



DEATH IN SPACE

A science fiction roleplaying game

2021

KRTL-DIS-0001

CORE RULES

PDF
Version



Christian Plogfors

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DEATH IN SPACE



EQUIPMENT	SLOTS	COST
50 strange metal marbles	1	4
Breathing mask holding 1d6 minutes of air	-	100
Climbing rope (15 m)	1	10
Container with engine grease	1	4
Duct tape	-	3
EVA suit, light (offworld p.46)	3	200
EVA suit, heavy (offworld p.46)	5	400
Fake grenade	-	5
Flashlight, model P78C	1	20
Holographic playing cards	-	5
Magnetic boots	2	80
Medical grade epoxy (first aid, instantly glues wounds, 5 uses)	-	50
Military grade light sticks (5 sticks)	-	10
Pack of incense sticks	-	4
Pheromone spray	1	20
Planetary cooking kit	3	20
Planetary parachute	1	300
Spray paint	1	2
Tent for extreme weather (5 persons, can be used with portable life support system)	2	120
Thermal Micrometeoroid Garment Blanket	1	10
Toolbox (needed for repairs)	1	50
Trap and hunting kit	2	50
Trip wire flare	1	8
Water purification tablets (5 uses)	-	10

ELECTRONICS <i>(Condition 1)</i>	SLOTS	COST
Animal replica with simple AI	2	650
Battery (rechargeable, includes compact solar panel)	2	50
Flying mini drone	2	300
Fusion welder	2	50
Hover hammock	2	35
Non-phys visor	1	100
Personal radiation detector	1	30
Portable life support system (5 persons)	3	800
Proximity alarm (triggers sound or flares)	1	60
Recorder with 4 mini warp discs	1	50
Tablet computer (plug in for network access)	1	150
Translator (5 in 6 chance to understand a language)	1	100
Vibrating lockpicks	1	100
Voice scrambler	1	50

FOOD	COST
Almost bread (1 loaf)	2
Asteroid whiskey	6
Dry compressed food (1 day)	6
Experimental moonshine (blind on 1 in 20)	Free
Fat and protein for making bulk food (1 day, requires mess kitchen module to cook)	3
Freeze-dried drink mixes	2
Fresh fruit (1 kg)	20
Fresh vegetables and tortillas (1 serving)	16
Liquid salt solution and oily pepper paste	4
Moonshine	4
Rehydratable flavored udon noodles (1 serving)	10
Box of spices	50
Starköl (1 pint)	3
Synthetic flour (1 kg)	2
Thermostabilized soy and fakeon (1 serving)	12
Toothpaste-type tubes with puréed food ready-to-eat (1 day)	6
Vacuu-ice, cold flavored ice in plastic bags (5 pack)	3

CLOTHING	COST
Scanty	10
Workwear	30
High tech	100
Royal	2000
Synthetic fur coats, parkas with animal-AI	600
Modified for special weather	+100
Modified for concealed weapon	+100

REPAIRS AND SPARE PARTS	COST
Component	25
Vehicle part	250
Weapons and electronics repairs, one condition (includes spare parts)	30
Vehicle and machine repairs, one condition (includes spare parts)	300

Repair times can differ depending on demand and manpower.

FUEL COST DISTANCE / EVENT	COST
Within system	0
Between systems*	2
Between galaxies*	10
Launching from low gravity	1
Launching from average gravity	2
Launching from high gravity	3
Failed risky maneuvers	1
Failed fleeing rolls	1

USABLES AND SERVICES	COST
Bed capsule, 1 night	10
Docking fee, 24 hours	50
Ammo clip for weapons (full ammo)	25
Fuel, 1 unit	100
Shuttle bus (iron ring)	50
Gemstone, small	1000
Murder contract	1000
Non-phys experience (1 hour)	15

**No fuel cost for spacecraft with radiation pressure sails.*

+ DEATH IN SPACE+

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INSPIRATION

Moving pictures: Prospect, Outland,
2001: A Space Odyssey, Monsters,
Firefly, Arrival, Blade Runner,
Titan AE

Static text: Alien RPG,
Offworlders, Solar Blades &
Cosmic Spells, Knave, Traveller,
Mothership, MÖRK BORG

Other: NASA, ten years of physics

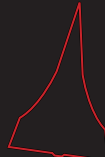
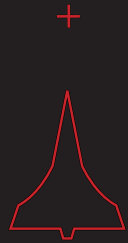
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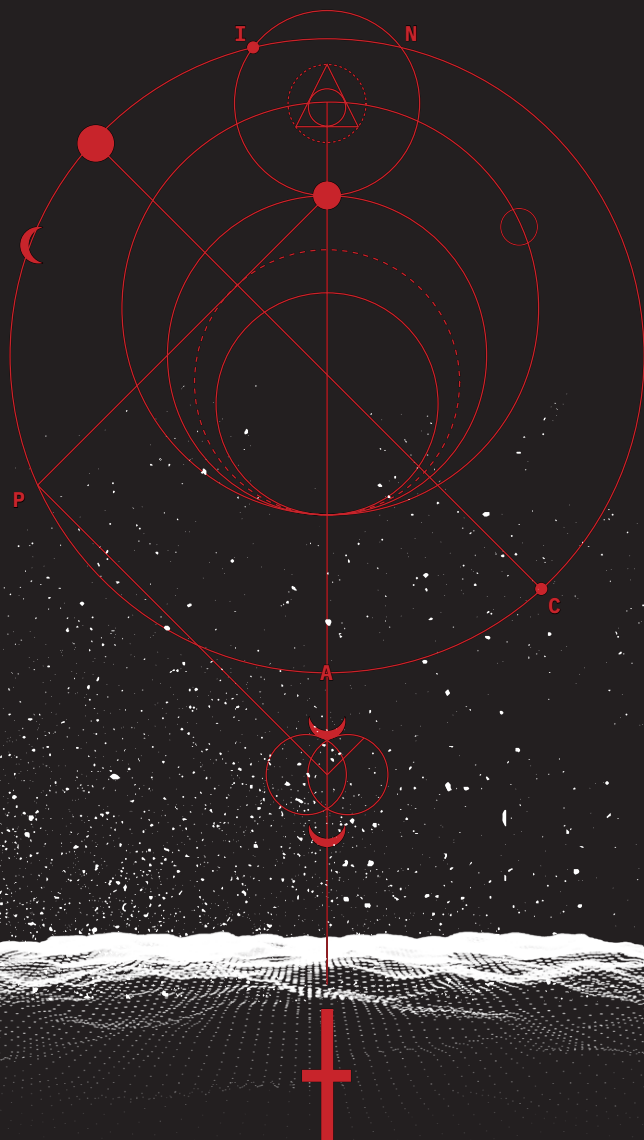
$$G \approx 6.67 \times 10^{-11} \text{ m}^3 \text{ kg}^{-1} \text{ s}^{-2}$$





" THE RIVERS, LAKES AND OCEAN ALL STOOD STILL, AND NOTHING STIRR'D WITHIN THEIR SILENT DEPTHS "

GEORGE GORDON BYRON





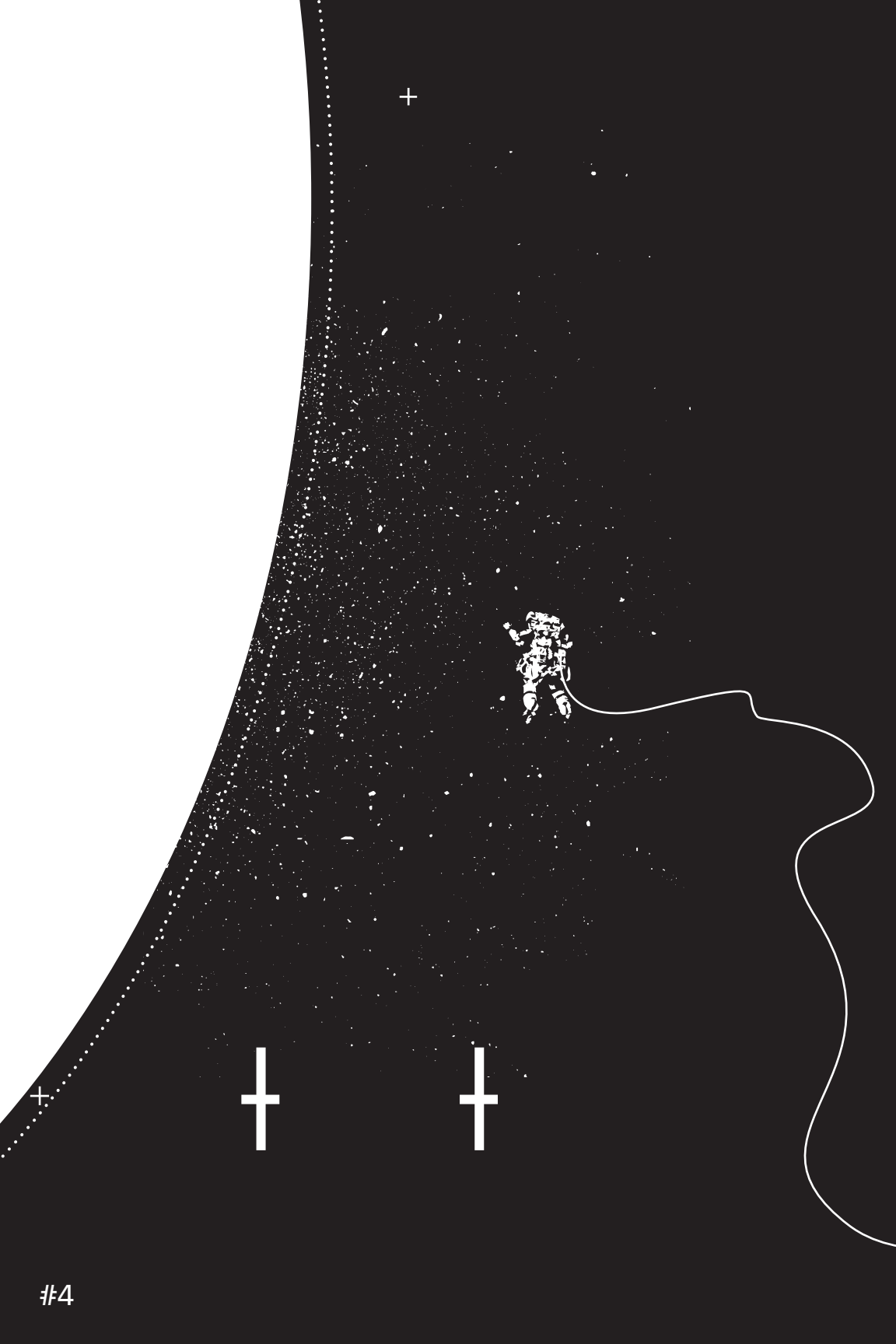
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A COLLAPSING UNIVERSE

The vast blackness of space is collapsing, in a slow grind towards eternal nothingness. Heralding the collapse is the void, a strange presence that infects and corrupts. So say the navvies, workers who travel farther into uncharted space than anyone else, as they return with stories from faraway systems. Some navvies claim to have seen strange creatures out there—behemoths drifting from the edge of the cosmos, seeking shelter in the civilized systems.

Scientists of course reject such claims, calling them tales and nightmares. Yet, even among them, there are some who assert that the universe has stopped expanding. Instead, they say, it is now compressing, at an accelerating rate towards an inevitable crushing crunch.

THE GEM WAR

A century ago, explorers found a new form of gemstone in the desolate Tenebris system. The stones grew like cysts on roots that extended deep into the soil of barren moons and planets. With extraordinary refracting qualities, the gems soon became invaluable in the construction of advanced technology, such as the huge bridger spacecraft that rip through the fabric of space-time.

Although the potential of the gems was far from understood, their value soared. The Gem Rush soon escalated into a full-scale war that only ended after years of bloody struggle. In a final inferno of death and ruin, the largest corporations battled around the yellow moon Inauro—the center of the Gem Rush.

The war ended a decade ago. And although one of the corporations declared itself victor in the end, all lost. The production of spacecraft, advanced weapons and other technology has since stopped. It relied on a steady supply of gems, and on intricate trade networks shattered by the war. As a result, everything is now recycled and repurposed over and over again. Whittled down, bit by bit. Nothing is new.

Among the unlucky ones trapped in the Tenebris system, there are many that still remember the war. Some grievances are hard to forget.



THE DECAY OF CENTRAL RULE

When the war ended, entire star systems became isolated and without purpose. Trade activities dwindled to nothing and production halted. Former vassals exploited this power vacuum to seize control of their domains and make their own laws. They determinedly cling to their authority while staving off attacks from their many neighboring enemies.

The Tenebris system has fractured into a multitude of small domains. Much of the system has been abandoned. Old stations orbit vacated asteroid mines. Only a few distant outposts still send regular updates. Most people have forgotten about other stellar systems.

