	Disposition	Feature
1	Alyx	Earth	Desperate	Cyber-Eye
2	Ezra		Languid	Neon Hair
3	Tawny		Hungry	Gold Nose
4	Bailey		Indolent	Traditional Tattoos
5	Shepard	Jump Zero	Longing	Hydraulic Arm
6	Morgan		Gregarious	Nervous Tic
7	Yeong		Bitter	Gaudy Jewelry
8	Blair		Gracious	Extra Digit
9	Ryder		Morbid	Alopecia
10	Kai	Inner Sphere	Curious	Hover-Chair
11	Blake		Reckless	Ultraviolet Eyes
12	Hunter		Cautious	Dyed Skin
13	Taylor		Sly	Company Barcode
14	Quinn		Honest	Plugs and Tubes
15	Parker	Outer Rims	Brusque	Artificial Organs
16	Reese		Loquacious	Neon Tattoos
17	Avery		Cold	Burn Scars
18	Rowan	Spaceborn	Approachable	Vocal Synthesizer
19	Charlie		Anxious	Clone Marker
20	Jordan		Calm	Chrome Teeth

2. SYNTH

Artificial Intelligence bound to an organic/mechanical hybrid shell. While mostly resembling humans, synths are manufactured with uncanny features and movements, so as to be easily distinguishable. First developed by The Company for some servile, degrading, or dangerous job, many synths have discovered a new autonomy out among the stars. Most alien races lack the prejudices of humanity and welcome you openly.

You do not need to eat or breathe. You do not take damage from drowning, suffocation, extreme temperatures, poisons, or toxic fungal spores.

	Name	Purpose	Disposition	Feature
1	Lithophane 4-dyad	Art	Curious	Biological
2	Cardinal 5-hammer	Peacekeeping	Scholarly	Corroded
3	Porcelain 7-body	Warfare	Naive	Rusted
4	Column 4-displacement	Security	Arrogant	Luminous
5	Celadon 10-mind	Cleaning	Self-Assured	Brass
6	Nomad 3-ochre	Maintenance	Introspective	Wired
7	Risograph 3-soul	Commerce	Logical	Iridescent
8	Stereo 9-unit	Devotion	Conservative	Broken
9	Antipode 12-extension	Diplomacy	Dispassionate	Painted
10	Vitreous 3-body	Medicare	Egotistical	Crystalline
11	Bone 4-unity	Astromancy	Humorous	Gilt
12	Firmware 8-entity	Navigation	Deadpan	Hesitant
13	Kiln 99-soul	Manufacture	Emotional	Lacquer
14	Oxide 6-atmosphere	Spacefaring	Callous	Stocky
15	Lazarus 12-company	Executioner	Overbearing	Brutal
16	Phosphorous 4-cyber	Agriculture	Prideful	Translucent
17	Aquamarine 7-rainbow	Exploration	Omnicidal	Weathered
18	Lacquer 17-corpus	Riot Control	Pious	Slender
19	Radiant 9-heart	Liberation	Pacifist	Scarred
20	Sensible 3-network	Unknown	Ambitious	Wheeled

3. TELLURIAN

Squat, warty-skinned fungoids from a high-gravity, high-radiation world, the militaristic Tellurians were the footsoldiers of a vast Star Empire for several thousand years. Since the collapse, they've largely taken to newfound pursuits unavailable to them previously - such as poetry and interpretive dance - with as much enthusiasm and zeal as they ever took to marching and fighting. They still love a good fight, though. Tellurians “speak” through subtle changes in color and scent.

Gain Advantage on saves made against the effects of radiation.

	Name	Specialization	Disposition	Feature
1	Greengill	Laborer	Surly	Frilled
2	Yellowcap		Bellicose	Eyepatch
3	Redmoor	Spore Tender	Crusty	Puffball
4	Periwinkle		Romantic	Burn Scars
5	Whitesky	Engineer	Abrasive	Dandelion
6	Irisheart		Quiet	Bullet Wound
7	Orangejelly	Researcher	Assertive	Bulbous
8	Jadewind		Vain	Cyber-Jaw
9	Olivewhisper	“Diplomat”	Daring	Coral
10	Ambergris		Scholarly	Armor Plating
11	Pearshard	Marine	Impulsive	Veiled
12	Orchidback		Charismatic	Breathing-Tank
13	Blackfrond	Jump Jockey	Irritable	Bioluminescent
14	Bluenose		Calculating	Shoulder-Mount
15	Mintwine	Intelligence	Paranoid	Acidic
16	Azureeye		Soft	Grav-Chair
17	Winesigh	Logistics	Stern	Iridescent
18	Ferntint		Gregarious	Hacking Cough
19	Pearlgrin	Leadership	Stoic	Psychadelic
20	Mulberry		Volatile	Missing Limb(s)

4. VESPIAN

Winged insectoids from vast, planet-sprawling hive-cities in the near-lightless depths of space. Vespien society is structured around a rigid caste system, which is probably why they're always engaged in some kind of cultural shift or civil war. While some vespiens take comfort in performing the same task all their lives, others take to the stars in pursuit of something new. They communicate via subharmonic binary chittering.

Gain Advantage on rolls made that relate to your vocation.

	Name	Caste	Disposition	Feature
1	Dancer	Warrior Caste	Abrasive	Spider Eyes
2	Cricket		Blank	Nervous Click
3	Whisper		Decadent	Amber Jewelry
4	Echo	Merchant Caste	Calculating	Painted Face
5	Shadow		Eloquent	Cybernetic Wings
6	Mist		Gregarious	Neon Tattoos
7	Angler		Extravagant	Pale
8	Thistle	Labor Caste	Hot-Blooded	Overly Formal
9	Lively		Irritable	Fuzzy Antennae
10	Wicker		Studious	Glossy Carapace
11	Damson		Melancholy	Brightly Colored
12	Twelves		Taciturn	Optic Visor
13	Proper		Religious	Rapid-Fire Speech
14	Moon	Science Caste	Stoic	Veiled Face
15	Mercy		Scholastic	Synthetic Mandible(s)
16	Weaver		Scornful	Jewelled Carapace
17	Grace	Hereditary Leadership	Volatile	Burn Scar
18	Cross		Prideful	Feeding-Tube
19	Riven		Extra	Augmetic Limb(s)
20	Chime		Calculating	Caste-Brand

5. NEPENTHES

Semi-carnivorous humanoid flora from fecund worlds near the warmth and light of the galactic core, nepenthes exist in symbiotic and tight-knit communities. They are highly logic-driven and typically linear-thinking, leading the galaxy in integrated biotechnology and the medical arts and sciences. Nepenthes achieve a sort of near-immortality by spreading their consciousness across multiple grown polybodies in order to maximize efficiency. They communicate largely in sign language.

When you are reduced to 0 Stamina, you may instead transfer your consciousness to one of your poly-bodies. Halve your current Level.

	Name	Discipline	Disposition	Feature
1	Mhyrlyn	Nanotechnology	Amused	Porcelain Mask
2	Iarelon		Distemperate	Delicate
3	Xisith		Bitter	Pruned
4	Fharvix		Serene	Fecund
5	Wysixia	Kinetic Amplification	Cheerful	Cloning Errors
6	Jhorath		Loyal	Dry
7	Hyrith		Cruel	Colorful
8	Thalvyce		Idealistic	Willowy
9	Usinnixi	Genome Modification	Glowing	Cybernetic Limbs
10	Orannear		Honest	Fruitful
11	Qhesnore		Impish	Thorny
12	Dhyslienne		Generous	Towering
13	Mezerris	Microbiology	Sour	Grav Chair
14	Zrixlith		Focused	Budding
15	Zrixiane		Scholarly	Melodic
16	Qrinilan		Disciplined	Sinewy
17	Eorliar	Astrophysics	Impetuous	Synthetic Eyes
18	Vohrihr		Courteous	Flowering
19	Mahryhad		Foolish	Lush
20	Syllahin		Cautious	Corpulent

6. CERULEAN

Beautiful, luminous-scaled and tentacle-headed androgynes from a low-gravity ocean world. Ceruleans are exceedingly long-lived and as a result tend to excel at galactic politics and trade. Highly enlightened, if on the hedonistic side, most fashionable trends, whether it be the arts, music, or cuisine, tend to have cerulean origins, if not patronage. They are known to be bioluminescent, produce mind-altering pheromones, and are among the most skilled specialists in the known galaxy. Ceruleans communicate exclusively via short-range telepathy.

Begin with a random additional Kinesis ability, even if you are not a specialist.

	Name	Aptitude	Scales	Feature
1	Halora	Marketing	Opal	Synthetic Eye
2	Vasir	Archaeology	Hematite	Soothing Touch
3	Shiassy	High Fashion	Garnet	Painted Face
4	Sarissa	Journalism	Heliotrope	Mottled Scales
5	Phaelra	Haute Cuisine	Azure	Prosthetic Limb
6	Nevos	Philosophy	Meridian	Heterochromia
7	Liara	Interior Design	Aquamarine	Gaudy Jewelry
8	Cyone	Corporate Law	Hyacinth	Glowing Eyes
9	Nyxeris	Social Media	Sapphire	Lamprey Teeth
10	Freily	Artificial Intelligence	Citrine	Synthetic Gills
11	Shiala	Starship Aesthetics	Turquoise	Neon Makeup
12	Lucari	Cosmetics	Quartz	Scalp-Crest
13	Eris	Music Composition	Ruby	Swaying Gait
14	Leite	Xenoanthropology	Topaz	Elongated Limbs
15	Callis	Film Production	Agate	Suspensor-Chair
16	Salari	Civil Law	Amethyst	Neon Tattoos
17	Liselle	Poetry	Zircon	Natural Rhythm
18	Taix	Diplomacy	Emerald	Black Eyes
19	Ygara	Interpretive Dance	Cobalt	Mellifluous Voice
20	Aeian	Linguistics	Peridot	Neural Implant

ROLL A VOCATION

You count as skilled at tasks related to your vocation. Your vocation also determines who the group is indebted to.

1. Entertainer. *Your debt is to the Hale Foundation.*
2. Gambler. *Your debt is to Diversified Horizon Sports.*
3. Homesteader. *Your debt is to Darlak Seafood Concerns.*
4. Smuggler. *Your debt is to Blacksun Pharmaceuticals.*
5. Researcher. *Your debt is to Rand Technologies.*
6. Merchant. *Your debt is to Deacon Industries.*
7. Drifter. *Your debt is to Serrice University.*
8. Laborer. *Your debt is to Romanov Materials.*
9. Hacker. *Your debt is to Victus Energy Refreshments.*
10. Mechanic. *Your debt is to Ymir Technologies.*
11. Bureaucrat. *Your debt is to Tellurian State Arms.*
12. Tradesperson. *Your debt is to The Company.*
13. Physician. *Your debt is to GeneSys Labs.*
14. Engineer. *Your debt is to Icarus Skunkworks.*
15. Mercenary. *Your debt is to Yibami Risk Control Services.*
16. Pilot. *Your debt is to the Eshedraze Combine.*
17. Diplomat. *Your debt is to the Cerulean Republican Council.*
18. Soldier. *Your debt is to Medusa Fabrications.*
19. Scientist. *Your debt is to Haliat Cyberlogistics.*
20. Outlaw. *Your debt is to the Eclipse Union.*

ROLL AN EXTRA

1. +1 Body.
2. +1 Mind.
3. +1 Will.
4. +2 inventory slots.
5. +1 Gear Bubble.
6. Roll another vocation.

FINISHING TOUCHES

Describe your Traveler's clothing and appearance and tell the others your pronouns.

Every group of Travelers begins with a ship:

"JUNKER"-CLASS FRIGATE

Cost: 25,000 C

Ship Armor Value: 4

Shield Points: 12

Hull Points: 6

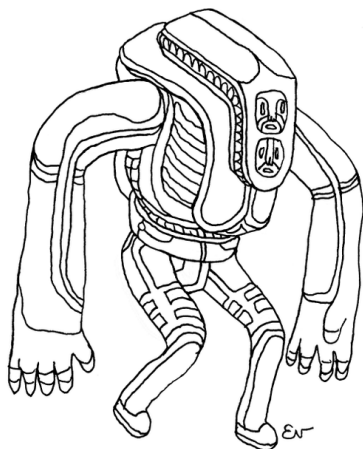
Weapon Points: 1 (Point Defense Laser, 500 C. Close. 1d6-1 damage. Overheats on a 1.)

Repair Bubbles: 5

Passenger Points: 12

Cargo Points: 6

You'll have to give her a name and determine where you got her. Roll 2d6 and 1d20:



- 2 Pasiphae
- 3 Solstice
- 4 Pequod
- 5 Osiris
- 6 Alseides
- 7 Chafariz
- 8 Icarus
- 9 Scherazade
- 10 Caduceus
- 11 Horizon
- 12 Oreides

1	Won in a sweepstakes you don't remember entering.	11	Gifted as payment of a personal debt.
2	Family inheritance.	12	You've always had it; you have no memory otherwise.
3	Uncovered in an ancient ruin.	13	A stranger threw you the keys and ran off.
4	Payment for a job well done.	14	Last gift from a dying companion.
5	Gifted by a mysterious benefactor.	15	Woke up inside; no sign of the previous owner.
6	Belonged to the last pirate who crossed you.	16	Won in a game of chance.
7	Leased through an incomprehensible contract.	17	Found abandoned on an unexplored planet.
8	Bank error in your favor.	18	You don't own it; you're borrowing it.
9	Found in the wreckage of an asteroid field.	19	Cobbled together from a collection of scrap.
10	Assumed control of the ship to escape a disaster.	20	Leased to you by your debt holder.

TRAVELERS



SAVES

If you have neither the skill nor the requisite tools for a task, you cannot succeed.

If you have both the skill and the requisite tool for a task, you automatically succeed.

If you have either the necessary skills or the proper tools, roll a 1d20. If the result is equal to or less than your most appropriate Attribute, you succeed.

ADVANTAGE AND DISADVANTAGE

If you are making a save in a situation where you have an edge, roll 2d20 and choose the lowest roll.

If you are making a save in a situation where you are at a vulnerability, roll 2d20 and choose the highest roll.

If you ever have both Advantage and Disadvantage, they cancel each other out.

SHIELDS AND STAMINA

When you take damage, subtract it from your Shields.

If you have no Shields remaining, subtract it from your Stamina, instead.

If you would be reduced to zero or less Stamina, make a Body save. If you succeed, you are unconscious and awake in d6 Rounds with 1 Stamina. If you fail, you die.

REST AND HEALING

Inside of combat, you may spend a Round to recover 1d6 Shields.

Outside of combat, you may spend a Turn resting to fully recover your Shields.

Stamina may only be recovered through professional medical attention in a safe zone.

CARRYING THINGS

You have 10 inventory slots. Your weapons, hardsuit, and relics take up slots when you carry them. Weapons take up slots equal to their size: small weapons take up 1 slot, medium weapons take up 2 slots, and large weapons take up 3 slots. Hardsuits take up slots equal to its AV. Each inventory slot can hold up to 200 Credit chits. Most mundane items take up one slot.

GEAR BUBBLES

You have five Gear Bubbles. At any time, you may fill a Gear Bubble to add a piece of mundane gear to your inventory, as if it had always been there.

When reloading a weapon, fill a Gear Bubble.

While in a safe zone, you may pay 25 C to empty all of your Gear Bubbles.

WEAPONS

Melee, 2 C. Close. 1d6-1 damage. Bypasses Shields.

Pistols, 5 C. Close. 1d6-1 damage. Reload on a 1.

Submachine guns, 7 C. Close. 1d6. Reload on a 1 or 2.

Shotguns, 10 C. Near. 1d6+1. Reload on a 1 or 2.

Carbines, 15 C. Near. 2d6. Reload on a 2, 3, or 4.

Heavy rifles, 25 C. Far. 3d6. Reload every shot.

Heavy weapons, 50 C. Far. 4d6. One use only.

Readying or reloading a pistol or submachine gun takes no action.

Readying or reloading a shotgun or carbine takes a move action.

Readying or reloading a heavy rifle or heavy weapon takes an entire Round.

Weapons have a model and a manufacturer. When acquiring a weapon, it is a (2d6 twice):

	Manufacture	Model
2	Sollax	Avenger
3	Romanov	Lancer
4	Ymir	Predator
5	Tellurian	Harrier
6	Icarus	Mattock
7	Yibami	Falcon
8	Minerva	Raider
9	Medusa	Javelin
10	Angelus	Locust
11	Khayer-Addin	Tempest
12	Phobos	Halberd

RANGES

An enemy must be within range to be attacked. Movement is also measured through range bands.

Close: About a room away.

Near: About a building away.

Far: About a city block away.

HARDSUITS

Light, 15 C. 4 AV.

Medium, 25 C. 6 AV.

Heavy, 50 C. 8 AV.

Like weapons, hardsuits have a model and a manufacturer. When acquiring a hardsuit, it is a (2d6 twice):

	Manufacture	Model
2	Aegis	Hydra
3	Civitas	Explorer
4	Deacon	Hoplite
5	Eshedraze	Duelist
6	Cadence	Crisis
7	Takara	Hazard
8	Krin	Acolyte
9	Sulymann	Guardian
10	Indra	Titan
11	Haliat	Kestrel
12	Phalanx	Spectre

COMBAT ROUNDS

At the start of each Round, the Chronicler rolls 1d6. On a 1-3, enemies go first. On a 4-6, Travelers go first.

On each character's Round, they may move one increment along the range band, and take one action.

FREE ATTACKS

If an enemy that is Close does anything that is not an attack or recharging a Shield (move away, use a Kinesis/Tech, ready a weapon, etc), you may make a Free Attack.

Specialists can make one Free Attack each Round. Soldiers can make a number of Free Attacks each Round equal to their level. Technicians can make a number of Free Attacks each Round equal to half their level, rounded up. NPC enemies can make two Free Attacks each Round.

ATTACKS

Attacks hit automatically. Roll damage, reducing Armor and applying the result to Shields. If Shields are depleted, apply the result to Stamina instead.

HARDSUIT DEGRADATION

Hardsuits reduce incoming damage by its Armor Value (AV). When an attack is reduced, lower the hardsuit's AV by 1.

While in a settlement, hardsuits can be repaired by a technician. It takes 5 C and 1 Shift's worth of work for each point of AV repaired (up to the hardsuit's starting AV). If your hardsuit ever reaches 0 AV, it is broken and must be replaced.

SPECIAL ATTACKS

If you attack with an edge (flanking, high ground), roll damage with Advantage.

If you attack an enemy unawares, apply damage directly to Stamina, bypassing Shields.

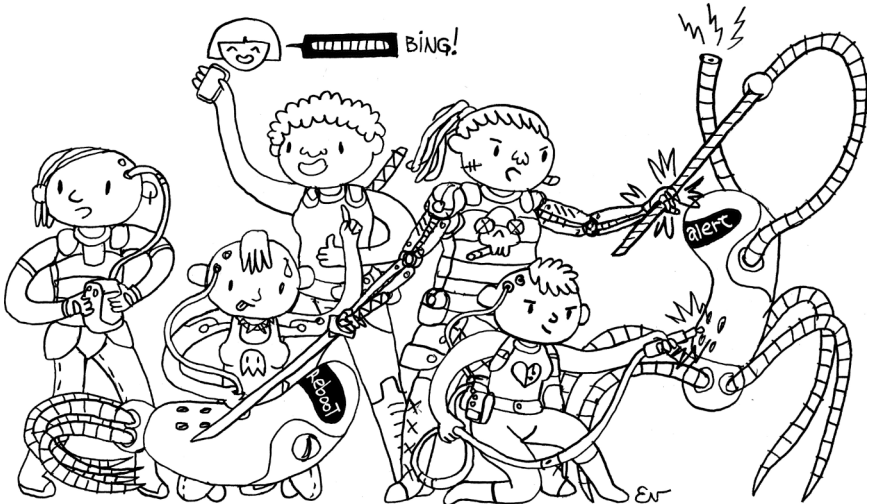
You may forego attack damage to perform a maneuver instead, such as pushing or tripping your enemy, or grappling or disarming them where appropriate.

GAINING XP

You gain Experience Points (XP) for overcoming enemies, making discoveries, and completing endeavours.

For each Credit you make in an endeavour, you gain 1 XP. Enemies give an amount of XP equal to 50 x their HD, whether killed or avoided. Discoveries have an XP value based on their strangeness.

All XP earned is split evenly among all Travelers.



CHRONICLER



TIME

In a small-scale area, time is measured in Turns and Rounds.

A Turn is approximately ten minutes. Most things, outside of combat, take one Turn: an Attribute save, a short rest to recover Shields, or searching an area.

Every Turn, roll 1d6. On a 1, the Travelers have a random encounter. Roll on the appropriate encounter table. On a 6, they have made a discovery. Roll on the appropriate discovery table.

In combat, time passes in Rounds. A Round is approximately one minute (there are ten Rounds in a Turn). In a combat Round, Travelers can move one increment along the range band and perform one action: ready a weapon, attack, use a Tech or Kinesis ability, make an Attribute save.

On a larger scale, time passes in 6-hour Shifts. In a Shift while planetside, Travelers can travel one hex, explore a hex, or make camp and rest. In a Shift while in space, Travelers can travel one sector, explore a sector, or rest in cryosleep. In a Shift in a settlement, Travelers can walk about and interact with an NPC or a location, or find a place to catch some rest.

Roll for random encounters and discoveries per Shift.