A STATIC PERMEATES ALL ELECTRONICS

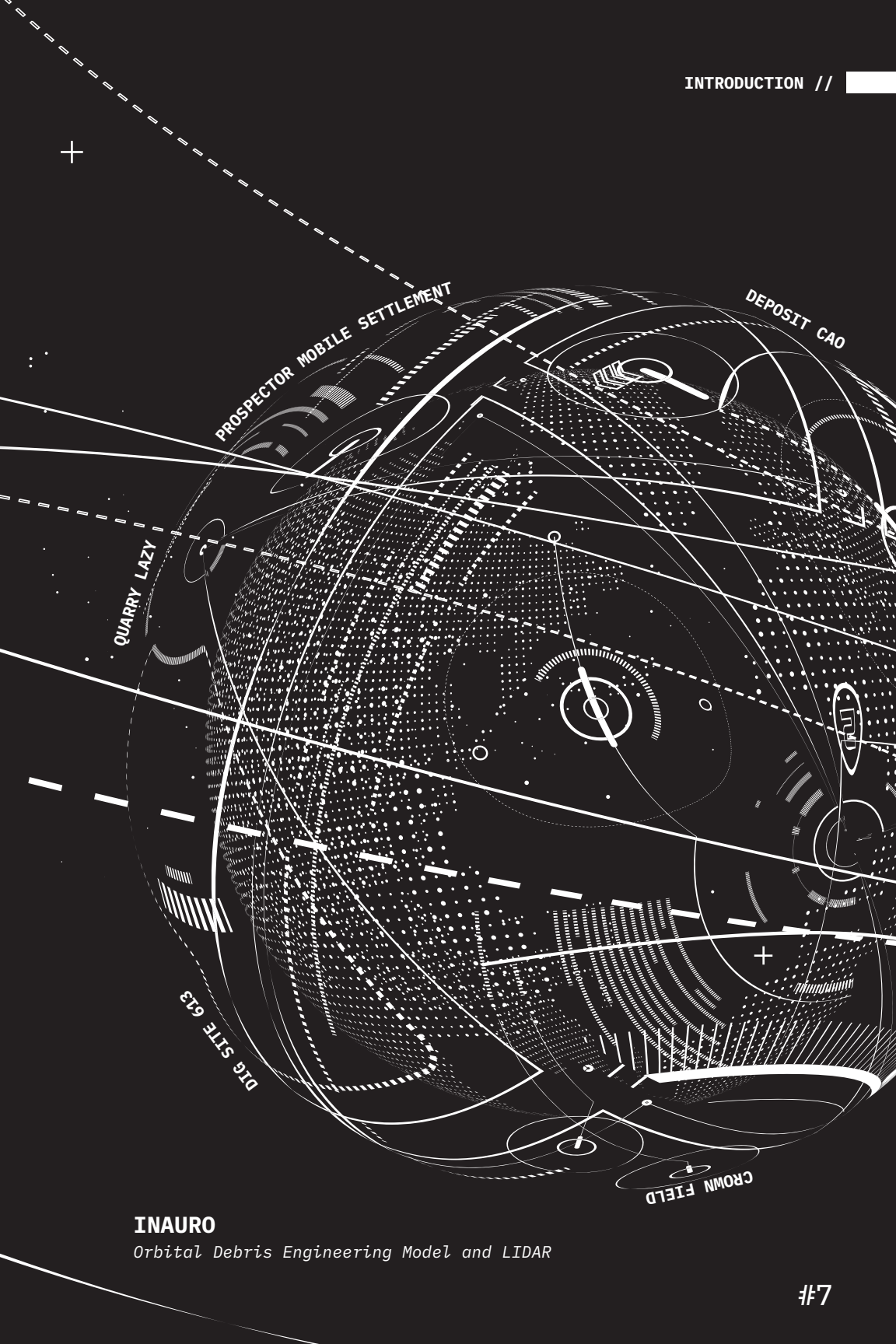
It is always there these days. Vague, but undeniable. Like a radio between channels. It seems to intensify as you approach the edge of known space. Occasionally, you can make out words in the noise. Strange whispers that make no sense.

REPUTATION IS THE NEW LAW

Holos may be what you use to pay for your daily dose of moonshine, but the real currency is contracts. A contract for salvaging parts from a freighter that drifts on the dark side of a gas giant near the edge of the system. A contract for prospecting the icy moon that orbits it. Or a contract for escorting a corrupt warlord from the Iron Ring to peace talks on one of the Feni moons.

Contracts generate clean holos and bolster your reputation. In a system where you need the right contacts to get the best spare parts for your spacecraft, to get clearance for exploring unknown space in a conflict-ridden sector or to dock at a moon station after a nasty bridger jump, reputation is everything.





INAURO

Orbital Debris Engineering Model and LIDAR

Civilization is at its end. Slowly but steadily, the universe contracts towards an inescapable end. The void between the stars whispers strange and portentous phrases to the unlucky. This is a game about the hard-working explorers and laborers in this universe, and the jobs they take to survive in a war-torn stellar system where anarchy spreads and resources are scarce. Without a good aim, and a tech-savvy mind, they will quickly meet their
DEATH IN SPACE.

In this book, you will find the rules and tools you need to play the game. First are the rules for creating the crew of player characters and their hub, in the form of a spacecraft or station. Some details are left for you to define what they mean for your group in your universe. Second, are the rules for playing the game. They are intended to be quick and simple, and to introduce and support what DEATH IN SPACE is all about.

The book also includes an introduction to the Tenebris system, the default setting. You can use this as the starting point for your game. Create your own places, planets, corporations, people, histories and events to make it your own. Tenebris is only one star system in an entire universe, and there are many systems both close and far that are yours to create.

The remaining part of the book contains an introductory scenario, and tables and tools to use during play.

STARTING UP A CAMPAIGN

Begin by creating the crew and their hub. Involve everyone around the table. Discuss tone and setting, and what kind of game you want. Do you want to focus on intrigue and power struggles, or on expeditions to forgotten places far out in the stellar system?

Let the players influence what the hub looks like, its purpose, name and other characteristics. It starts out run-down and almost non-functional, but the crew can upgrade and customize it during their adventures to truly make it their own home.

In a typical campaign, the player characters start out on the Iron Ring at the bottom of the food chain. They are a small crew that have just come across an old spacecraft or space station. Will they try to get off the Ring, or work their way up through the power structure?

A starting scenario (Welcome to the Ring!, p. 78) is included in this book, and can be used as the start of such a campaign.

THE IRON RING

- The Iron Ring is a massive ring-like structure assembled from thousands of old spacecraft and refinery modules, surrounding the moon Inauro like a belt of metal.
- The Ring is divided into irregularly sized sectors, made up of everything from several small connected ships to a single large mining carrier.
- A lot of sectors are uninhabited: derelict, cold and dark.
- In the inhabited sectors, salvagers, miners and drugged cultists coexist in a never-sleeping melting pot, filled with sharp smells from food stalls, ear-piercing noise from the workshops that constantly disassemble and rebuild things, and the shouting of AI bodyguards offering their services in every known language.
- To get between the sectors, one must often walk through worn docking connectors or occasionally open space. There are also shuttles that run between some of the sectors.
- Most technology in the system is recycled from old equipment. There is someone selling junk or offering cheap repairs in every corner in every sector.
- Society is harsh, and some do not hesitate to step on others to get one step ahead.
- For those who can not afford their own living quarters, there are common areas, with rows of bed capsules placed in steel scaffolding, each capsule having room for one person. Between the scaffolding platforms are public showers and mess halls where you can buy food and make a friend or two.





GETTING STARTED I

CHARACTER CREATION



CHARACTER CREATION

STEP-BY-STEP

1. Abilities
2. Origin
3. Character details
4. Past allegiance
5. Hit points and defense rating
6. Starting gear and starting bonus

1. ABILITIES

There are four abilities:

BODY (BDY)

Bodily strength and physical resistance, melee attacks

DEXTERITY (DEX)

Reflexes, poise and speed

SAVVY (SVY)

Perception, intuition, psychological resistance, piloting spacecraft

TECH (TEC)

Understanding and operating technology, ranged attacks

GENERATING ABILITY VALUES

For each ability, roll two d4, one at a time. The ability value is the first roll minus the second.

Alternatively, you can roll two d4 of different colors at the same time, counting one color as positive and one as negative when they are summed.

ORIGINS

An origin can be anything from a different alien species to someone with opinions and a mohawk. Starting from our description, decide on how you want to interpret yours and how you fit into the setting.



Void

2. ORIGIN

Roll or choose your origin and pick one of the two benefits.

1. **CARBON.** Grown in space-based exowombs. Short life spans. Live their lives offworld and are untroubled by the darkness of space. More comfortable in an EVA suit than out of one.

ENGINEERED LUNGS. Use half oxygen compared to everyone else (one step for every two normal steps).

GEARHEAD. Repair twice as fast.

2. **CHROME.** Ancient AI placed in a body vessel of organic material. Part machine, but with an organic CPU and a distributed neural system that requires oxygen.

NATIVE MACHINE. You can converse with computers as if they were real people. Plug in and find a friend.

BODY BATTERY. You can use your body to power one small electrical device, such as a hand-held item.

3. **PUNK.** Rebellious and non-conformist with a long history. They have seen civilizations collapse, and others turn against each other.

STUBBORN. You never give up. Reroll any dice roll once per session.

GREEN THUMB. You know everything about plants and what to use them for. You start with a pocket greenhouse and some random seeds.

4. **SOLPOD.** Hibernating for decades, only staying awake for short periods. They dedicate their lives to the scientific study of slow, cosmic phenomena.

LONG-LIVED. You have an old and useful contact in every port.

OLD TECH. You have a portable hibernation pod. Regenerates lost limbs, prevents aging and the need to eat. Powered by starlight.

5. **VELOCITY CURSED.** Ill-fated ones that have started to lose their connection to reality. They shift and flicker in and out of spacetime with glitching faces.

FUTURE MEMORY. You have already been here. Once per session, ask the referee for directions.

POCKET WORLD. You start with a portable non-phys server, housing a virtual reality where you store memories to connect the past and future of your life. Up to ten users can connect simultaneously.

6. **VOID.** Robed nihilism shamans, hidden behind masks, speaking through synthetic voice scramblers. They have seen visions of the edge of the universe.

VOICE OF THE VOID. You can make nearby electronics emit static and crackling whispers.

MASKED. You have a mask that you can reshape during rest into the resemblance of another face or mask. At a distance, it fools most.

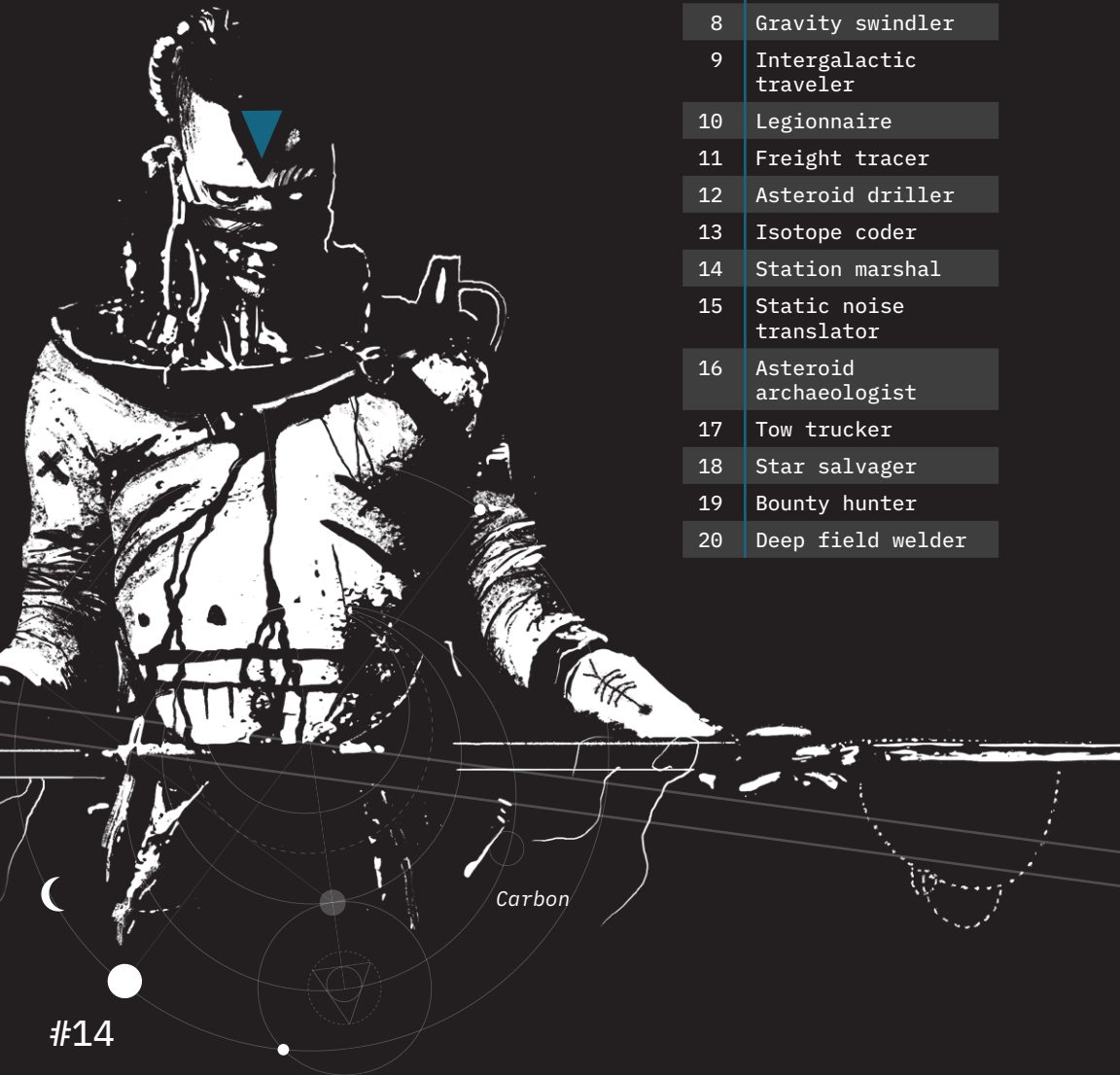
3. CHARACTER DETAILS

To determine your **background**, **trait**, **drive** and **looks**, roll or choose one of each from the tables, or invent your own. These help determine who you are and add color to your player character. Finally, give your player character a **name**.

BACKGROUND

D20

1	Moon outlaw
2	Monolith cultist
3	Event horizon diver
4	Technomant
5	Astrochemist
6	Interstellar soldier
7	Orbit vagabond
8	Gravity swindler
9	Intergalactic traveler
10	Legionnaire
11	Freight tracer
12	Asteroid driller
13	Isotope coder
14	Station marshal
15	Static noise translator
16	Asteroid archaeologist
17	Tow trucker
18	Star salvager
19	Bounty hunter
20	Deep field welder



Carbon

Continues on next page

TRAIT

D20	
1	Polite
2	Optimist
3	Cynical
4	Eccentric
5	Hypochondriac
6	Honest
7	Proud
8	Relentless
9	Perfectionist
10	Dishonest
11	Remorseful
12	Nearsighted
13	Creepy
14	Lazy
15	Inventive
16	Rough
17	Hard-boiled
18	Savage
19	Passionate
20	Too old for this shit

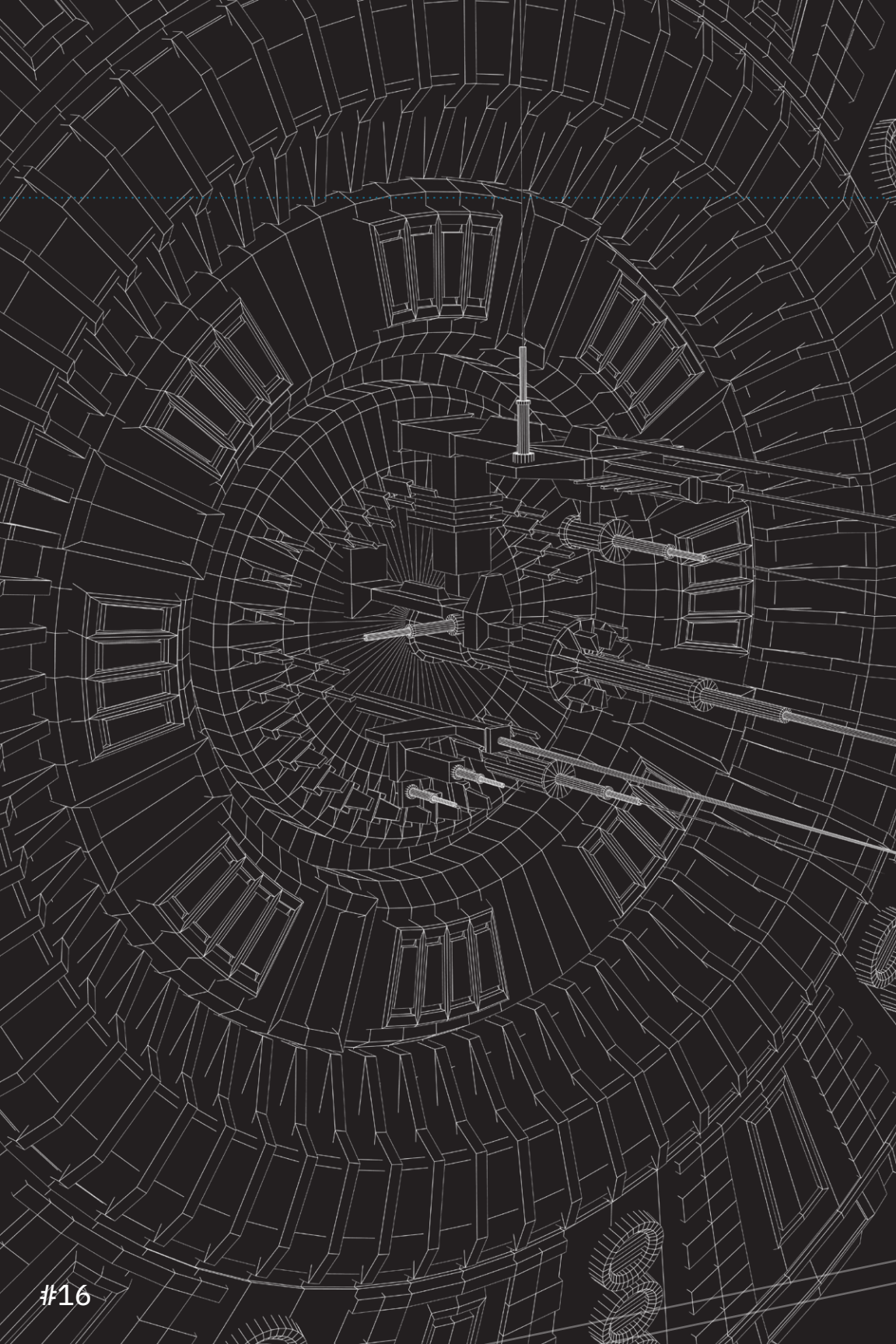
DRIVE

D20	
1	A place
2	A person
3	A strange cult
4	Heritage
5	An event
6	Friends
7	An object
8	A strange drug
9	Technology
10	Secrets about (d6): 1. space 2. friends 3. the end 4. your background 5. your parents 6. a murder
11	Free will
12	To always be right
13	To never show weakness
14	To never look (d6): 1-3 poor, 4-6 rich
15	To never be alone
16	To find purpose
17	Harmony
18	Anonymity
19	To never lose
20	Neutrality

PL/BC



Schwarzschild Radius $r_s = \frac{2GM}{c^2}$
 $2.4 \times 10^{15} \text{ m } (\sim 0.25 \text{ ly})$



3 . CHARACTER DETAILS

LOOKS

D20

- 1 Flamboyant robes in reflective materials
- 2 Torn, old space dock jacket
- 3 Foreign, realistic tattoos
- 4 Filthy, dark makeup
- 5 Undersized hologlasses
- 6 Perfectly weathered clothes
- 7 Botany patches on arms and back saying "I love plants"
- 8 Fashionable interstellar clothes
- 9 Too clean civilian clothes
- 10 Bags and pockets everywhere for everything but never anything important in them
- 11 Layers of black fabric, wrapped loosely
- 12 Robotic hands/arms
- 13 1d6 bullet scars, 1d4 scars from slashing weapons, 1d4 metal fragments
- 14 Asymmetric, patterned hood
- 15 Antique space gloves
- 16 Hazard pants
- 17 Trucker cap with patch
- 18 Necklace with odd animal skulls
- 19 Decorated cape
- 20 Suit with holographic patterns



4. PAST ALLEGIANCE

Some still wear their war uniforms, while others do all they can to forget. Roll or decide your **allegiance** during the Gem War. Who are you today, and what happens when you are pushed about the past?

D6 PAST ALLEGIANCE

- 1 **AN IDEA.** You held some value—faith, science or something else—higher than war and strife. You made compromises but kept away from fighting.
- 2 **FAMILY.** You stayed with family and kin, defending your turf with tooth and claw.
- 3 **WINNING SIDE.** You happened to side with the winners, but in the end, did you really win?
- 4 **LOSING SIDE.** Working for the losing side, death followed in your steps. You survived, but at great cost.
- 5 **THE CONTRACT.** As an opportunist, you swore allegiance to those who paid best.
- 6 **NONE.** You sided only with yourself and avoided the war as well as you could.

5. HIT POINTS AND DEFENSE RATING

You start with **1d8 maximum hit points**. When you rest, you **recover 1d8+BDY** hit points.

Your **defense rating** is a measure of how well you can avoid damage.

Your **unarmored defense rating** is 12 modified by your DEX. You can increase it by wearing armor (p. 123).





Velocity cursed





6. STARTING GEAR AND STARTING BONUS

SAVINGS

Holos are the most common form of currency. You start with 3d10 spare holos.

ITEM SLOTS

You have **12+BDY** item slots. This is the number of items you can carry without negative modifications. Normal items take up one item slot. Small items normally do not require any slot, whereas heavy or unwieldy items take up two or more slots.

STARTING GEAR

For **starting gear**, roll or choose one of the starting kits and a personal trinket.

STARTING BONUS

If the sum of your ability scores is negative, roll 1d6 for a starting bonus:

D6	STARTING BONUS
1	A random cosmic mutation (p.40).
2	+3 starting HP.
3	A heavy EVA suit.
4	A pistol.
5	An AI guard animal DR 13, 1d4 HP, bite (1d6).
6	An old crew member (0 in all abilities, DR 12, 1d6 HP). You have always been close.

STARTING KIT

D6	PACK TYPE	CONTENT
1	PROSPECTOR	Handheld material analyzer, magnetic boots, breathing mask (1d6 minutes air per use), container with engine grease
2	RING THUG	Distillery kit, lockpicks, holographic playing cards, 1d4 doses of unknown substances mixed in a bag
3	MERCENARY	Uniform, planetary parachute, proximity alarm (needs batteries), flashlight model P78C
4	NOMAD	Liquid purifier (removes contaminants), hover hammock, box of spices, pack of incense sticks, rechargeable battery with compact solar panel
5	ENGINEER	Electric multi-tool, duct tape, tablet computer (plug in for network access), fusion welder, workwear
6	EXPLORER	Emergency food rations (1 week), light EVA suit, 5 military grade light sticks, tent for extreme weather

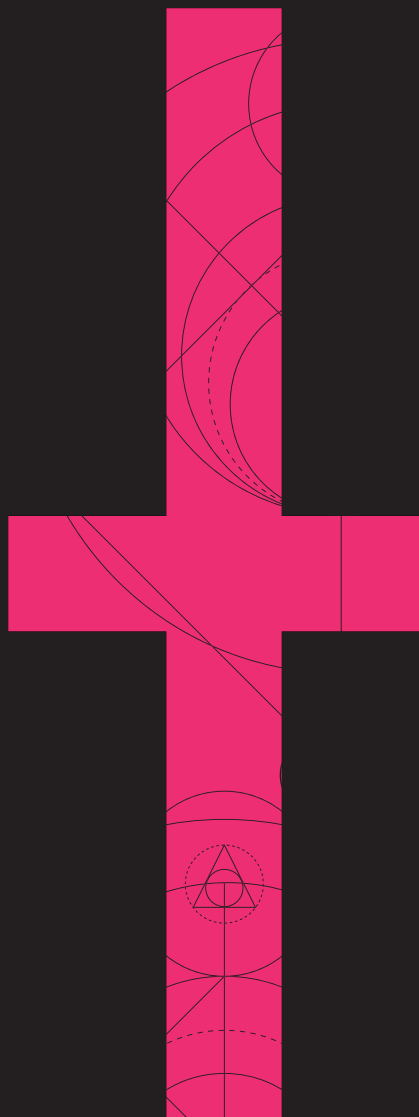


PERSONAL TRINKET

D20	PERSONAL TRINKET
1	Tool with personal inscriptions.
2	Cartridge with AI from a dead pet.
3	Embroidered patch from a famous organization.
4	Memory disk with a loved one's memories on it.
5	Weatherproof notebook filled with strange writing and symbols.
6	Notebook with names of people that have treated you badly.
7	A bag of metal pieces called coins.
8	Small toy figurine depicting yourself.
9	Shades, dirty and scratched after an old job.
10	A letter from someone you love.
11	Glove from a stolen prototype space suit.
12	Ancient necklace inscribed with the letters "USB".
13	Music box from your childhood with a holographic swirling galaxy.
14	A laser disc with your favorite music.
15	Two glowing wedding rings.
16	Digital travel brochure for exotic locations with a cracked speaker playing commercial messages.
17	Ancient synthesizer shaped like a gun.
18	Holographic image of someone you lost.
19	Belt buckle with hidden star compass. Only works sometimes, you don't know why.
20	DNA birth certificate circuit.

THIS WAS THE LAST STEP
HAVE A NICE DEATH IN SPACE





GETTING STARTED II

HUB CREATION



HUB CREATION

The hub is your home, your sanctuary in a tough universe. The crew starts with a station or a spacecraft.

SPACECRAFT AS HUB: For a campaign centered on exploration where you use your run-down spacecraft to travel between locations in the stellar system and beyond.

STATION AS HUB: For a campaign focused on social interaction and intrigue, for example on the Iron Ring or a moon colony. The station can be a small base, a repurposed spacecraft which is part of a section in the Iron Ring, or something similar.

STARTING HUB

Your starting hub contains a **power source** and a set of **core functions**. As the game progresses, you can mount additional modules on it to add new possibilities and further define the purpose of the hub and the crew.

POWER SOURCE

The engine powering the hub and its modules. Supplies an **output power (OP)**, which limits the number of additional modules the hub can support. The engine needs fuel to work. At **zero fuel**, life support works, but you cannot use any additional modules or travel in a meaningful way with a spacecraft.

CORE FUNCTIONS

All hubs are equipped with a set of core functions. They do not cost any output power.

COMMAND CENTER: The hub's bridge, where countless cables and wires make sure that crucial systems such as scanning, communications and steering (spacecraft only) work properly.

CREW QUARTERS: A crew member's only sanctuary. Crammed and sweaty, with room for a bed per person and not much more.

LIFE SUPPORT: Systems and generators for oxygen, heating, water conservation, garbage disposal and artificial gravity.

MESS: The only place large enough for the whole crew to sit together and discuss current operations while wolfing down some processed grub.

ADDITIONAL MODULES

The hub starts without any modules. To upgrade the hub with modules after it has been created, the crew must find or steal the new modules, or obtain them as payment in a contract or as a big favor. Available modules are listed on pp. 114–119.

STEP-BY-STEP

1. Hub type and frame statistics
2. Power source and output power
3. Hub background
4. Hub quirk



1. HUB TYPE AND FRAME STATISTICS

First choose your type of hub. You start with **either a station or a spacecraft**. Note down the statistics for your choice on the hub sheet.

The **defense rating (DR)** is its ability to avoid critical damage to its frame. The **condition** is a measure of how technologically sophisticated it is and its current state of disrepair. The listed value is the hub's maximum possible condition. **Fuel capacity** is the maximum amount of fuel that can be carried. The **frame integrity** tracks damage to the spacecraft. It is 100% for an unharmed spacecraft.