SURPRISE

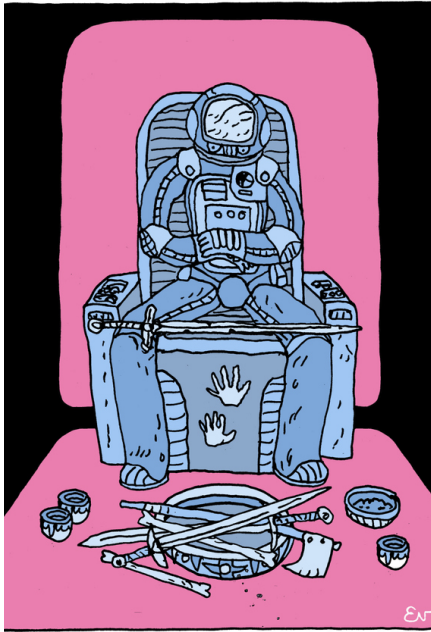
If combat should begin, if one side has taken the other by surprise, the surprised party takes no actions in the first combat Round.

If neither party is surprised, they encounter each other simultaneously.

If encounter distance isn't immediately obvious, assume that all combatants are Close if indoors, and Near if outdoors.

REACTIONS

Unless it is otherwise obvious, roll to determine a party's Reaction when they encounter the Travelers for the first time.



2d6	Reaction
2-4	Helpful
5-6	Friendly
7	Neutral
8-9	Hostile
10-12	Violent

MORALE

When there's a chance that an enemy or group of enemies might lose their nerve in combat, roll Morale.

In combat with a single enemy, roll Morale at the end of each Round where they took Stamina damage.

In combat with a group of enemies, roll Morale at the end of each Round in which one of them has died.

To roll Morale, roll a 2d6 equal to or less than the enemy's HD. If successful, they continue to fight. If they fail, they run at the first opportunity - though they might regroup to strike again from a stronger position.

ENCOUNTERS



Enemies have 1d6+HD Stamina, and HDd6 Shields. In the event that an enemy needs to make a save, they make it at HD + 5.

By default, enemy attacks do 1d6 damage. Enemies of HD 1-4 have one attack, HD 5-9 have two attacks, HD 10-14 have three attacks, and HD 15+ have four.

Name	HD	#	Special
Androform	1	1d6	Generally performing some menial task.
Animate Armor	8	1d3	Never rolls morale. Disadvantage against electromagnetic attack.
Behemoth, Greater	10	1d3	AC 8. Generally does not initiate combat.
Behemoth, Lesser	6	2d20	AC 6. Generally does not initiate combat.
Bodysnatcher	2	1	Near-perfect imitation of another.
Burn Shadow	1	1d6	Never rolls morale. Appears in forgotten battlefields of the Old Wars.
Ceramic Ant	1	2d20	AC 2. Half damage from laser weapons. Protective of the hive.
Ceramic Lizard	2	2d6	AC 3. Half damage from laser weapons. Lounges in direct sunlight for solar power.
Ceramic Raider	1	2d20	AC 2. Half damage from laser weapons. Plus Leader, as Soldier of level 1d6+1. Wants your ceramics.
Ceramic Troglodyte	3	1d6	AC 4. Half damage from laser weapons. Spits a digestive fluid. Removes twice as much Shield and Armor on hit.
Ceramic Zombie	1	2d20	AC 1. Half damage from laser weapons. Never rolls morale. Wants your ceramics.
Cerulean	1	1d6	AC 2. Plus Leader, as Specialist of level 1d6+1.
Chemovore	8	1d3	Attracted to chemicals such as starship fuel, cleaning products, toxic spills, etc.
Copper Grub	2	3d6	AC 4. No damage. Instead, save vs Body or be paralyzed for 1d6 Rounds.

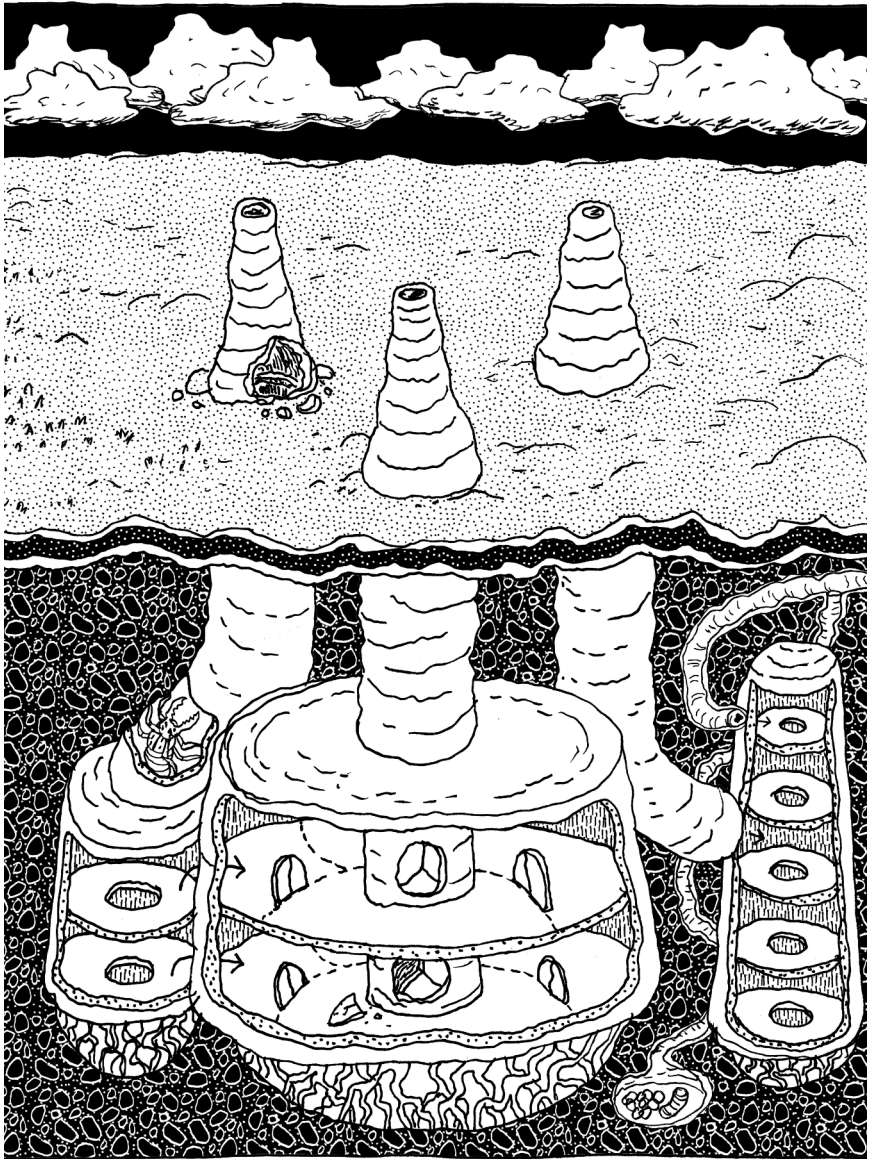
Name	HD	#	Special
Copper Worm	6	1d3	AC 4. On hit, save vs Body or be paralyzed for 1d6 Rounds.
Debt-Collectors	2	2d6	AC 4. Easily bribed. Bribery does not reduce Debt
Dust Rat	1	3d6	Disadvantage to Morale rolls.
Ecophage	9	1d3	Nanomachine blob. Only damaged by solid projectiles. Splits into two smaller ecophages if exposed to radiation or energy weapons.
Enhanced Mercenaries	3	1d6+3	AC 8. Plus Leader, as Soldier of level 1d6+3. +1 damage with weapons.
Grazing Beast	2	2d20	Won't generally initiate combat.
Great Folk	4	1d20	Gregarious, enjoy haggling.
Hunter Drone	1	2d6	AC 1. Never rolls morale. Disadvantage against electromagnetic attack.
Lamarckian Feeder	9	1	Apex predator. Characteristics defined by previous meal(s).
Machine Folly	5	1d6	AC 8. Never rolls morale. Disadvantage against electromagnetic attack.
Megapede	18	1	AC 12. Travels almost exclusively underground.
Mobile Fortress	12	1	AC 10. +1 damage from weapons. Never rolls morale. Disadvantage against electromagnetic attack.
Moon Ape	4	2d6	Two attacks. Worships (any) moon. Won't generally initiate combat.
Mycomorph	1	2d20	Double damage from Fire. Won't generally initiate combat.
Nepenthes	1	1d6	AC 2. Plus Leader, as Technician of level 1d6+1.
Nomad	1	2d20	AC 1. Moves in family groups forming small communities.
Porcelain Walker	2	1d20	AC 2. Half damage from laser weapons.
Post-Humanoid	2	1d6	3 random kinesis abilities.
Radiation Ghost	4	1d6	Never rolls morale. On hit, save vs Body or suffer 1d6 radiation damage for 1d6 Rounds.

Name	HD	#	Special
Sandwurm	15	1	AC 9. Attempts to devour prey whole.
Scavenger	1	1d6	AC 1. Plus Leader, as Soldier of level 1d6+1.
Snake Jackal	3	2d6	Won't generally initiate combat. On hit, save vs Body or suffer 1d3 poison damage for 1d6 Rounds.
Soul Echo	3	2d6	Never rolls morale. No damage on hit. Insubstantial. Infects electronic systems as per the Sabotage tech.
Space Pirate	1	2d20	Plus Leader, as Soldier of level 1d6+2.
Stargoyle	4	2d6	AC 4. Only harmed by laser weapons and high heat sources.
Static Ghost	2	3d6	Never rolls morale. No damage, on hit save vs Mind or lose power to a random electronic device.
Synth	1	1d6	AC 1. Plus Leader, as Technician of level 1d6+1.
Tellurian	1	2d6	AC 6. Plus Leader, as Soldier of level 1d6+1.
Thermovore	7	1d3	Attracted to sources of high heat. Won't generally initiate combat.
Transhumanist Poly-Body	4	2d6	At the end of any Round where a Poly-Body has been killed, another Poly-Body may save vs Mind to fully restore Shields and Stamina.
Vespian	1	3d6	AC 4. Plus Leader, as Technician of level 1d6+1.
Vile Cultist	1	1d20	Plus Leader, as Specialist of level 1d6+1.
Void Whale	20	1d6	Won't generally initiate combat. Found exclusively in darkspace.
Void-Thing	6	1d6	Attracted to gravitational singularities and dark matter.
Von Neumann Probe	2	2d20	AC 2. Never rolls morale. Disadvantage against electromagnetic attack. At the end of any Round where a Von Neumann has been destroyed while Close to at least one other Von Neumann, it may save vs Body to return to life at maximum Shields and Stamina.
War-Husk	11	1d3	AC 8. Never rolls morale. Disadvantage against electromagnetic attack.



MISCELLANEA





DATA-DISCS

Roll d20s to generate strange and interesting data-discs to be found throughout the galaxy.