STARTING SPACECRAFT: DR 11, max condition 5, fuel capacity 6

STARTING STATION: DR 11, max condition 5, fuel capacity 4

2. POWER SOURCE AND OUTPUT POWER

Note down the starting power source and its output power for your hub type:

SPACECRAFT: Standard chemical engine, slow, (OP 3)

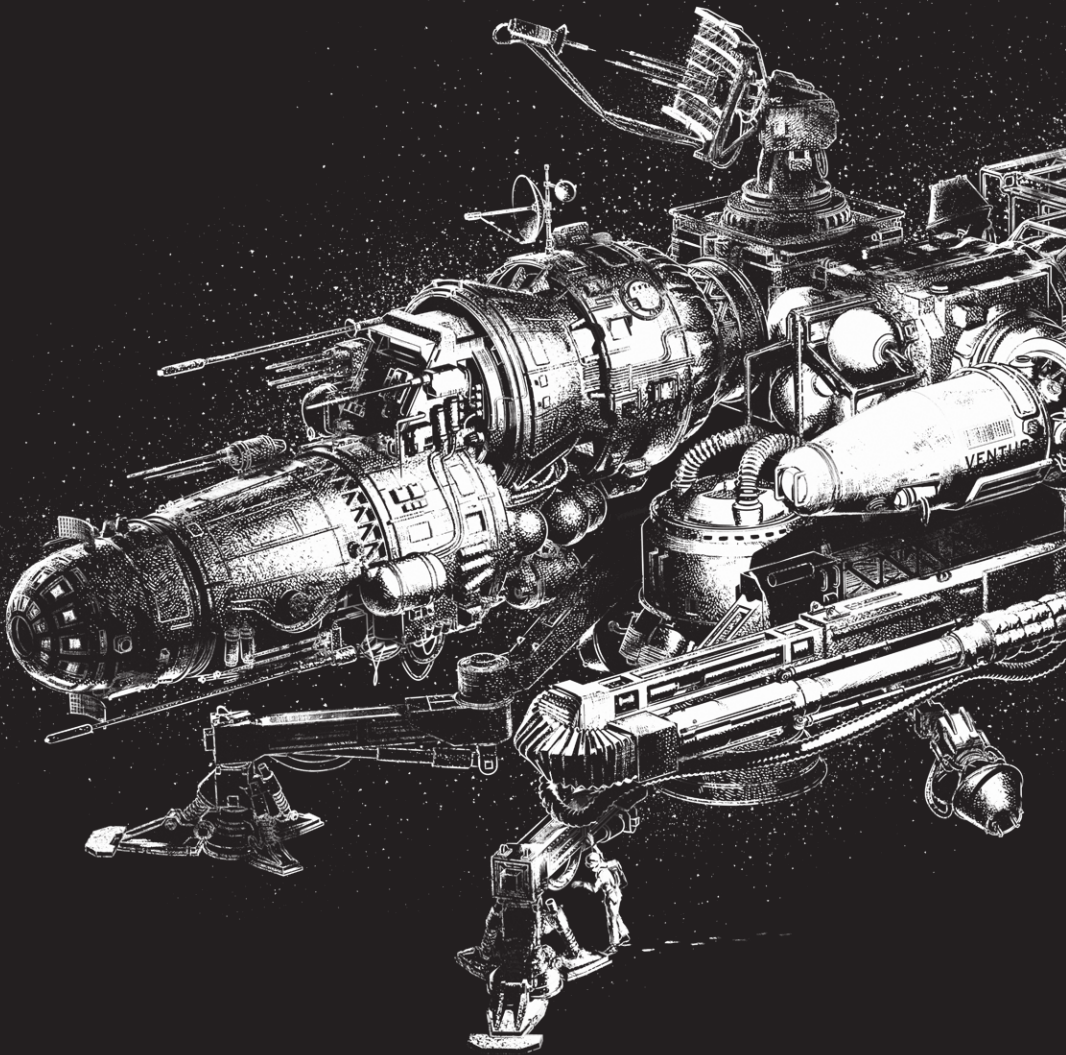
STATION: Standard industrial generator (OP 3)

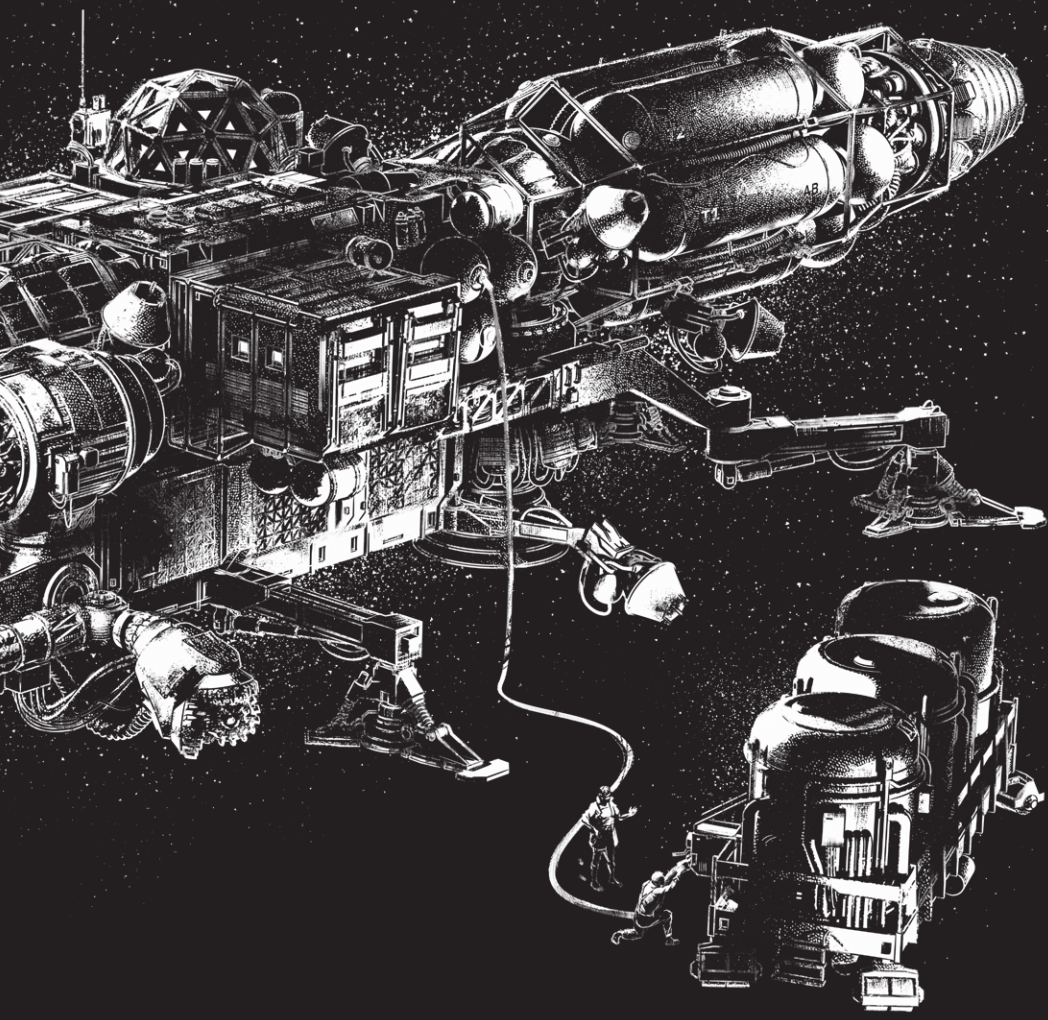
Starting stations require one unit of fuel per session

OUTPUT POWER

The output power **limits the number of modules** the hub can support. Core functions do not cost output power but each additional module has a power cost.

- The **sum of the power costs** for all modules must always be **less than or equal to the hub's total output power**.
- By modifying and upgrading the power source, or exchanging it for another type, the output power can be increased.





Honeyguide driller

3 OR ○ HUB BACKGROUND (SPACECRAFT)

Your spacecraft had a different purpose before you got hold of it. Roll or choose a **background** from the table below or invent one.

D20 BACKGROUND

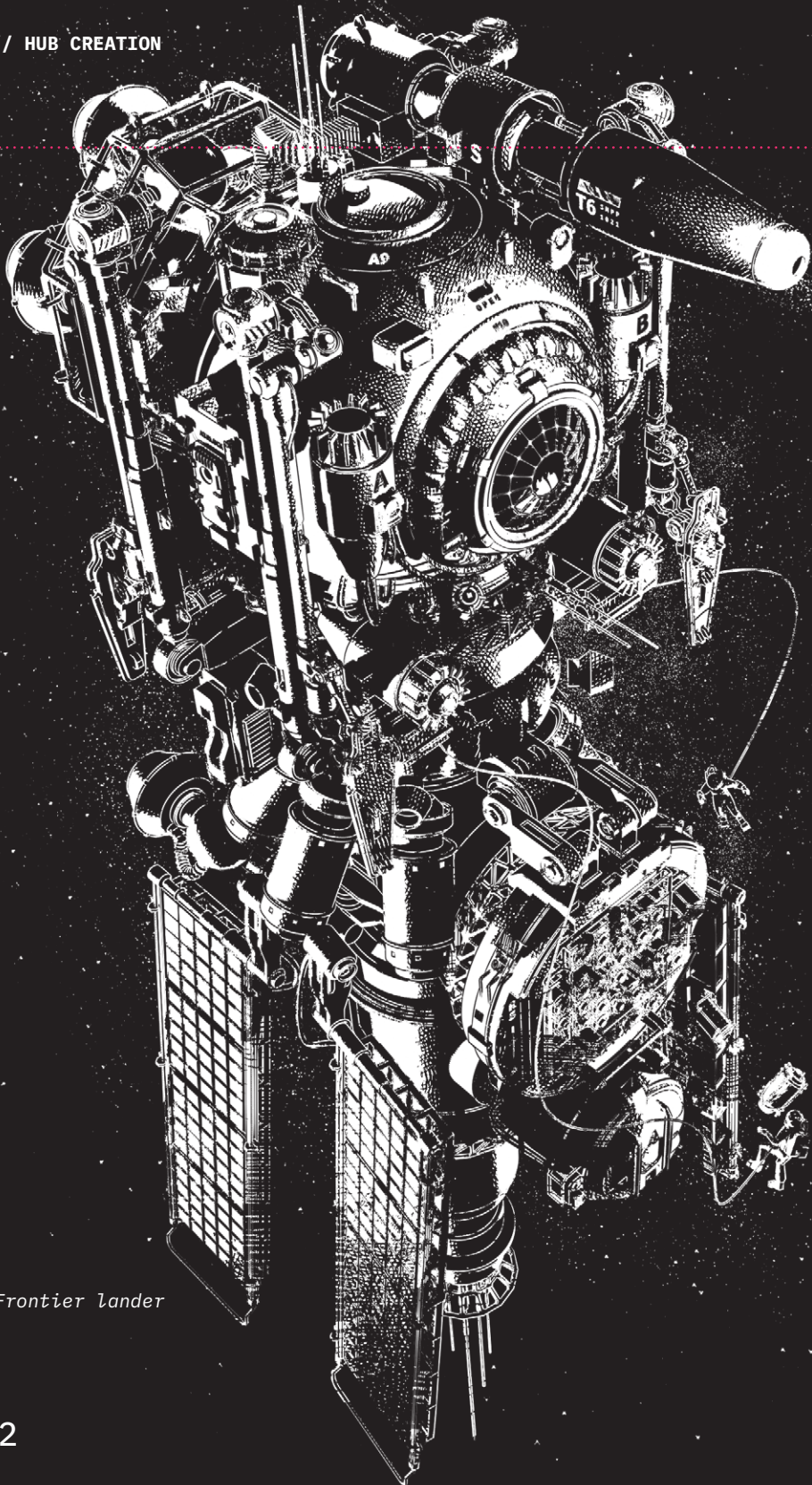
- | | |
|----|--|
| 1 | Arrived empty with a dead crew from an unknown stellar system a year ago. Foreign symbols are etched on the hull. |
| 2 | Unknown. No serial numbers, fragmented log hidden deep in the computer system. |
| 3 | Used by an infamous smuggler and moon outlaw. |
| 4 | All previous captains have died under strange circumstances. |
| 5 | Has traveled to the edge of the universe and back. |
| 6 | Played a major role in the Gem War. |
| 7 | Was the center of a diplomatic disaster. |
| 8 | One of only three prototypes. |
| 9 | Famous for nine speed records, but someone stole the old engine. |
| 10 | Once lost for 31 years in a black hole. |
| 11 | Used as a mobile star bar. |
| 12 | Not a single original part left. |
| 13 | Strange summoning rituals were performed here by mysterious cultists. Something still responds to their summonings, at unexpected times. |
| 14 | The former home of a vocal and well-known cult that vanished suddenly without a trace. |
| 15 | Was part of the renowned Eyemaster squadron of the Union Alliance fleet. |
| 16 | The DNA-locked black box, containing all the spacecraft's logs, has never been opened. |
| 17 | For as long as anyone can remember, the spacecraft has been docked to the Iron Ring and the home of an old group of punks, who were recently forcibly removed. |
| 18 | Used to be a well-known memory brothel, where one used chromes to share memories and indulge in pleasure hacking. |
| 19 | Part of a time travel experiment. |
| 20 | Old chrome ship, once run by serially connected chrome mainframes. Today, only the communications system remains, which has an annoying personality. |

OR

3. HUB BACKGROUND (STATION)

Your station had a different purpose before you got hold of it. Roll or choose a **background** from the table below or invent one.

D20	BACKGROUND
1	Touched by the void. Arrived from the future after a failed bridging jump.
2	Was used as a prison during the Gem War.
3	Covered in ice for 17 years, unclear why.
4	Was previously a notorious smuggler's nest.
5	Was the site of a holy pilgrimage. Pilgrims still show up.
6	An infected AI killed the last crew but was deleted. Probably.
7	Was the hangout of a bounty hunter crew called The Marshals. Wanted posters still hang on the walls.
8	Recently hauled in from a derelict part of the Iron Ring. Mostly intact, but old and dusty.
9	Some parts of the hub have turned into organic material after a mold infestation.
10	Has been used as a storage for failed experiments. Strange crates are still uncovered every now and then.
11	Known for an infamous riot and slaughter.
12	Built from parts of the first colony ships that arrived to this system.
13	Used as an illegal designer drug lab. Drugs were made from strange fruits harvested close by.
14	Renowned as a black market hub for illegal weapons during the war.
15	Quarantined for a long time. According to the logs, everything should be fine. Promise.
16	Has had as many owners as service years.
17	A notorious hacker lived here.
18	Void runes are carved into the hull. Everyone knows about the hub and always start their sentences with "I'm not superstitious, but...".
19	A group of cosmologists lived and worked here. A broken experimental telescope is on the outside of the hub.
20	Old blueprints in the computer show an additional hidden room, which can be found if anyone bothers to search for it.