	Condition	Manufacture	Contents	Feature
1	Crystallized	Anonymous	Psycho-pharmacology	Falsified
2	Pristine	Tellurian Hierarchy	Schematics	Heavy
3	Jewelled	Darlak Seafood Concerns	Nanosurgery	Encrypted
4	Worn	Vespian Anarchists	Code Cipher	Heretical
5	Sunbleached	Icarus Skunkworks	Kinetic Theory	Unique
6	Cracked	Talon Mercenary Company	Blueprints	Contains Secret Message
7	Waterlogged	Cerulean Republican Council	Trade Secrets	Laced With Destructive Code
8	Shattered	Synth Commune	Philosophy	Illegible
9	Frozen	Blacksun Pharmaceuticals	Unintelligible	Unknown Language
10	Dusty	Vespian Empire	Anthropology	Forged
11	Scorched	Deacon Industries	Hypergeometry	Easily Concealed
12	Corroded	Earth Systems Alliance Navy	Personal Correspondence	Partially Digested
13	Irradiated	GeneSys Labs	Mathmology	Hypnotizing
14	Covered in Spores	Vile Cultists	Xenobiology	Contains Love Letter
15	Scratched	Romanov Materials	Military History	Stolen
16	Glowing	Nepenthean Hegemony	Recipe	Booby-Trapped
17	Melted	Haliat Cyberlogistics	Typography	Contains Unbound AI
18	Sand-Scoured	New Economic Bloc	Attack Plans	Activates Distress Signal
19	Perforated	Yibami Risk Control Services	Map With An "X"	Bloodstained
20	Covered in Slime	Star Empire Era	Linguistics	Erases After Viewing

CLOTHES

Roll d20s to generate strange and interesting clothes to be worn throughout the galaxy.

	Material	Style
1	Dragon Bone	Corset
2	Rainbow Crystal	Robe
3	Luminescent Wood	Tunic
4	Animal Hide	Jacket
5	Megapede Scales	Toga
6	Meteoric Silver	Skirt
7	Behemoth Fur	Shawl
8	Red Sand	Cape
9	Carbon Filaments	Veil
10	Corundum Silk	Tights
11	Nanoweave Mesh	Coat
12	Prismweave	Jumpsuit
13	Flowering Moss	Trench
14	Ultraviolet Light	Vest
15	Psychoreactive Pearlite	Frock
16	Dryland Coral	Kilt
17	Dry Ice	Gloves
18	Frozen Smoke	Gown
19	Porcelain	Garter
20	Spider Silk	Bodysuit

DRUGS

Roll d20s to generate strange and interesting drugs to be sold or consumed throughout the galaxy.

	Color	Form	Application	Effect
1	Crimson	Flower	Smoke	Euphoria
2	Azure	Dust	Only Affects Vespians	Mild Hallucinations
3	Lime	Smoke	Snort	Dull Pain
4	Topaz	Sand	Eat	Ego Death
5	Citrine	Haze	Only Affects Nepenthe	Heightened Alertness
6	Shadow	Leaf	Cook	Paralysis
7	White	Bark	Brew a Tea	Mellow
8	Black	Blood	Vaporize	Mild Intoxicant
9	Opal	Honey	Reduce	Paranoia
10	Aurora	Nectar	Only Affects Tellurians	Major Hallucinations
11	Jet	Root	Lick	Severe Intoxicant
12	Quartz	Vine	Inject	“See” Numbers
13	Purple	Shadow	Hold on Tongue	Limited Precognition
14	Gold	Silk	Only Affects Synths	Temporal Lapse
15	Jade	Fruit	Swallow	Speak Any Language
16	Onyx	Mist	Only Affects Ceruleans	Slows Heartbeat
17	Viridian	Fog	Chew	Induces Slumber
18	Pink	Pearl	Absorb in Skin	Deaden Nerves
19	Ultraviolet	Glitter	Smell	Remove Inhibitions
20	Rainbow	Ice	Only Affects Humans	Heightened Aggression

CORPORATIONS

Roll d20s to generate predatory and terrifying drugs to be feared throughout the galaxy.

	Name 1	Name 2	Industry
1	Progressive	Dynamics	Energy Drinks
2	Bionautics	Foundation	Construction
3	Interstellar	Associates	Brewing
4	Apex Frontier	Industries	Journalism
5	Omnium	Consulting	Distilling
6	Klein	Syndicate	Energy
7	United Process	Technologies	Fermenting
8	Lumodigital	Cyberlogistics	AI Research
9	Wellington-Yamashaki	Risk Management Services	Cybernetic Manufacture
10	United Solidarity	Labs	Agriculture
11	Fabridigital	Consortium	Hardsuit Manufacture
12	New Epoch	Combine	Synth Manufacturing
13	Baudrillard	Union	Kinetic Amps
14	Fountainhead	Enterprises	Pharmaceuticals
15	CyberSystems	Council	Finance
16	Polyhedral	Fabrications	Distribution
17	Kenshiro	Incorporated	Fossil Fuel
18	Madsen	Manufacturing	Weapons Tech
19	Integral	Cooperative	Xenobiology
20	Technomatic	Materials	Shipbuilding

PIRATES

Roll d20s to generate desperate and greedy space pirates to be avoided or engaged with throughout the galaxy.

	Numbers	Type	Leader	Strategy
1	Small Crew	Ceramic Raiders	Rogue Synth	Brute Force
2		Star Empire Browncoats	Honourable Stoic	Bombs and Molotovs
3		Swashbucklers	Tortured Genius	Military Tactics
4		Cerulean Isolationists	Dashing and Brave	Terrifying Appearance
5		Raiders	Oafish Glutton	Shipjacking
6	Modest Crew	Amoral Mercenaries	Silent and Brooding	Overwhelming Numbers
7		Post-Humanists	Small but Intense	Martial Arts
8		Human Supremacists	Disgraced Officer	Leaves None Alive
9		Transhumanists	Mind Slug	Cyber Warfare
10		Populist Mob	Reckless Youth	Ancient Tech
11	Large Crew	Doomsday Cult	Faith Leader	Alien Tech
12		Escaped Convicts	Wizened Elder	Hi-Tech Weapons
13		Hierarchy Deserters	Politician	Only Attacks Corps
14		Corporate Hit-Squad	Self-Styled Monarch	Kidnapping and Ransom
15		Vespian Anarchists	C.E.O	Powerful Kinetics
16	Multiple Crews	Wealth Redistributors	Exiled Noble	Low-Tech Weapons
17		Synth Recidivists	Anti-Hero	Drones and AI
18		Gentlemen Bandits	Infamous Outlaw	Won't Kill Unless Necessary
19	Pirate Fleet	Nepenthe Ecoterrorists	Murderous Sadist	Eats the Living
20		Cacogen Cartel	Escaped Clone	Eats the Dead

NOMADS

Roll d20s to generate wandering space nomads to assist or trade with throughout the galaxy.

	Numbers	Transport	They Have	They Want	
1	Scouts (2d6)	On Foot	Tools	To Party!	
2			Weapons	Water	
3			Hoverbikes	Exotica	Help with Pirates
4				Drugs	Medicine
5	Family Group (2d6+2)	Herd of Grazers	A Data-Disc	Missing Child	
6			Starship Parts	Transport	
7		Behemoth Caravan	Livestock	Electronics	
8			Textiles	Starship Parts	
9		Sail Barge	Water	Help with Wildlife	
10	Small Clan (2d20)	Derelict Ship	Fresh Produce	Drugs	
11			Dairy	Shelter	
12			Spices	Weapons	
13			Inhabited Asteroid	Medicine	Protection
14	Sugar	Tools			
15	Large Clan (4d20)	Small Frigate	Rare Gases	Information	
16			Psi-Crystals	Fresh Produce	
17	Meeting of Clans (3d100)	Cargo Vessel	Precious Metals	Fuel	
18			Hides	Livestock	
19			Migrant Fleet	Fungus	Freedom
20	Relics	Revenge!			

CARAVANS

Roll d20s to generate convoys and caravans to be raided, employed by, or traded with throughout the galaxy.

	Caravan	Looking to Trade...	... For	Caravan Master
1	Grazer Train	Alchemical Lubricants	Starship Parts	Rogue Synth
2		Replacement Bodies	Ceramics	Tellurian Officer
3	Giant Tortoise	Bone Scrimshaw	Medicine	Predatory Lender
4		Spices	Drugs	Corporate Suit
5	Zeppelin	Chitin Plates	Rainbow Silks	Naive Dreamer
6		Ceramics	Tools	Retired Merc
7	Landcrawler	Drugs	Rare Fruits	Calculating Miser
8		Hi-Tech Weapons	Alchemical Lubricants	Dark and Brooding
9	Floating Market	Void Whale Oil	Low-Tech Weapons	Flamboyant Rake
10		Low-Tech Weapons	Hi-Tech Weapons	Vespian Bureaucrat
11	Derelict Frigate	Precious Gems	Dryland Coral	Unbound AI
12		Information	Precious Gems	Entitled Noble
13	Space Station	Dryland Coral	Rare Gases	Mind Slug Proxy
14		Vampire Wines	Replacement Bodies	Mycomorph Proxy
15	Inhabited Asteroid	Medicine	Water	Charming Swindler
16		Psi-Crystals	Spices	Sandworm Priest
17	Migrant Fleet	Mounts	Void Whale Oil	Cerulean Dilettante
18		Rare Fruits	Precious Metals	Vile Cultist
19	Retrofitted Dreadnaught	Rainbow Silks	Relics	Ceramic Nomad
20		Data-Discs	Information	Honest Rogue

TECHNOBABBLE

Roll d20s to quickly generate some technobabble.

	Babble 1	Babble 2	Babble 3
1	Active	Confinement	Array
2	Auxiliary	Control	Bypass
3	Axial	Deflector	Buffer
4	Bioneural	Degeneration	Circuit
5	Central	Field	Coil
6	Duotronic	Flux	Compensator
7	Dynamic	Frequency	Conduit
8	Emergency	Dissipation	Core
9	Forward	Variance	Dampener
10	Gravimetric	Interference	Drive
11	Gravitronic	Isolinear	Emitter
12	Holographic	Molecular	Engine
13	Modular	Particle	Index
14	Molecular	Phase	Inducer
15	Negative	Pulse	Injector
16	Primary	Photonic	Matrix
17	Reserve	Polarization	Module
18	Secondary	Replication	Multiplexer
19	Starboard	Transference	Regulator
20	Universal	Transition	Stabilizer

A QUICK NPC

Roll d20s to generate a quick NPC.