Frontier lander

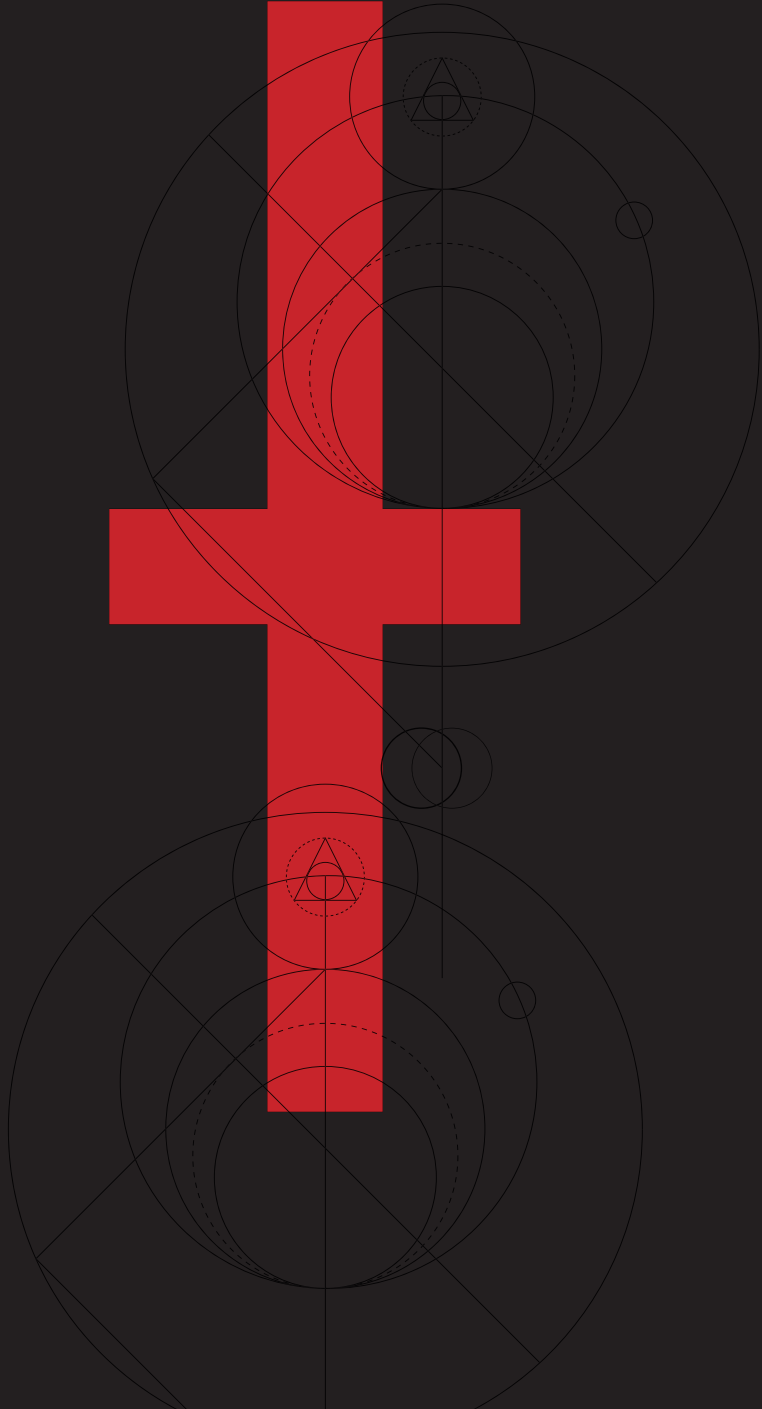
4. HUB QUIRK

Each hub has a quirk, something about it that is a bit strange or annoying. Roll or choose one from the table, or invent your own.

D20 QUIRK

- 1 Body parts and strange objects appear occasionally from tiny temporary wormholes.
- 2 Shakes violently when engine or generators work at maximum, causing panels and wires to come off and fall down.
- 3 Small deep space creatures live on the hull.
- 4 Takes two hours to reboot the systems, but can be shut down instantly.
- 5 Interior is painted in luminous colors, charged by UV light.
- 6 You need to hit the controls in a certain way to start the engine or generator.
- 7 Minor items disappear every now and then. And just as suddenly reappear.
- 8 The brake thrusters or mechanical doors just have on or off buttons, so you better be ready, because the effect is instantaneous.
- 9 The light is always eerily dimmed.
- 10 Infested with fluorescent spore mold. Needs constant cleaning.
- 11 A transdimensional presence has always been living here. It seems helpful.
- 12 Occasionally the lights go out for a few seconds and it is impossible to find the cause.
- 13 Some kind of signal is emitted by the communications system and over the speakers with a certain periodicity.
- 14 There is a frequent noise like someone tapping on the hull from the outside.
- 15 There is a constant drip of diluted chemicals all through the hub.
- 16 Scrawled on a wall is "call in case of emergency" along with a number. The number goes to a person who can offer contracts to the crew.
- 17 Comes with a grumpy robotic pet coated in a cosy synthetic fur.
- 18 There is graffiti here and there from previous occupants.
- 19 Temperature systems can not be calibrated properly: it is always too cold or too warm.
- 20 A tree with fruit is growing in the crew quarters, roots throughout the whole spacecraft/station.

THIS WAS THE LAST STEP!



PLAYING THE GAME



GENERAL RULES

ABILITIES

There are four **abilities**, defining how competent a player character is at performing the tasks relevant in the game.

BODY (BDY):

Melee attacks, healing hit points, encumbrance, lifting dead friends, surviving without oxygen in space, forcing open airlocks, withstanding g-forces, resisting cold and sickness.

DEXTERITY (DEX):

Defense rating, poise, speed and reflexes, dodging, climbing, sneaking, balancing, picking pockets.

SAVVY (SVY):

Perception, intuition, street-smarts, piloting spacecraft, resisting psychological effects, detecting holographic illusions, recalling lore and knowledge about the universe.

TECH (TEC):

Ranged attacks, understanding and operating technology, constructing gear, tinkering with machinery and electronics.

ABILITY CHECKS

When a player character attempts to resist a hazardous effect or overcome a challenge where the outcome is uncertain and there is a real risk of failure, make an **ability check** by rolling:

1D20 + RELEVANT ABILITY

If the result is **equal to or greater than 12**, the task is successful, otherwise the check fails.

On a **failure**, the player character suffers a complication or setback and gains **one void point**.

OPPOSED ROLLS

In the case where the attempted task is directly opposed by someone else, roll 1d20+ability value for both involved, the highest result wins. In case of a tie, the initiator or most active part wins.

ADVANTAGE AND DISADVANTAGE

When there are rare situational factors that give someone a significant edge, they may roll with **advantage**. Similarly, when such factors impact their chance of success negatively, they roll with **disadvantage**. Such a roll is resolved by rolling twice and using the better result (for advantage) or the worse result (for disadvantage).



ITEM SLOTS

A player character has 12+BDY **item slots**. Items typically take up one item slot, but items that are especially heavy or unwieldy, such as armor or heavy weapons, can take up more slots. Many smaller items can be grouped together in one or several slots. As a general rule, one slot holds about one to two kilograms of weight.

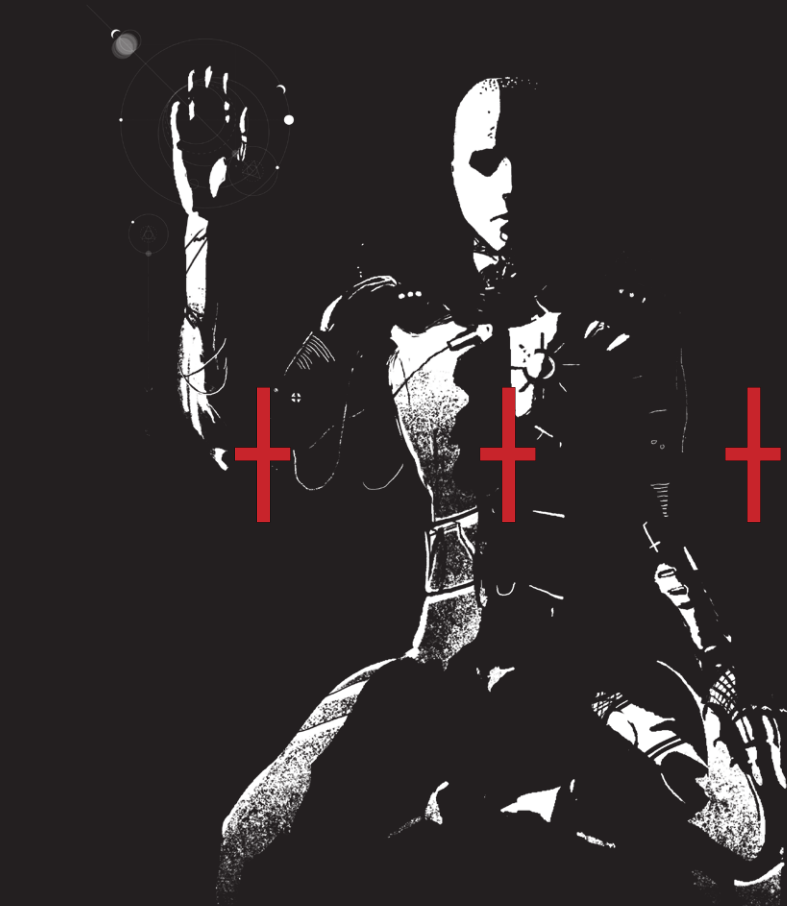
CARRYING TOO MUCH

A person **carrying more** than 12+BDY items has disadvantage on all actions.

REACTIONS

If the **reaction** of a non-player character or creature that the crew encounters is uncertain, the referee can roll 2d6 and consult the following table:

2D6	REACTION
2	Hostile
3-5	Unfriendly
6-8	Uncertain
9-11	Talkative
12	Helpful



VOID POINTS

There is something out there that is constantly watching. A void, always grasping at your inner thoughts. Each failure opens the door a bit more.

GAINING VOID POINTS

For each **failed ability check** or **attack roll**, a player character gains **one void point**. They can have at most **four void points** at any time.

USING VOID POINTS

One void point can be used to:

- Gain advantage on an ability check or attack roll.
- Activate a cosmic mutation.

COSMIC MUTATIONS

The mutations represent physical manifestations of the void through the player character.

HOW TO OBTAIN COSMIC MUTATIONS

- As a starting bonus in character creation (p. 22)
- As a result of player character advancement (p. 60)
- In rare situations, when the void is let loose

USING COSMIC MUTATIONS

Activating a mutation requires spending **one or more void points**. The effect lasts around ten minutes, and can be activated from a range of ten meters, unless otherwise stated. More points can result in a bigger effect if the player and referee can agree on the outcome and consequences of the spent points.

The player decides the necessary details of how a mutation manifests.

VOID CORRUPTION

When you lose control and let the void surge through your body, it can leave permanent scars behind.

If a void point is spent to gain advantage, and the **roll fails**:

- Roll 1d6, if the result is equal to or lower than the current amount of void points (after the spend), roll a **void corruption effect**.
- No void point is gained for the failed roll.

¹+ Void point ²+ Void point ³+ Void point ⁴+ Void point

VOID CORRUPTION

D20	DESCRIPTION
1	You become infected by an anarchy program (p. 96).
2	Day- and nightmares about a suffocating darkness.
3	Your most important memory transcends to an item you carry. You and others can feel and see the memory if they hold the object.
4	You hear inhuman, nonsensical whispers through any static noise.
5	You have hallucinations of someone who couldn't be there. They talk to you as if nothing has changed since the last time you met.
6	A new eye sprouts from a random place on your body.
7	It starts to grow inside you. A living, empty chasm. It fills your eyes and veins with corruption as it moves around, trying to get out. Every time you roll the same result again, you are pushed towards a transformation.
8	A part of your body becomes surrounded by a cloud of darkness.
9	Your skin starts excreting a slimy substance that sticks to anything.
10	You start mixing up old and new memories. Sometimes you remember things that have never happened. Yet?
11	You gain a heightened sensitivity to all pain, one extra damage to all hit point loss.
12	When you try to sleep, you see through someone else's eyes.
13	The skin on one of your body parts turns bioluminescent.
14	1d20 strange mathematical symbols start appearing on your body.
15	The iris of one eye changes to look like a miniature galaxy.
16	You grow an extra set of teeth.
17	Once per month, your mind and body disappears into a void plane for 1d4 days, but only ten minutes in the real world. You are in a plane with an endless horizon, suspended in time, with dark clouds hovering above. They seem closer on each visit.
18	Flies and other insects crawl out of your body when you sleep. A small cloud of them surrounds you. Their buzzing is a constant static.
19	Another you starts growing on you. The twin clone is fully grown, and detaches after 1d20 days. It has its own will and purpose, decided by the referee.
20	You have a vision of the end of the universe. A crushing darkness that envelops all. Change one cosmic mutation for a new one.

COSMIC MUTATIONS

D20	NAME	DESCRIPTION
1	CODE GENERATOR	Part of the brain converts to a computer that can be activated to create programs, transferred via skin contact. They have the player character's DNA encoded in them.
2	TELEKINESIS	Can lift, move, pull and generally alter the direction and speed of an object, using the mind. Up to the size of a hand-held object. Lasts one minute.
3	TELEPATHY	Can put a single word or feeling in another person's mind.
4	VACUUM GILLS	No need to breathe.
5	VOID CLOUD	Can create a human-sized spherical cloud around a person or object. All sound and light is stopped within the cloud.
6	CRYSTAL MEMBRANE	Light bends around the player character, who becomes invisible while standing still without clothes. Only those actively searching will notice the player character when they move.
7	TECH TALKER	Can communicate with electronics and give one simple order, for example "open", "turn off" or "change direction".

D20	NAME	DESCRIPTION
8	MAGNETIC	Magnetic blisters form on hands and feet. The magnetic force is strong enough for climbing on walls and ceilings.
9	AUGMENTED PERCEPTION	Vision becomes sensitive to the full electromagnetic spectrum, including infrared heat emission and x-ray frequencies. Also allows for seeing through solid materials. Effect lasts a short moment.
10	SYMBIOTIC	Can take over a small animal in sight, by sending whispered commands through the void. Allows you to control its movements, sense what it senses and feel what it feels.
11	LINKED	Can touch an object and create a connection to it. Can feel the rough direction and distance to the object for one week.
12	APAC BRIDGE	Creates a portal between current location and the location of a recent memory, up to a week back. Lasts long enough for 1d4 persons to pass through.
13	THERMAL CONDUIT	Can make the body withstand extreme temperatures, or create a small region of extreme temperature in the palm of the hand.
14	TRANSCEIVER	Can transmit and receive radio messages, and eavesdrop on others. The range depends on the amount of interfering material, from 50 meters inside a station up to kilometers in open space. Lasts until concentration is dropped.
15	TWO HEARTS	Can run, climb, jump and lift twice as much as usual.
16	BOOSTED METABOLISM	Can eat anything from blood to batteries, and convert it to nutrition and energy. One kilogram of matter heals 1d4 hit points.
17	VIBRATION DAMPER SKIN	The skin starts to shimmer. During the effect, slow moving, sharp objects, like knives, fists and spears, are stopped completely. Fast projectiles can penetrate the protection. Lasts one minute.
18	COSMIC SOMATOSENSORY SYSTEM	Can touch something and get a word, picture or feeling of what has happened to the object recently.
19	FEEDBACK LOOP	Can jump back ten seconds in time, at the cost of losing one important memory, chosen by the player.
20	BLACK HOLE MONSTER	Can create a portal and from it lure a creature. Roll a random creature (p. 94) and roll for reaction (p. 37) with a -2 modifier.

CONDITION AND SPARE PARTS

CONDITION

Most objects are patched up, fixed or repurposed beyond recognition. The current state of some objects is represented by their **condition value**. The maximum condition is mainly a measure of how technically sophisticated the object is.

OBJECTS WITH CONDITION

- Weapons and electronics have a value in the range 1-5
- Spacecraft, small stations and other big machines have values in the range 5-12
- Other objects have no condition value

REDUCING CONDITION

Every time an object with a condition value, including a spacecraft or station or its modules, is used in a stressful situation outside combat, roll 1d6.

- On a 1, the object's condition is **reduced by one**.

Roll for condition when using the object, spacecraft or station in an ability check, or when time is tight and success is crucial. For combat and hostile situations, roll afterwards (p. 53 and p. 58).

BREAKING OBJECTS

At zero **condition**, an object is **broken** and can not be used until repaired (p. 45).

If a **station or spacecraft becomes broken**, either by being reduced to zero condition or zero frame integrity, emergency power is enough to run life support, but not much more. All non-essential systems, such as the engine, and modules, stop working.

SPARE PARTS

Spare parts used for repairs are divided into two categories: **components** and **vehicle parts**.

COMPONENTS

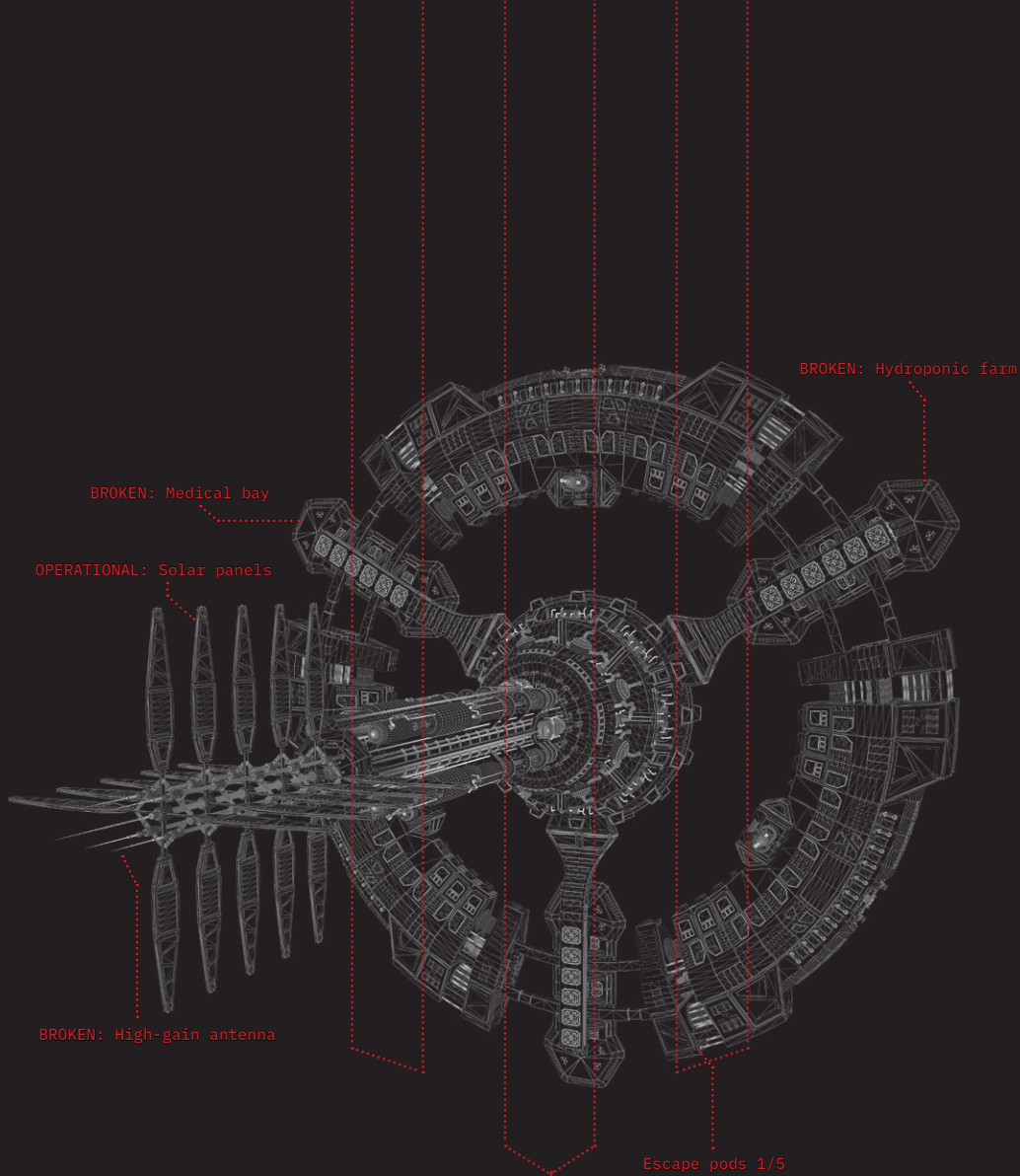
PCBs, wires or other small electronic parts that are used to repair and build weapons and electronics.

One unit of components takes up **one item slot**.

VEHICLE PARTS

Larger parts and materials used to repair broken spacecraft, space stations, giant drills, satellites and big drones.

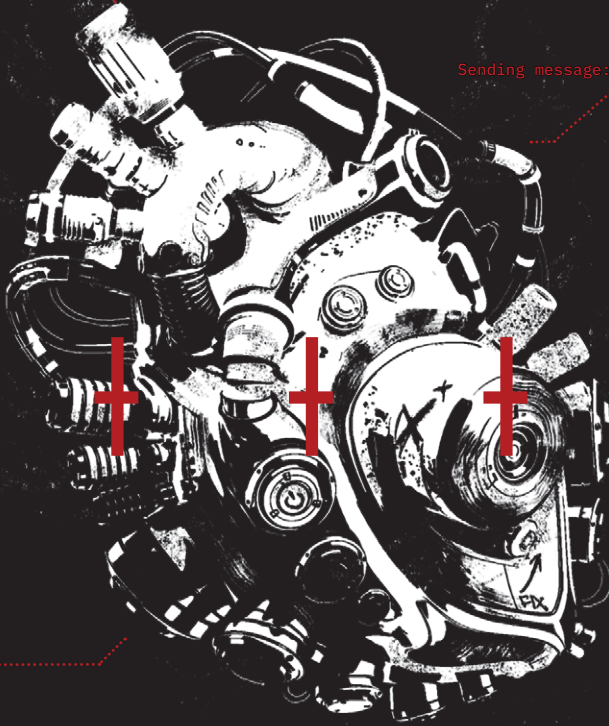
One unit of vehicle parts takes up **five item slots**.



+
+ +

Execution error

Sending message: In need of repairs



Ventricle failure

The Ambio Total Artificial Heart Pump ATAHP. Constructed from a durable segmented polyurethane solution. High failure rate. Condition 3. 600 hols. Batteries not included

REPAIRS

To **repair** an object that has a reduced condition value or is broken, the player characters can either **pay someone** for the service or do it themselves, **using spare parts**. Repairs always **require a workshop or specific tools**.

FINDING SPARE PARTS

While spare parts can be found at some merchants, they are more often found as loot or given as payment. Dismantling electronics, weapons and spacecraft or other vehicles is another common way of finding spare parts. The dismantled object loses all its condition and is destroyed beyond repair.

DISMANTLING

ELECTRONICS AND WEAPONS

- Picking apart a weapon or an electronics item gives **one unit of components** and **takes 1d6 hours**.

VEHICLES

- Dismantling a vehicle gives its **current condition value plus 1d6** units of vehicle parts. It **takes 1d20 hours** for each salvaged vehicle part.

REPAIRING WITH SPARE PARTS

ELECTRONICS AND WEAPONS: COMPONENTS

- Repairing one condition point of an unbroken item requires **one unit of components**.
- For **broken items**, the first condition point requires a number of components equal to the **maximum condition value**.

REPAIR TIME 🕒

Repairs take **1d6 hours** per unit of components used.

VEHICLES/SPACECRAFT: VEHICLE PARTS

- Repairing one condition point of an unbroken vehicle requires **one unit of vehicle parts**.
- For a **broken vehicle**, the first condition point requires a number of vehicle parts equal to the **maximum condition value**.

REPAIR TIME 🕒

Repairs take **1d20 hours** per unit of vehicle parts used.

PAYING FOR REPAIRS

- Repairing items one condition point **costs 30 holos** at a tinkerer.
- Repairing vehicles and spacecraft one condition point **costs 300 holos**.
- Repair time is halved.

The cost includes the necessary spare parts. The cost can differ depending on the specific location of the space dock or moon workshop.

OFFWORLD

EXTRAVEHICULAR ACTIVITY SUITS

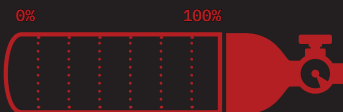
Activities out in space require extravehicular activity suits (EVA suits). There are two kinds of EVA suits: light and heavy.

ALL EVA SUITS ARE EQUIPPED WITH THE FOLLOWING:

- Seven hours of oxygen supply and built-in life support.
- Two-way voice communication.
- Display for the suit's status and the wearer's health parameters.
- Cooling system and pressure regulation functions.
- An umbilical cable with which the wearer can connect the suit to the life support system of a spacecraft or a mobile life support system.
- A can of repair foam for unexpected damage, like bullet holes or other penetrating trauma.
- Magnetic boots.

SUIT OXYGEN SUPPLY

Life support is marked in seven steps on the character sheet. Tick off **one step for every hour** in the suit.



TAKING DAMAGE IN AN EVA SUIT

If the wearer takes damage while using a suit, the suit immediately loses one step of oxygen.

As the referee, be sure to convey the stress of the situation as oxygen is gradually lost.

LIGHT EVA SUITS

Defense rating +0, 3 item slots when carried, donning time 5 minutes.

- No thrusters. Can instead use a manned maneuvering unit (MMU), a propulsion unit carrying the same nitrogen thrusters as the heavy EVA suit. When using the MMU, the wearer can not climb, dodge or perform similar tasks requiring dexterity.

HEAVY EVA SUITS

Defense rating +2 (only against melee weapons), 5 item slots when carried, donning time 30 minutes.

- Heavy and unwieldy, suitable only in low gravity environments.
- Power system with nitrogen-propelled thrusters.
- Protects against jagged rocks and radiation.



LACK OF OXYGEN AND EXPOSURE TO SPACE

If a player character ends up **without a source of oxygen**, they risk falling unconscious.

- In the vacuum of space, without a suit, a player character can **stay conscious for one combat round** (10-15 seconds). Any exposed liquids, such as in the eyes or on the tongue, immediately boil away.
- In a suit or onboard a spacecraft, outside of combat, a player character **falls unconscious after 1d6 minutes**.

When unconscious without oxygen, a player character **survives 1d4 minutes**. After that, they must roll one BDY check per combat round, until dead or rescued. If a check fails they are dead.

ZERO GRAVITY

All movement in zero gravity gives **disadvantage** on DEX checks. When firing a weapon, the recoil pushes the shooter backwards, who must spend a round to regain control (assuming they have a suitable means of propulsion). There is no limit on how far a projectile can travel.

SPACE TRAVEL

RISKY MANEUVERS

To push the engine or make an especially **risky maneuver**, the pilot needs to succeed on a SVY check. In a stressful or hostile situation, **failing the roll costs one fuel**. A risky maneuver can be gaining an advantageous position in a confrontation, navigating a debris field or flying through a narrow gorge to escape detection systems.

FUEL

Traveling within a system does not cost fuel, with a few exceptions:

- Launching from planets with **low, average or high gravity costs one, two or three fuel** respectively.
- **Failed risky maneuvers** can cost one fuel.

See the table on the inside cover for all fuel costs.

For long distance travel especially, one should plan carefully where to buy, extract, steal or otherwise obtain fuel. At zero fuel, travel and trying risky maneuvers is impossible. Life support is powered by emergency systems for a limited time.

LONG-DISTANCE TRAVEL

To travel the vast expanses between stellar systems, there are two alternatives: either travel below light speed in the suspended state of **cryosleep**, or travel by **bridging**, on the huge experimental bridger crafts that jump through spacetime instantaneously between so-called bridging buoys. Bridging is rare and expensive, and jumps are made at most a few times per year and stellar system.

TRAVEL COMPLICATIONS

When the crew travels in space, roll on the corresponding table below.