	Background	Vocation	Disposition	Goal
1	Human	Outlaw	Cautious	Fleeing the Law
2		Entertainer	Hungry	Avaricious
3		Scientist	Self-Assured	Drugs
4		Gambler	Logical	Weapons
5	Synth	Soldier	Daring	Pay a Debt
6		Homesteader	Melancholy	Escaped Convict
7		Diplomat	Religious	Revenge
8		Smuggler	Belligerent	Join a Crew
9	Tellurian	Pilot	Impetuous	Pilgrimage
10		Researcher	Foolish	Information
11		Merchant	Courteous	Collect a Debt
12	Nepenthe	Mercenary	Disciplined	Murder
13		Engineer	Stoic	Fame
14		Drifter	Taciturn	Planning Heist
15	Vespian	Physician	Scholarly	Fortune
16		Laborer	Vain	Lost Family
17		Hacker	Introspective	Unrequited Love
18	Cerulean	Tradesperson	Indolent	Ancient Knowledge
19		Mechanic	Languid	Forbidden Love
20		Bureaucrat	Desperate	Just Looking for a Good Time

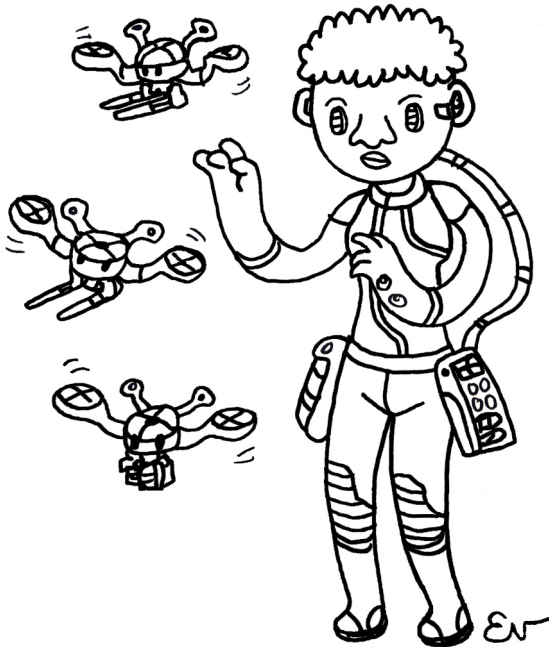
SEARCHING, YOU FIND...

Roll d66 to generate an interesting discovery.

Discovery	
11	Ectophage seed. 10,000 C.
12	Abmortal preserved brain of a Vile. 40 C.
13	Cursed starbloom petal. 9,000 C.
14	Synthetic eye from a war-husk. 40 C.
15	Mythogogic ceramic necklace. 900 C.
16	Crystal braiding. 5 C.
21	Soulfire battery. 5,000 C.
22	Behemoth heart. 5,000 C.
23	Pre-Star Empire coronet. 2,500 C.
24	Shock wax root. 10 C.
25	Tellurian antimatter dueling pistol (Close. 3d6 damage. One use only.) 3,000 C.
26	Freeze rime blossom. 35 C.
31	Unique shade of deep purple in an ultraviolet prism. 2,500 C.
32	Desert glass. 50 C.
33	"Dead or Alive" bounty-disc for the Dread Pirate Roberts. 1,500 C.
34	Electrum bardstone. 225 C.
35	Brick of uncut Citrine Dust. 950 C.
36	Corundum bustier. 150 C.
41	Map to cursed treasure. 850 C.
42	Dancing golden hamster in a silver cage. 9.99 C.
43	Star Empire poem cylinders. 500 C.
44	Half-empty satchel of tooth coins. 4 C.
45	Prohibited radiation gun from Long, Long Ago. 600 C.
46	Platinum coffin-nails. 500 C.
51	Star Empire data-disc containing a picaresque YA adventure novel. 450 C.
52	Pre-Star Empire ceramic arrowheads. 5 C.

Discovery

- 53 Crystal and gold hypodermics. 300 C.
- 54 Bottle of Cerulean scale-moisturizer. 40 C.
- 55 Paired data-discs on military strategy: “The Art of War” and “The Art of War 2: Electric Boogaloo.” 250 C.
- 56 Mirrored sunglasses, Corporate-branded. 200 C.
- 61 Scroll case of arcane weather poetry. 100 C.
- 62 Taxidermied cat with opal eyes. 50 C.
- 63 Barrel of Vespian yogurt. 100 C.
- 64 Nomad’s lucky hat. *Priceless.*
- 65 Bolt of rainbow silk. 500 C.
- 66 Radiation cream. 10 C.



MAPPING THE GALAXY



To map out the Traveler's current surroundings, start with a blank sheet of paper and roll 1d6+3. Die drop that many d6s onto the blank sheet. These represent planets in the sector. Draw concentric circles equal to each die result around each dropped die in the location they landed. These are the orbital subsectors around each planet. Grid out the blank areas between planetary subsectors with as many or as few darkspace subsectors as desired.

ORBITAL SUBSECTORS

For orbital subsectors, roll 1d6:

- 1-2. Empty.
- 3-4. Planet.
5. Settlement.
6. Encounter.

DARKSPACE SUBSECTORS

For darkspace subsectors, roll 1d6:

- 1-2. Empty.
3. Planet.
4. Settlement.
5. Encounter.
6. Anomaly.

PLANETARY GENERATOR

Roll 2d20 or mix and match to generate a planet.

	Landscape	Distinction
1	Rolling grasslands.	Mutative overgrowth.
2	Biobubbles of atmosphere, suspended in space.	Mountains of rubble and waste.
3	Grey, foggy swamplands.	Enormous mining and refining operations.
4	Landmass on the back of ancient, slow-moving leviathan.	Crumbling to dust and ruin.
5	Fields of carnivorous red flora.	Scuttling hordes of alien wildlife.
6	Extensive and fertile underground caverns.	Incredibly short day/night cycle.
7	Ashlands of black smoke.	Site of a massive crashed starship.
8	Tangle of fractal mineral structures.	Extremely low gravity.
9	Thick mushroom forests.	Stripped bare by corporate greed.
10	Thick, swirling gasses.	Overabundance of moons.
11	Geometric alien ruins.	Opulent and gilded infrastructure.
12	Steamy, vine-choked jungle.	Extremely high gravity.
13	Trash mountains of derelict spacecraft.	Massive, oppressive nearby sun.
14	Golden deserts, rich in minerals.	Planet-wide electrical storms.
15	Tiny pleasure-islands across a calm sea.	Psychedelic apparitions and visions.
16	Freezing tundras.	Extensive mineral calcification.
17	Rocky islands, free-floating around a central mass.	Overgrown cyclopean ruins.
18	Dead planet with a tiny, verdant moon.	Mechanical gears, chains, and motors.
19	Plains of white dryland coral.	Liquid waste, stinking sewage and effluent.
20	Planet-spanning megacity.	Years-long day/night cycle.

SETTLEMENT GENERATOR

Roll 2d20 or mix and match to generate a settlement, space station, or starport.

	Purpose	Distinction
1	Monastic.	Eerily clean, devoid of waste or litter.
2	Gladiatorial games.	Toppled alien megaliths.
3	Luxury resort.	Seemingly abandoned and uninhabited.
4	Medical research.	Heavily overpopulated.
5	Agriculture.	Localized gravity wells.
6	Revelry and entertainment.	Boiling oceans.
7	Data storage.	Overly guarded by heavily-armed troops.
8	Military research.	Plastic arcologies.
9	Mining.	Choked with gas and fog.
10	Pharmaceuticals.	Neon forests.
11	Refining.	Highly superstitious population.
12	Starship production.	Ultraviolet grasslands.
13	Inhabited ruins.	Plant life shrivelled and dying.
14	Geothermal plants.	Massive crystalline domes.
15	Luxury accommodations.	Anti-establishment vandalism on every building.
16	Corporate offices.	Vast petrified swamps.
17	Repurposed starships as houses.	Tidal oceans.
18	Interstellar banking.	Poorly-maintained fusion generators.
19	Biological research.	Concrete jungles.
20	Toxic waste disposal.	Harnessed alien beast farms.



ANOMALY

Roll d66 to generate interesting space scenery.

Discovery

- 11 1d20 unmanned and unpowered derelict spacecraft, drifting aimlessly.
- 12 Floating globules of a magnetic liquid metal.
- 13 Moon-sized sea cucumber, looking for something to attach to.
- 14 Space mirages confound scanning systems.
- 15 Thick dust-cloud of debris.
- 16 Exceedingly hazardous radiation source.
- 21 Shield-frazzling ion storm.
- 22 Cloud of frozen corpses drifting through space.
- 23 Moon-sized comet, with a brightly-colored tail of gaseous debris.
- 24 Glowing clouds of mineral dust. Hazardous to ship systems.
- 25 A pair of warp portals only a few lightyears apart, infinitely warping debris from one to the other in an endless loop.
- 26 Spinning sheets of thick, blizzard-like frozen gas.
- 31 Asteroid field riddle with conveniently sandwurm-sized holes.
- 32 Snowflake-like crystalline anomaly inhabited by semi-sentient phytoids.
- 33 Spherical Oort-cloud of frozen debris.
- 34 Small planetoid surrounded by a ring-like propulsion unit.
- 35 Electromagnetic storms.
- 36 Brilliantly-colored nebulae.
- 41 A cluster of aged, defunct satellites.
- 42 Massive gravity-well.
- 43 A star rapidly approaching supernova.
- 44 An out-of-orbit moon, spiralling into infinity.
- 45 In-progress space battle between rival factions.
- 46 Massive chunks of drifting ice.

Discovery

- 51 Drifting planet-killing warhead from a long-forgotten conflict.
- 52 Enormous stone pyramid, ancient and rotting.
- 53 Interlocking floating rings of space dust.
- 54 Semi-organic superstructure of a Vespien hive.
- 55 Forest of coral-like space vegetation.
- 56 Clouds of flammable green vapor.
- 61 Strange plasma-like substance glowing between stars.
- 62 Drifting husks of d20 recently-destroyed starships.
- 63 Floating spores of space fungus.
- 64 Disintegrating carcass of some mythical, long-dead leviathan.
- 65 Garbled transmissions from a nearby satellite.
- 66 Clusters of drifting vapor.



TRADING AND GOODS



TRADE OBSTACLES

Roll 1d20 to generate interesting obstacles along a trade route.

Obstacle

- 1 **Space Traffic:** Cosmic highways are crowded, today. Delayed by 2d6 Shifts.
- 2 **Toll Ways:** 50 C toll to travel this space highway. The alternative is lengthy and dangerous.
- 3 **Natural Disaster:** Nebulaic interference poses a risk to electronic systems. Delay of 1d6 days.
- 4 **Bureaucratic Web:** A corporate suit will gladly waste 1d6 Shifts' worth of time, unless a bribe is offered.
- 5 **Unnatural Disaster:** That's odd, that star wasn't supposed to supernova for another 10,000 years. Plot an alternate route; this one no longer exists.
- 6 **Inspection Checkpoint:** Corrupt local authorities plant illegal drugs and munitions on every ship, then charge minor (1000 C) fines.
- 7 **Local Ordinance:** Roadway shut down while a nearby provost demands a full investigation into superficial, cosmetic damage to their vessel. Delay of 3d6 Shifts.
- 8 **Bridge Toll:** Customs officials demand a 100 C toll to pass through a contested highway. There is not an alternate route, save for doubling back and starting over.
- 9 **Bylaw Officers:** You've definitely violated a local bylaw, and these Peace Officers will happily elay you 1d6 Shifts while they look up exactly how much to fine you for.
- 10 **Bridge Troll:** Some sort of large beast has taken up residence beneath an interstellar bypass.

Obstacle

11 **Paranormal Infestation:** A sudden bombardment of greasy subatomic particles causes a radiation ghost haunting within the cargo-hold.

12 **Protection Racket:** An interstellar corporation controls all security rights to a stretch of darkspace and demands the retention of their services to cross it, “for your safety.” Failure to do so provokes attack by “space pirates” that look suspiciously like corporate security forces.

13 **Space Empire Taxes:** Automated tax-collectors still enforce tithes to the Star Empire that collapsed 50,000 years ago. They are irascible and heavily armed, but slow-witted.

14 **Noble Prerogative:** Local aristocrats insist on arranging a dinner date so you can “show off” your wares, with the clear impression that some of those wares are being given as a “gift.”

15 **Declaration of War:** Rival corporate powers start a proxy war in your region. Forces on both sides are eager to seize whatever can be reasonably justified as a “wartime necessity,” handing you a (worthless) receipt for your wares at gunpoint.

16 **Grazing Rights:** A nomad clan owns grazing rights on this stretch of space. It is customary to bestow a gift upon the nomads for the right to traverse their land.

17 **Licensing Agreements:** A local interstellar corporation is claiming to have licensed the color blue, and is demanding compensation for “violation of intellectual property rights” upon infractioners.

18 **Corporate Interests:** Corporate stooges demand a fee of 5,000 C and a full accounting of all goods shipped to ensure that imported products pose no threat to their control over local means of production.

19 **“Toll” Ways:** A very unofficial-looking checkpoint has been set up by ceramic raiders with stolen bureaucrat uniforms. Exceedingly polite and heavily armed, they demand 10,000 C to pass. They are easily bargained with and will take much, much less.

20 **Blood Tax:** An Old Dominion satrap maintains the tradition of extracting blood (or another source of genetic material) from passers-by for the purposes of medical research.

TRADE GOODS

Roll d66 to generate strange goods to trade and who might want them.
Italicized price is per pallet.

Goods	
11	Restricted military-grade weapons. 3,000 C.
12	Symbiotic pleasure-worms. 500 C.
13	Bootlegged data-discs of ancient, Star Empire-era romantic comedies. 500 C.
14	Void Whale Ivory. 500 C.
15	Cases of vampire wines. 100 C.
16	Gold. 15,000 C.
21	Quartz Nectar injectors. 25,000 C.
22	Rare gemstones and jewels. 25,000 C.
23	Crystalline philters containing Cerulean soul-echoes. 10,000 C.
24	Dryland coral seeds. 1000 C.
25	Refined vanadium bars. 2,000 C.
26	Sandwurm scales. 600 C.
31	Porcelain pigments. 200 C.
32	Void Whale Oil. 600 C.
33	Mind-altering spice. 1,000 C.
34	Common intoxicants. 2,000 C.
35	“Blank” clones for replacement bodies. 1,000 C.
36	Chitinous scales. 100 C.
41	Lime Sand, uncut bricks. 10,000 C.
42	Alchemical lubricants. 100 C.
43	Rainbow silk. 500 C.
44	Starship parts. 10,000 C.
45	Radiothermal fuel rods. 500 C.
46	Rainbow crystal. 3,500 C.

Goods

- 51 Odd fruits. 100 C.
- 52 Luminescent wood. 1,500 C.
- 53 Nanomedical unguents. 400 C.
- 54 Grazer hides. 500 C.
- 55 Symbiotic lichen. 100 C.
- 56 Behemoth fur. 5,000 C.
- 61 Ceramic seeds. 200 C.
- 62 Flowering moss. 600 C.
- 63 Rare, Star Empire-era metals. 400 C.
- 64 Frozen smoke. 2,500 C.
- 65 Purified megapede extract. 1,000 C.
- 66 Star Empire ceramics. 100 C.

KINESIS



Kinesis is the ability to spontaneously create gravity fields through neuro-electrical impulses. Specialists use special surgically-implanted kinetic amplifiers to generate these fields through “physical mnemonics,” whereby through the use of certain physical gestures, neurons are fired in specific sequences through the specialist’s amplifier, creating the desired effect.

To use kinesis, make a Will save and lose Shields equal to the ability’s kinesis level. On a success the kinetic ability is used as normal, on a failure it is not. A specialist cannot use a kinesis ability above their level.

Specialists start with 3 known gnostic abilities. Each level, roll to develop a random new kinesis. To roll a random kinesis, roll 1d6 for the kinesis level and 1d6 for the kinesis ability. On a roll of 6 to determine kinesis level, choose any kinesis ability.

KINESIS LIST

LEVEL ONE

- 1-2. Telekine
- 3. Slam
- 4. Lift
- 5. Pull
- 6. Push

LEVEL TWO

- 1. Warp
- 2-3. Focus
- 4-5. Charge
- 6. Barrier

LEVEL THREE

1-2. Drain

3-4. Flash

5-6. Phase

LEVEL FOUR

1-2. Shockwave

3-4. Nova

5-6. Reave

LEVEL FIVE

1-2. Singularity

3-4. Stasis

5-6. Flare



KINESIS DESCRIPTIONS

BARRIER (LEVEL 2)

Create a temporary barrier around someone in view of the specialist. Acts as a hardsuit with an AV of 6 that lasts for one hour and degrades as normal.

CHARGE (LEVEL 2)

Rush forward and crash into a target with titanic strength. The specialist moves as many range increments as necessary to be Close with a visible target and deals 2d6 damage.

DRAIN (LEVEL 3)

Drain a target's Shields. Instantly remove 3d6 Shields from a target within Near.

FLARE (LEVEL 5)

A (mostly) controlled gravitational collapse of an ultra-dense singularity. Deals 3d6 damage to a single visible target and everything Close, including objects.

FLASH (LEVEL 3)

A retina-searing flash of bio-electricity that destroys sensory equipment. All targets Close and Near must make a Body save or suffer Disadvantage to all rolls for 1d6 Rounds.

FOCUS (LEVEL 2)

A surge of kinetic strength by tactical application of micro-fields. For 1d6 Rounds, make all Body saves with Advantage.

LIFT (LEVEL 1)

Levitate objects with a kinetic field. Small to medium-sized objects or people (up to a person in size) may be levitated easily; objects of shuttle size or larger requires a Will save. For exceptionally large or heavy objects, that Will save is at Disadvantage.

NOVA (LEVEL 4)

Channel Shield energy into a localized electromagnetic burst. Reduces the specialists' Shields to 0. For each 6 points of Shield removed, deal 1d6 damage to everything Close.

PHASE (LEVEL 3)

Use micro-magnetic kinetic fields to “teleport” the specialist a few feet in another direction. The specialist can spend a Free Attack to use this kinetic ability and avoid the first attack made against them in a Round.

PULL (LEVEL 1)

Bring a small or medium-sized object or person (up to a person in size) one range increment closer to the specialist.

PUSH (LEVEL 1)

Knock over a small or medium-sized object or person (up to a person in size) with a localized kinetic field. The object or person is struck with a buffet of energy that, while not immediately harmful or painful, renders them prone.

REAVE (LEVEL 4)

A more powerful variation of Warp. Deal 2d6 damage to a Near target that is visible.

SHOCKWAVE (LEVEL 4)

A web of kinetic energy that scrambles and disables electrical equipment. Renders a piece of electrical equipment that is visible and Near inoperable for 1d6 Rounds.

SINGULARITY (LEVEL 5)

Create a miniaturized black hole at a location within Near. Everything Close to the singularity up to medium-sized - people, objects, etc - are drawn into the singularity, caught in a localized gravitational sphere that renders them immobile and helpless. The singularity winks out of existence in 1d6 Rounds.



SLAM (LEVEL 1)

Create a localized field around a fist or foot to generate a powerful melee attack. Make a Close attack for 1d6+1.

STASIS (LEVEL 5)

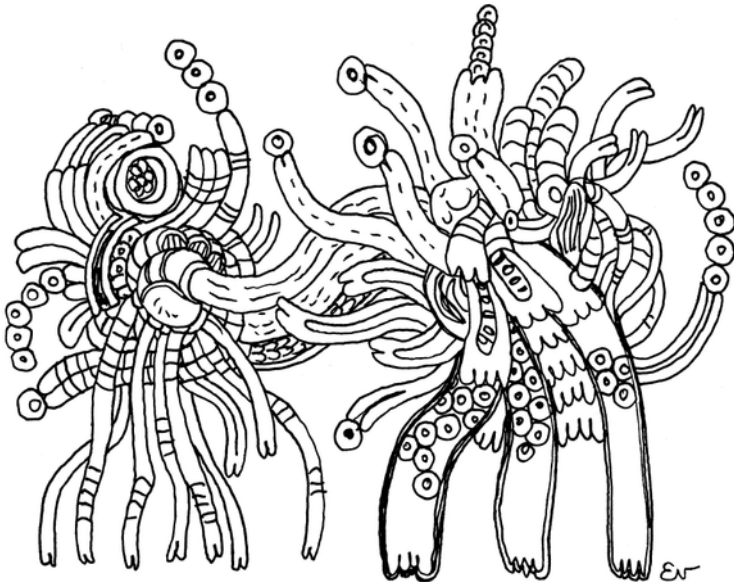
Entomb a single visible target in a time-space stasis field. For 1d6 Rounds the target cannot act or be acted upon in any manner. The specialist must maintain concentration on this kinesis and cannot perform any other actions for the duration. If the specialist is interfered with, they must make a Will save or the kinesis is lost.

TELEKINE (LEVEL 1)