D6 TRAVEL WITHIN SYSTEM

- | | |
|-----|--------------------------------|
| 1 | Spacecraft loses one condition |
| 2-4 | Roll encounter (p. 100) |
| 5-6 | Nothing happens |

D6 TRAVEL BETWEEN SYSTEMS

- | | |
|-----|---------------------------------------|
| 1 | Roll cryopod* or bridging malfunction |
| 2 | Spacecraft loses one condition |
| 3-5 | Roll encounter (p. 100) |
| 6 | Nothing happens |

D6 TRAVEL BETWEEN GALAXIES

- | | |
|-----|---------------------------------------|
| 1 | Roll cryopod* or bridging malfunction |
| 2 | Spacecraft loses one condition |
| 3-6 | Roll encounter (p. 100) |

* *Cryopod malfunctions affect one random player character.*

CRYPOD MALFUNCTIONS

D6 CRYPOD MALFUNCTIONS

- 1 The pentamicetic milk mixture that keeps the user in suspended animation fails. The failure creates a mental bridge to something beyond. Roll on the void corruption table (p. 39).
- 2 Ages 3d20 years.
- 3 Plagued by nightmares of the void.
- 4 Awake in the pod during the trip, but unable to move. Acts aggressively for a week.
- 5 Hair and fingernails have grown 1d4 meters, and turned white.
- 6 Gain a cosmic mutation (p. 40).

+ BRIDGING MALFUNCTIONS

D6 BRIDGING MALFUNCTIONS

- 1 Roadkill. The bridger and docked spacecraft are covered in the remains of something that was in the wrong place at the wrong time.
- 2 The bridger ends up in dead space, and it takes some time for the navigators to jump to somewhere known (d4): 1. an hour, 2. a day, 3. a week, 4. a month.
- 3 Time and space mix in the wrong way. The bridger is thrust into the past (d4): 1. 10 hours, 2. 10 days, 3. 10 months, 4. 10 years.
- 4 The void slips through rifts in space-time extending from the engine and infects those onboard. Anyone onboard runs a 5% risk of slowly turning into a port fanatic (p. 96).
- 5 Unexpected power surge. Anything electrical in the stellar system that the bridger arrives to shuts down for (d4) 1. an hour, 2. a day, 3. a week, 4. a month.
- 6 The whole bridger spacecraft ends up in between dimensions, beyond the edge of the universe. It is stuck in a warped unreality filled with swirling colorful clouds and a cacophony of shrieking sounds, where all times exist simultaneously, and nothing is predictable. Anyone who returns is forever changed.

TRAVEL TIME

Instant Weeks Months Years Decades Millenia

WITHIN SYSTEM



BETWEEN SYSTEM



BETWEEN GALAXIES



+ +
+ + +
+ + +





COMMITTEE OF SALVAGERS // Salvagers and towing crews travel deep into space to look for spacecraft, abandoned or not. They travel in ships with powerful engines and lots of fuel, and wait like vultures in faraway sectors for any spacecraft that is broken or running out of fuel. Mining ships are occasionally spotted with a whole committee of salvagers in line behind them, all hoping for a big score.

COMBAT

COMBAT ROUNDS

Combat is structured into rounds, representing about 10 seconds of in-game time. In each round every participant gets one turn each, where they can **perform an action and move about 15 meters**.

INITIATIVE AND TURN ORDER

The one who initiates the conflict begins the first combat round.

If unclear, determine randomly.

When a participant has taken their actions, they pick the next one to act, either friend or foe.

This process continues until all participants have acted once in the round. The last person to act chooses who begins the next round. They can choose **themselves**.

This method of determining turn order reinforces the idea of the player characters as a crew acting together, since they can choose a turn order that combines their actions in a strategic manner.



ATTACK ROLLS

An attack is resolved by rolling 1d20, adding the player character's BDY to the roll on a melee attack or their TEC on a ranged attack.

If **equal to or greater than the opponent's defense rating**, the attack is a hit. Roll **damage** for the weapon and subtract the result from the defender's current hit points. If lower, the attack misses.

DEFENSE RATING

The defense rating is 12+DEX for an **unarmored** person, and can be increased with armor.

RISKY ATTACKS

A **risky attack** can deal more damage to the opponent, but exposes the player character to danger and counterattacks. Roll a standard attack roll:

- If successful, the attack deals an extra damage die.
- If it fails, the targeted opponent gets an immediate counterattack against the attacker (in addition to their other actions in the round), and chooses who acts next in the round instead of the attacker.



CRITICAL HITS

When rolling a **natural 20** on an attack roll, the attack deals an **extra die of damage**.

CONDITION LOSS

For weapons, condition loss is determined once when the dust settles, and not with every attack roll.

After combat, roll 1d6 for each used weapon. On a 1, it **loses one condition**.

If the damage rolled in an attack is the **maximum possible value**, one item carried by the defender **loses one condition**. The attacker can choose the item.

COVER AND SHIELDS

When firing from cover that can withstand gunfire, such as behind a wall, crate or similar, one can choose to be **partly or fully covered**. Attacks against a partly covered person have disadvantage. A person in full cover can not attack but is shielded from all ranged attacks.

Shields are bulky and provide full cover for the bearer and can partly cover one more person. They require two hands to carry.

ENEMIES IN COMBAT

Stats-wise, an enemy has a defense rating (DR), hit points (HP), morale (ML), and either an attack bonus (ATK) or ability values for humanoid creatures (with BDY and TEC used for melee/ranged attacks). If no value is presented for an ability, assume it to be zero. Non-player characters of less importance have zero in all abilities.

ENEMY EXAMPLE: CORPORATE MERCENARY

BDY +2, DEX ±0, SVY -1, TEC +2, DR 14, HP 6, ML 9, Procyon raid rifle (1d10).

MORALE

Whenever circumstances require the morale of a non-player character or enemy to be tested, roll 2d6 against their **morale rating**. If the result is higher than the morale, the enemy attempts to surrender, flee or parley.

Examples of events that trigger morale rolls for enemies are:

- Defeating half of an enemy group.
- Reducing a lone enemy to half their maximum hit points.
- Defeating the leader of a group.

In addition, contractors test morale if they are not paid or, if they are not combat-trained, when they are pushed into peril.



DEATH AND HEALING

When someone ends up at **zero or less hit points**, they are **dying** and must immediately roll a BDY check (void points can be spent for advantage):

- If successful, the person is stabilized, but unconscious until resting.
- If the check fails, they are dead.

DEATH IN SPACE

This was not how you were meant to leave this universe. As the last drops of life leave your body you have a final vision, accompanied by deafening static.

When a player character dies, roll their true death from the table on the facing page and let the player narrate the way they were meant to die to the rest of the table.

Afterwards, let the player create a new character who can join the crew as soon as possible.

HEALING

When they have eaten something and rested a full night, player characters **heal 1d8+BDY lost hit points**. Resting in a safe space, such as in their hub or at a calm space dock, restores **all lost hit points**.



D20 DEATH IN SPACE

- 1 You touch a floating metal sphere that transforms you to a sphere with the same diameter.
- 2 You drink a strange fluid from an old fancy cognac bottle. The fluid does not conform itself to the boundaries of your flesh and creates a fluid shaped hole through your body.
- 3 The light from the rising sun ignites the outflow of strange gas on the asteroid's surface, incinerating everything.
- 4 You get hit by a stray projectile fired in a historic space battle five billion light years away.
- 5 You are eaten from the inside out after going into cryosleep together with a hungry, flesh-eating bug.
- 6 The information content of your entire body is forever lost in space and time after you misjudged the distance to the event horizon.
- 7 Dormant bacteria inside you evolve and multiply a thousandfold. They explode out of all your body openings.
- 8 You are swimming through fire. Not a great idea to smoke just before a zero-g nap.
- 9 You drown slowly in your own EVA suit helmet, after a cooling system failure.
- 10 All your bones break to crumbs when you laugh too hard. Spending so much time in microgravity really makes your body wither away.
- 11 You are sliced to pieces after your spacecraft flies through a belt of micrometeorites that cuts through your body like a hot plasma knife through fake-butter.
- 12 Your mind is permanently put on hold after being infected with mindhacker ransomware, with the blackmailer long dead.
- 13 You get cut in half by a malfunctioning airlock door.
- 14 You are incinerated by the engine's main thruster, when the pilot checked to see if your repair job worked.
- 15 You suffer from acute radiation syndrome when hit by an unusually violent stellar storm.
- 16 You are slowly drained of life after getting stuck in the mouth of a repentis chrysalis plant.
- 17 You get stuck in a non-phys time loop after a code error.
- 18 During a planetary parachute jump you realize you are at the wrong planet. A gas giant. You have a lot of time to think about your demise before hitting the hydrogen oceans of the planet's interior.
- 19 You are reborn as someone else, after a dare to touch an ancient glitchy figurine.
- 20 You float in the middle of everything. You see the last second of existence before the cosmos closes around you. Nothing exists.



SPACECRAFT CONFRONTATIONS

Combat between spacecraft is unusual, due to the large risk of losing your ship or having to pay for expensive repairs. The hesitance to destroy valuable parts has resulted in an unspoken agreement, with confrontations between spacecraft instead often ending in boarding or flight.

ROUNDS AND TURN ORDER

Strict turn order starts when a spacecraft makes a hostile action. Turns are longer than in personal combat, about ten minutes. The crew members on each spacecraft act in the order they wish before choosing which ship acts next. If they are last in the round, they must choose **another ship** to start the next round.

NON-HOSTILE SITUATION

Until a ship starts hostilities, go back and forth between the player spacecraft and other spacecraft and let them do something one at a time.

HOSTILE SITUATION

When someone makes a hostile action, like firing or attempting to board, strict turn order starts. If unclear, determine who begins with an opposed SVY check for all involved.



ACTIONS ON A SPACECRAFT

Anyone onboard a ship can take an action when that ship acts in the turn order. Some actions require specific modules. For example:

GENERAL ACTIONS: piloting, fleeing, pushing engine, setting up defenses, writing a final goodbye note, jumping between ships.

MODULES REQUIRED: hostile boarding, gunning, jamming communications, hacking systems.

Only one person can act as pilot per round.

RISKY MANEUVERS

Risky maneuvers are required for most piloting actions in a confrontation. They are resolved with a **SVY check**. **Failure costs one fuel**. With a successful risky maneuver, the pilot can move **two distance steps** in one action.

DISTANCES

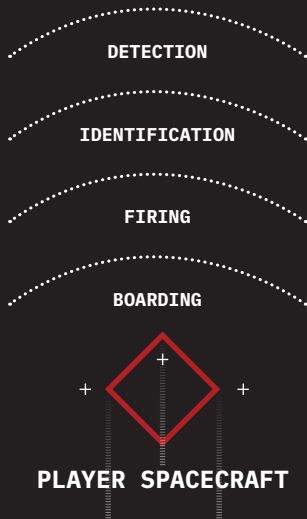
In a confrontation, the distance between the player spacecraft and other participants is divided into four range categories: **detection**, **identification**, **firing** and **boarding distance**. Each distance has a different function:

DETECTION: First detection happens here, as blips on a screen. Ships can communicate via radio.

IDENTIFICATION: Close enough to scan and identify spacecraft, including what they look like, symbols and affiliation.

FIRING: Allows for firing weapons and making similar attacks.

BOARDING: This close, crews can try to board another ship, or even jump between ships if the timing is right.



MOVEMENT

The pilot can move the spacecraft **one distance step** on their turn, or **two with a risky maneuver**. When the player spacecraft moves, move all other spacecraft one step on the map.

Referee-controlled spacecraft move their own ship one step on the map on their turn.

FLEEING

Outside of hostilities, a spacecraft can flee from the confrontation freely if it can get beyond detection distance without anyone interfering.

When engaged in hostilities, roll an **opposed SVY check** for the fleeing pilot and every hostile spacecraft. The fleeing pilot **flees from all spacecraft they roll higher than**. Any hostile ships who roll equal or higher stay at the same distance.

In hostile situations, failing to flee from all other spacecraft **costs one fuel**.

BOARDING

At boarding distance, modules can enable boarding. How boarding is accomplished and what ability checks are needed depends on the module used. For example:

Locking the other spacecraft in place with harpoons (TEC check), then jumping over (DEX) to weld through the hull.

FIRING

At firing or boarding distance, spacecraft with guns can fire on other spacecraft with a **TEC check**. A result **equal to or above the defender's defense rating** is a hit. Subtract the rolled damage from the defender's current frame integrity.

If a successful attack from a spacecraft's guns hits a person it will kill them outright. Conversely, handheld weapons can only cause damage to spacecraft frames in exceptional cases.

CONDITION LOSS

When turn order ends and hostilities are over, roll 1d6 for every person who made a risky maneuver or used a module in an action.

If **at least one die** shows up as 1, the spacecraft **loses one condition**.

In an attack against another spacecraft, the target spacecraft **loses one condition** if the attack inflicts **maximum possible damage**.

+

+

+

FRAME DAMAGE

Damage to a spacecraft is tracked through its **frame integrity**, which is 100% for an unharmed spacecraft. Damage to the frame comes in steps of 10 percentage points and represents temporary damage that does not require spare parts to repair.

When the frame is **reduced to 50%**, roll on the **spacecraft disasters table**. At 0% frame integrity, the spacecraft is **broken** and its **condition is reduced to zero**.

FRAME RECOVERY

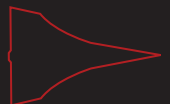
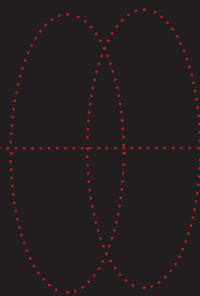
- When all is calm, and the crew has had a few hours to handle urgent damage to the spacecraft, the craft **regains 1d6×10% of its frame integrity**.
- Spending at least one night at a calm space station or a peaceful planet or moon, **regains all lost frame integrity**.
- If the spacecraft is broken it can not regain frame integrity.

NON-PLAYER SPACECRAFT

It is up to the referee to keep track of distances between non-player spacecraft. Non-player spacecraft always have a pilot. Any other actions available are determined by their modules. Stat-wise, they have values for defense rating (DR), condition, fuel and engine speed. To construct a spacecraft, see p.112.