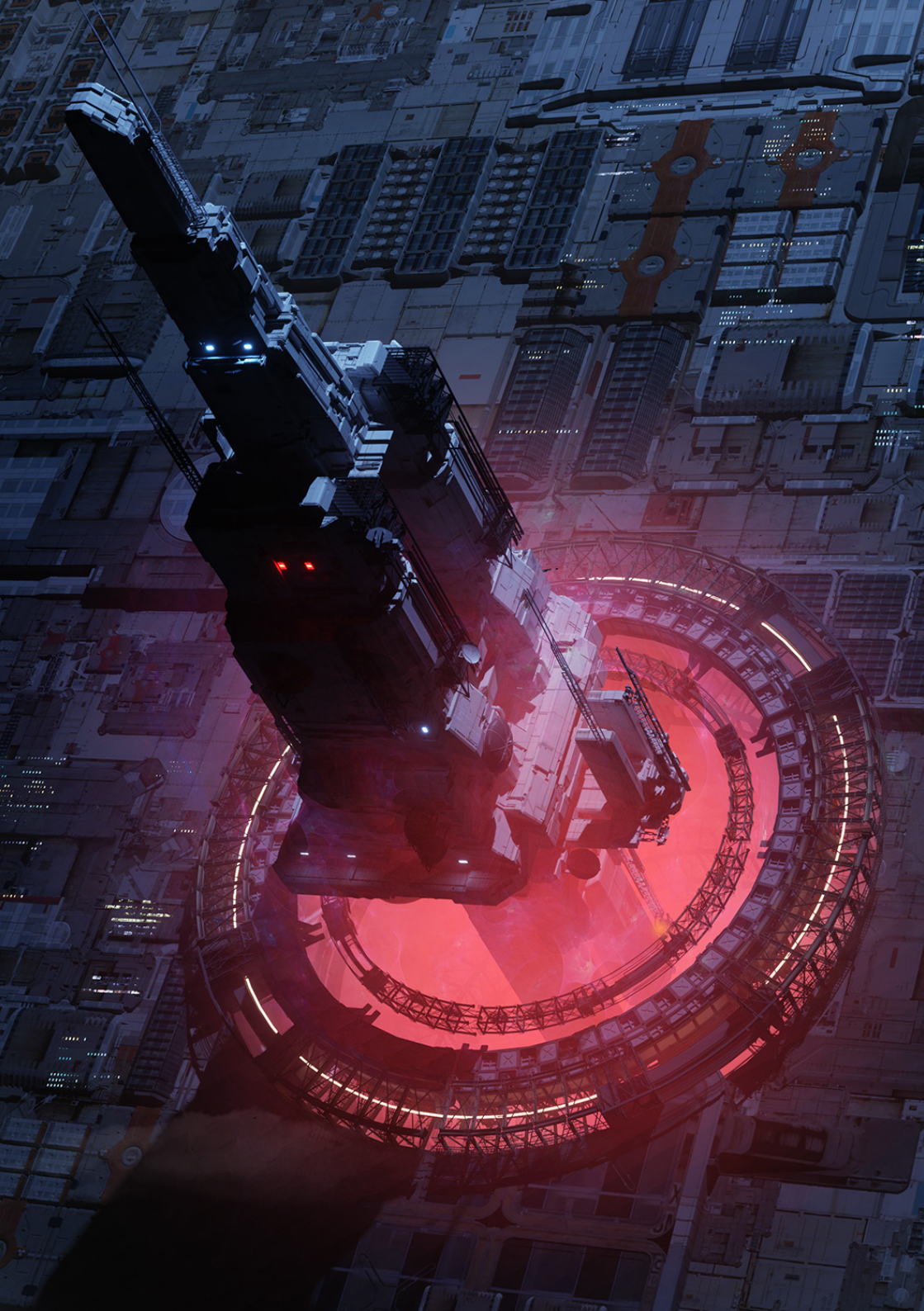
Manipulate small objects with localized kinetic fields. Can lift, move, or manipulate anything the specialist would be able to physically, up to Near. Telekine does not damage Shields.

WARP (LEVEL 2)

Rearrange a target at the molecular level. Deal 1d6+1 damage to a Near target that is visible.



TECH



Technicians use a variety of tools and equipment to get their jobs done. Some of these have wider application than they were intended.

In practical terms a technician can use a Tech ability as a combat action. Techs utilize tools, which must be purchased. A technician's level determines how many tools they are able to integrate with at any time. Active tools may be swapped out with a technician's total available tools over the course of a Shift spent doing nothing but updating the technician's active tools.

A technician begins with 1 tool of their choice.

ARC GRENADE (10 C)

Wrist-mounted launcher for micro-electromagnetic pulse generators. Fires up to Near; all electronic systems Close to impact point are rendered inoperable for 1d6 Rounds. On a 6, they are permanently damaged.

COMBAT DRONE (20 C)

HD 1 remote drone that obeys simple commands issued by the technician. Equipped with a self-powered laser that deals 1d6-1 damage. On a 1, the drone has burned out its internal generator and powers down.

CRYO BEAM (10 C)

Project a column of liquid nitrogen from a wrist-mounted device. Deals 1d6 damage to a target and they must make a Body save or be stunned for 1d6 Rounds.

DECOY (15 C)

Holographic deployable decoy to draw enemy attention and fire. The technician can spend a Free Attack to avoid the first attack made against them in a Round.

DECRYPTION MATRIX (5 C)

Virtual intelligence interface designed to overload encrypted systems. Gain Advantage to hacking and decryption saves.

DEFENSE DRONE (20 C)

HD 1 remote drone that obeys simple commands issued by the technician. Projects a localized shield generator on all Close allies. When spending a Round to recover 1d6 Shields, recover 2d6 Shields instead. On a 1,1 the drone has burned out its internal generator and powers down.

ENERGY DRAIN (15 C)

Siphon energy from an electronic device to power the technician's Shields. Against a target with Shields, remove 2d6 Shields to restore 2d6 Shields to the technician. Against an electronic device, the technician makes a Mind save to instantly restore 2d6 Shields.

FLAMETHROWER (10 C)

Project a column of flame from a wrist-mounted device. Deals 2d6 damage to a target and everything Close to the target unless they can make a Body save.

NEURAL WHIP (10 C)

3D-printed deployable, single-use non-lethal deterrent. A single target within Near must make a Body save or be stunned for 1d6 Rounds, unable to act.

OMNI-BLADE (10 C)

3D-printed deployable simple, single-use melee weapon with a monomolecular edge. Make a Close attack for 1d6+1.

OVERLOAD (15 C)

Overload a single target's shields within Near. Instantly remove 3d6 Shields.

REPAIR DRONE (20 C)

HD 1 remote drone that obeys simple commands issued by the technician. Grants Advantage on saves made to repair damaged or broken electronics or equipment. The drone can be overclocked to instantly restore 1d6 AV to a hardsuit. This destroys the drone.



SABOTAGE (10 C)

Virtual intelligence interface designed to violently disable electronic systems. With a successful Mind save, an electronic device can be rigged to detonate for 1d6 damage to everything Close, either upon activation or on a time delay.

TACTICAL CLOAK (15 C)

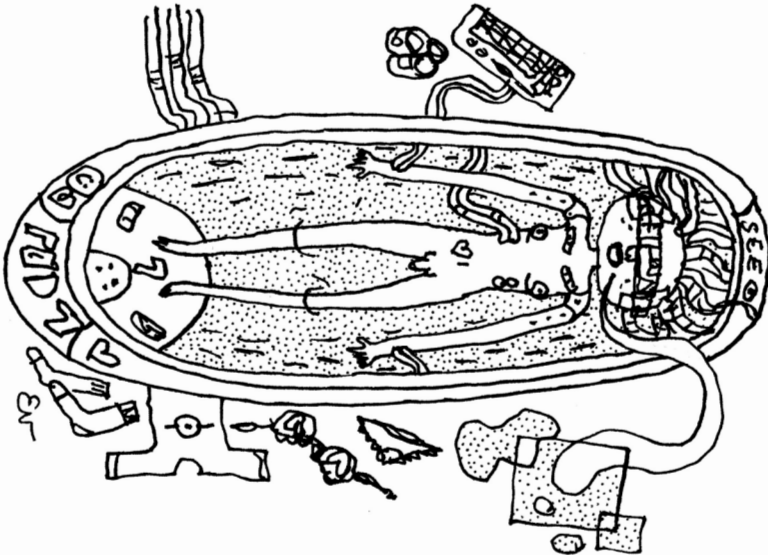
Active camouflage. Surrounds the technician with a localized field of refracted light. For 1 Shift, or until they are revealed (through attacking, attracting attention to themselves, etc), they are invisible and all electronic methods of detection roll at Disadvantage.

TARGET LOCK (10 C)

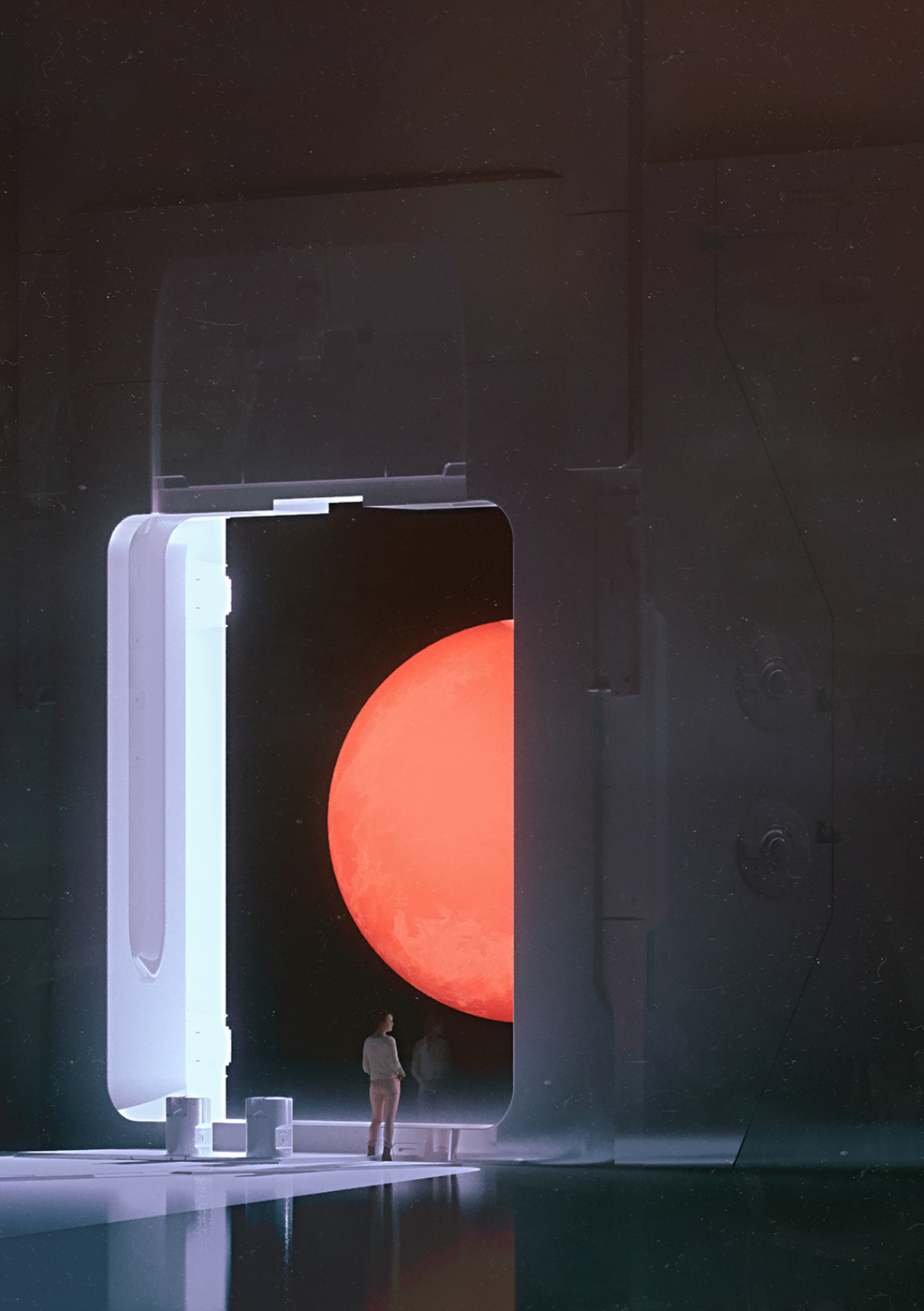
Targeting laser. Paint a target within Near to grant all damage rolls made against that target for 1d6 rounds to be made with Advantage.

TECH ARMOR (15 C)

3d-printed deployable carbon-polymer hardsuit reinforcement. Acts as a hardsuit with an AV of 6 that lasts for one hour and degrades as normal.



SHIPS



Travelers require the appropriate skill or tools to operate spacecraft. Regular day-to-day operation of these vessels do not require Attribute saves. Ship-based actions that require extra effort or involve an element of risk require an appropriate Attribute save.

EXAMPLE ATTRIBUTE SAVES

- **Body:** Hull integrity, ramming, fuel supplies, non-combat damage, etc.
- **Mind:** Speed, handling, acceleration, data-banks, jump drive triangulation, etc.
- **Will:** Sensors, calculating ranges. Sleekness, onboard amenities, etc.

SHIP ATTRIBUTES

Class is the size of a ship. This determines the number of Free Attacks a ship may perform. Fighters can make one Free Attack per Round. Frigates can make two Free Attacks per Round. Cruisers can make three Free Attacks per Round. Dreadnoughts can make four Free Attacks per Round.

Ship Armor Value functions the same as character Armor Value. Ship Armor Value reduces incoming damage by its Armor Value (AV). When an attack is reduced, lower the ship's AV by 1. While in a spaceport, ship Armor can be repaired by a technician. It takes 50 C and 1 Shift's worth of work for each point of AV repaired (up to the ship's starting AV).

Shield Points function the same as character Shields. When a ship takes damage, subtract it from its Shields. If a ship has no more Shields, subtract damage from its Hull Points instead.

Hull Points function the same as character *Stamina*. If a ship is reduced to 0 or less *Hull Points*, roll a 2d6 on the *Structure Damage Table*.

2d6	Structure Damage Result
1	Redundant systems damaged. No further harm.
2-3	Glancing blow. On a 1d6, the ship has lost: a Cargo Point (1-3), a Repair Bubble (4-6).
4-5	Systems trauma. Unable to perform an action next Round.
6-7	Direct hit. On a 1d6, the ship has lost: 1d6 Repair Bubbles (1-2), 1d6 Cargo Points (3-4), 1d6 Weapon Points (5-6).
8-9	Crushing hit. Venting atmosphere into the void. Unable to perform an action for the next 1d6 Rounds.
10-12	Critical damage. A catastrophic hull failure; the ship is nonfunctional and must be evacuated.

Weapon Points are how many weapon systems a ship can have installed.

Repair Bubbles function like *Traveler Gear Bubbles*. Most ships will have five *Repair Bubbles*, though larger ships may have more. At any time, you may fill a *Repair Bubble* to restore a damaged system. When cooling a weapon, fill a *Repair Bubble*. When a *FTL* jump is made, fill a *Repair Bubble*. While in a starport, you may pay 250 C to empty all of your *Repair Bubbles*.

Passenger Points are how many passengers a ship can comfortably accommodate for any length of travel.

Cargo Points are how many pallets of cargo a ship can haul.

SHIELDS AND REPAIRS

Inside of combat, you may spend a Round to recover 1d6 Shields.

Outside of combat, you may spend a Turn resting to fully recover your Shields.

Hull Points may only be recovered through professional repair attention in a safe zone.

SHIP COMBAT

At the start of each Round, the Chronicler rolls 1d6. On a 1-3, enemies go first. On a 4-6, Travelers go first.

On each character's Round, they may move their ship one increment along the range band, and take one action.

If an enemy that is Close does anything that is not an attack or recharging a Shield (move away, make an Attribute save, etc), you may make a Free Attack.

Attacks hit automatically. Roll damage, reducing Armor and applying the result to Shields. If Shields are depleted, apply the result to Hull Points instead.

If you attack with an edge (flanking, high ground), roll damage with Advantage.

If you attack an enemy unawares, apply damage directly to Hull Points, bypassing Shields.

SHIP WEAPONS

Melee, 200 C. Close. 1d6-1 damage. Bypasses Shields.

Point Defense Laser, 500 C. Close. 1d6-1 damage. Overheats on a 1.

Heavy Laser, 700 C. Close. 1d6. Overheats on a 1 or 2.

*Macro cannon**, 1,000 C. Near. 1d6+1. Overheats on a 1 or 2.

*Railgun**, 1,500 C. Near. 2d6. Overheats on a 2, 3, or 4.

*Magnetohydrodynamic Lance**, 2,500 C. Far. 3d6. Overheats every shot.

*Torpedo**, 5,000 C. Far. 4d6. One use only.

Readying or cooling a point defense laser or heavy laser takes no action.

Readying or cooling a macro cannon or railgun takes a move action.

Readying or cooling a magnetohydrodynamic lance or torpedo takes an entire Round.

Weapons with an asterisk beside their names are spinal-mounted weapons, too large to be fitted to anything smaller than a Frigate.

"HORNET"-CLASS SUPERIORITY FIGHTER

Cost: 10,000 C
Ship Armor Value: 2
Shield Points: 4
Hull Points: 4
Weapon Points: 1
Repair Bubbles: 1
Passenger Points: 2
Cargo Points: 0

"RAPTOR"-CLASS FIGHTER-BOMBER

Cost: 20,000 C
Ship Armor Value: 3
Shield Points: 6
Hull Points: 4
Weapon Points: 2
Repair Bubbles: 2
Passenger Points: 2
Cargo Points: 0

"ARGUS"-CLASS CARGO FRIGATE

Cost: 50,000 C
Ship Armor Value: 4
Shield Points: 12
Hull Points: 6
Weapon Points: 2
Repair Bubbles: 5
Passenger Points: 30
Cargo Points: 5

"KOWLOON"-CLASS TRANSPORT FRIGATE

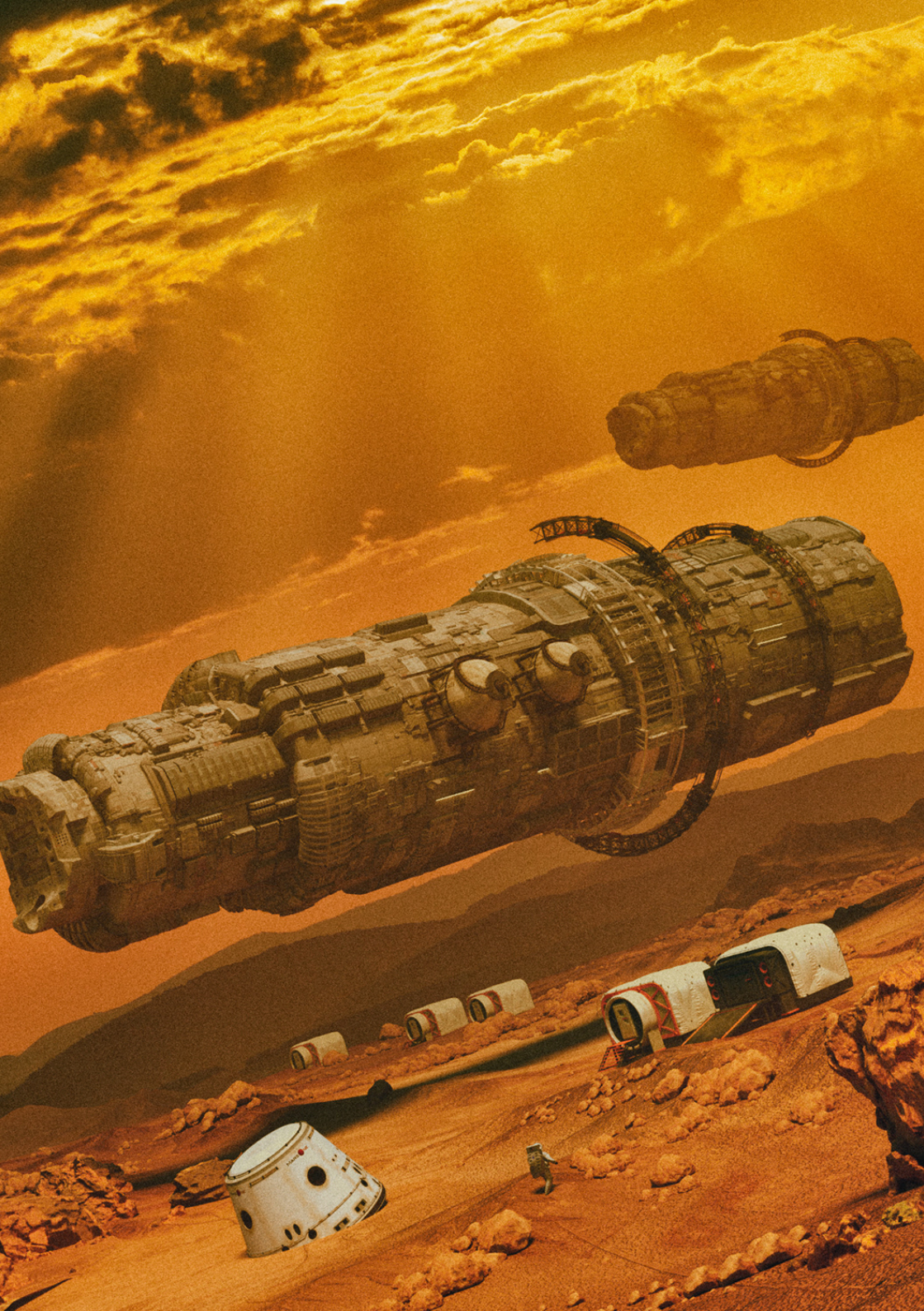
Cost: 75,000 C
Ship Armor Value: 5
Shield Points: 12
Hull Points: 6
Weapon Points: 2
Repair Bubbles: 5
Passenger Points: 100
Cargo Points: 4

"DOMINION"-CLASS PATROL FRIGATE

Cost: 125,000 C
Ship Armor Value: 8
Shield Points: 18
Hull Points: 9
Weapon Points: 6
Repair Bubbles: 6
Passenger Points: 50
Cargo Points: 3

"AIN-JALUT"-CLASS STEALTH FRIGATE

Cost: 175,000 C
Ship Armor Value: 6
Shield Points: 14
Hull Points: 8
Weapon Points: 5
Repair Bubbles: 3
Passenger Points: 75
Cargo Points: 2



"PANOPLY"-CLASS ARMORED CARGO CRUISER

Cost: 500,000 C
Ship Armor Value: 10
Shield Points: 25
Hull Points: 10
Weapon Points: 5
Repair Bubbles: 5
Passenger Points: 125
Cargo Points: 10

"GLADIUS"-CLASS LIGHT CRUISER

Cost: 300,000 C
Ship Armor Value: 12
Shield Points: 30
Hull Points: 12
Weapon Points: 7
Repair Bubbles: 5
Passenger Points: 300
Cargo Points: 5

"ASCENSION"-CLASS DREADNOUGHT

Cost: 800,000 C
Ship Armor Value: 15
Shield Points: 35
Hull Points: 15
Weapon Points: 10
Repair Bubbles: 10
Passenger Points: 10,000
Cargo Points: 5