D12 SPACECRAFT DISASTERS

- 1 Compressed oxygen leaks and causes an explosion after being ignited by a spark from an electrical failure. Spacecraft takes an extra 10 frame damage and the maximum condition value is reduced by one.
- 2 All systems shut down for ten minutes (one round). Spacecraft loses one condition and crew members can not use the spacecraft on their next turn.
- 3 The fuel tank explodes, dealing 1d4×10 frame damage to all others within boarding distance. All fuel is lost.
- 4 Short circuit in the artificial gravity system. Gravity is slowly increased, causing all onboard to get tunnel vision and making it difficult to move. Spacecraft loses one condition.
- 5 Major hull breach. If in space, air immediately starts pouring out, along with any objects not bolted down or stuck in place. 10 frame damage to all other spacecraft within boarding distance. Spacecraft loses one condition.
- 6 The main computer is destroyed. Corrupts all data in the spacecraft from AI to logs and personal letters.
- 7 Electricity malfunction causes fire to break out in a random module, which spreads to other modules unless stopped. Spacecraft loses one condition.
- 8 Power systems malfunction, speeding the spacecraft up to maximum speed before the engine overheats and stops working for 1d6 hours. Spacecraft loses one condition, one fuel and automatically flees the confrontation.
- 9 Heating systems malfunction. Over a period of thirty minutes (three rounds), the temperature gradually changes by 1d100 degrees (1d6: 1-3 warmer, 4-6 colder).
- 10 The water tank system fails. Large blobs of cold, dirty water float through the whole ship. Spacecraft loses one condition.
- 11 A random module is damaged and the spacecraft loses one condition. The damaged module can not be used until the lost condition point is repaired.
- 12 The void arrives. All electronics emit a piercing white noise. Everyone onboard gains a cosmic mutation as their eyes and ears bleed. A creature of the void (p. 96) is on board. Also, roll again.





ADVANCEMENT

At the end of every game session, discuss and answer the following questions in the group. Each positive answer grants 1 XP to the player character.

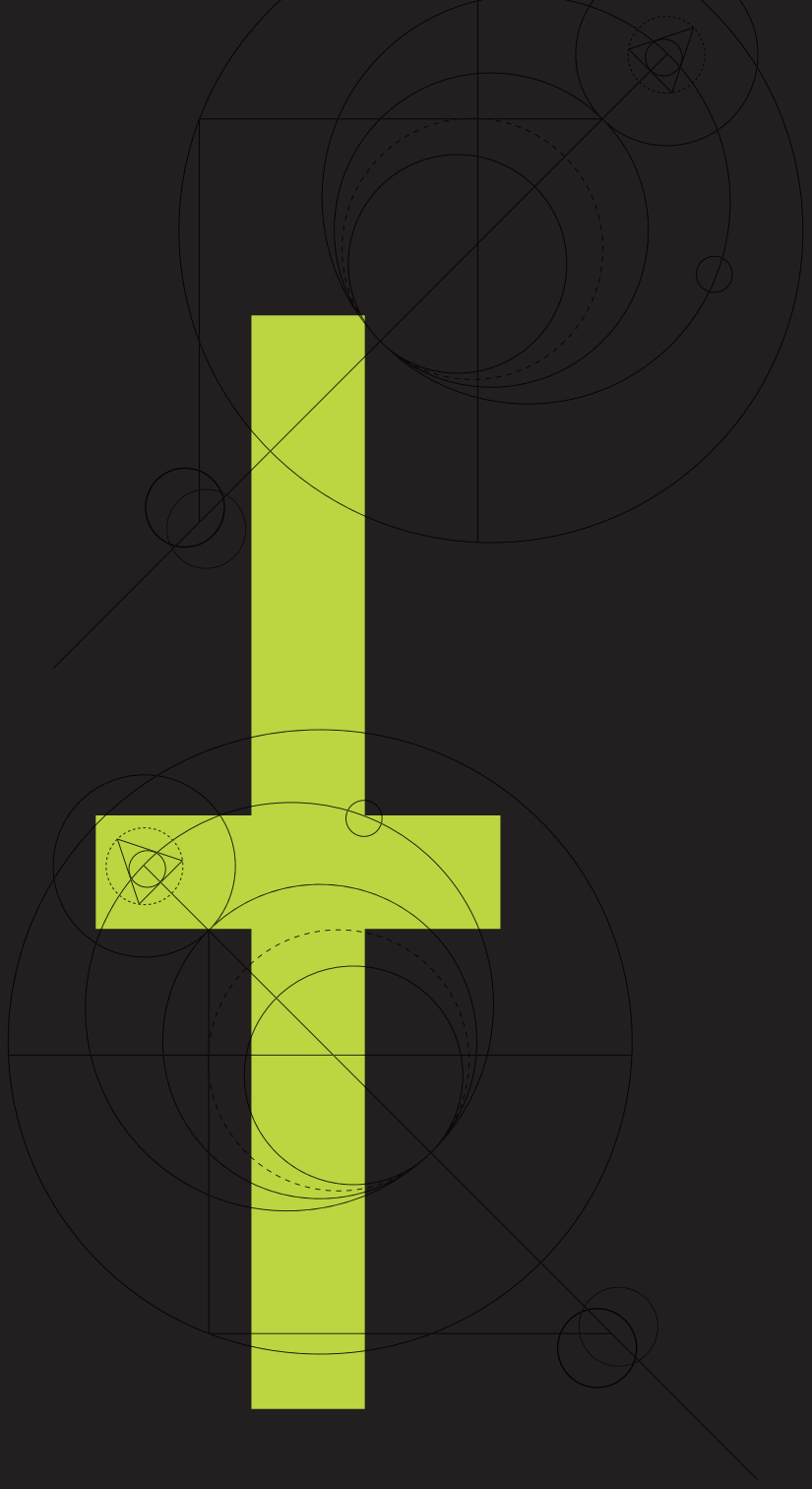
- Did you repair something?
- Did you deliver on a dangerous contract?
- Did you use at least one void point?
- Did you discover a new and potentially dangerous place?
- Did you gain a new enemy?
- Did you find someone new that you can trust?
- Did you contribute with something especially memorable?

Accumulated XP can be spent on improving the player character.

IMPROVEMENT	XP COST
Increase an ability by one, raising to at most +1.	5
Increase an ability by one, raising to +2 or higher.	3×value raised to
Increase maximum hit points by 1d4.	5
Gain a cosmic mutation. One ability must be lowered by one. Determine mutation randomly.	15
Gain one additional origin benefit. Can have at most two.	15







EXTRAS



PRINCIPLES

NOTHING IS NEW

The world is old, rebuilt over and over. Function rules over fashion. Wires stick out, protective casings are long gone. Spacecraft are fragile, and even tiny debris can rip through unprotected modules. Describe objects as old, ramshackle, repaired, modified, trimmed, fixed-up or broken. When the player characters come upon an object, it might not be at full condition, maybe it is even broken, at zero condition.

COMMUNICATION

Networks are local and direct, rather than open and wireless, and hacking requires plugging in. Spacecraft and stations dial up bulletin board systems over radio with slow modems. At all times, messages are limited by the speed of light, with delays of several hours when communicating with the outer rim.

THE WAR IS STILL PRESENT

It ended, but the aftermath is still keenly felt. When preparing scenes or locations as the referee, include people who still wear their war scars on their sleeve, veterans who argue about wins and losses, places or objects that are still not rebuilt and so on. Challenge the past allegiances of the player characters. Push their buttons to see how they feel about the war today.

DISTANT STATIONS ARE SILENT

Barely anyone knows what is going on at the outer rim space stations or in other stellar systems. Most are too busy rebuilding their lives or scrambling for enough holos to survive to care about what happens at places that are weeks, months or even years away.

If the crew is traveling to one of these distant places, those they ask about the place might tell them about how it was before or during the war, but will not know much about what is going on there today.

TRAVELLING TAKES TIME

Space travel is slow and suffocating. There is plenty of time to kill, and you are confined in a small space. Convey the vast distances, even if the crew travels from one planet to its neighbor, and the sense of isolation and claustrophobia that comes from floating in a tin can in an environment that actively wants to kill you.

When the crew returns to a place they have been before their travels, weeks, months or more have passed for those who live there. Major events may have occurred, perhaps a shift of power, and friends of the crew who used to be in power might now be prisoners.

WHO WANTS TO LIVE FOREVER?

Time is perceived differently when you can put life on hold in cryo-sleep. Although too much cryo can do things to your mind and body, human life-spans are not the limiting factor they would otherwise be. For some, this life is lonely. When waking up twenty years later, the world can look quite different, and your friends and family may be gone.

INVOLVE THE PLAYERS

Let the players create details in the setting and help create your version of the setting. This is particularly important for the player characters and their hub.

Present meaningful choices to the players to enable them to get ownership of where the campaign ends up.

RULES AND RULINGS

Roll when there are stakes involved. If there is no reasonable chance of failure or no cost associated, let the player characters succeed without a roll.

The rules are meant to be quick and simple to use, but will not cover every possible situation. If there is no rule for a particular situation, modify existing rules or make simple common sense judgments.

THE TENEBRIS SYSTEM

Slowly, but surely, the universe is dying. One by one, stars die in dazzling supernovae explosions and whole planetary systems are thrust into the emptiness between the stars. Life becomes rarer and rarer, but here and there traces of it—dead worlds, colossal hibernating creatures or dead space fleets—can be found floating through space.

In many star systems, life still endures, in the form of bacteria living under the ice on a distant moon or other simple organisms hibernating on frozen asteroids. Advanced civilizations, however, are very uncommon. Most activity today revolves around the Iron Ring in the Tenebris system and in neighboring systems.

Far from anyone's original home, Tenebris is populated by seekers, scoundrels and miners, all stuck in the system that was the epicenter of the Gem Rush and the resulting war. All over the system, traces of the war still linger in the form of debris from destroyed satellites and lost spacecraft.

The focal point of civilization in Tenebris is the Iron Ring, a structure orbiting the moon Inauro, one of the satellites of a dead gas giant in the middle of the habitable zone. Inauro was the center of the Gem War, but there, the gems are now long gone.

Here and there, deep in deserts or in dark caves below majestic mountains, you can still find traces of forgotten, long dead civilizations. Layers upon layers of history, covered in the dunes of time.



11.947 Jump point

Jump point 20.839

28.503 Jump point

Jump point 33.825

TENEBRIS 59.85882

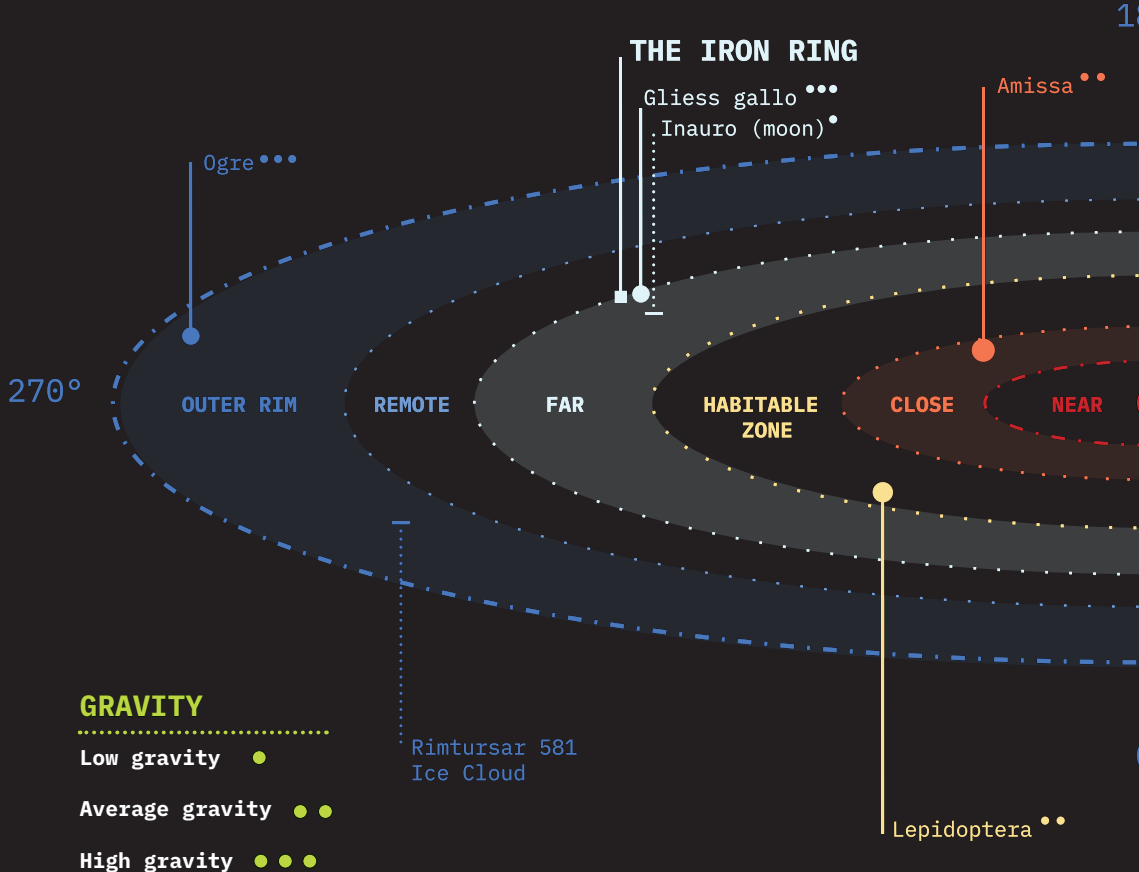
50.826 Jump point

58.062 Jump point

Jump point 64.074

79.305 Jump point

NAVIES // Bridging long distances is fraught with danger. The navies are the lonely workers that are sent out into uncharted space to place special navigation buoys that decrease the risk of bridging. In this way, a network of jump points has been set up, enabling bridging in a series of safer jumps rather than a blind bridging directly to the end destination.



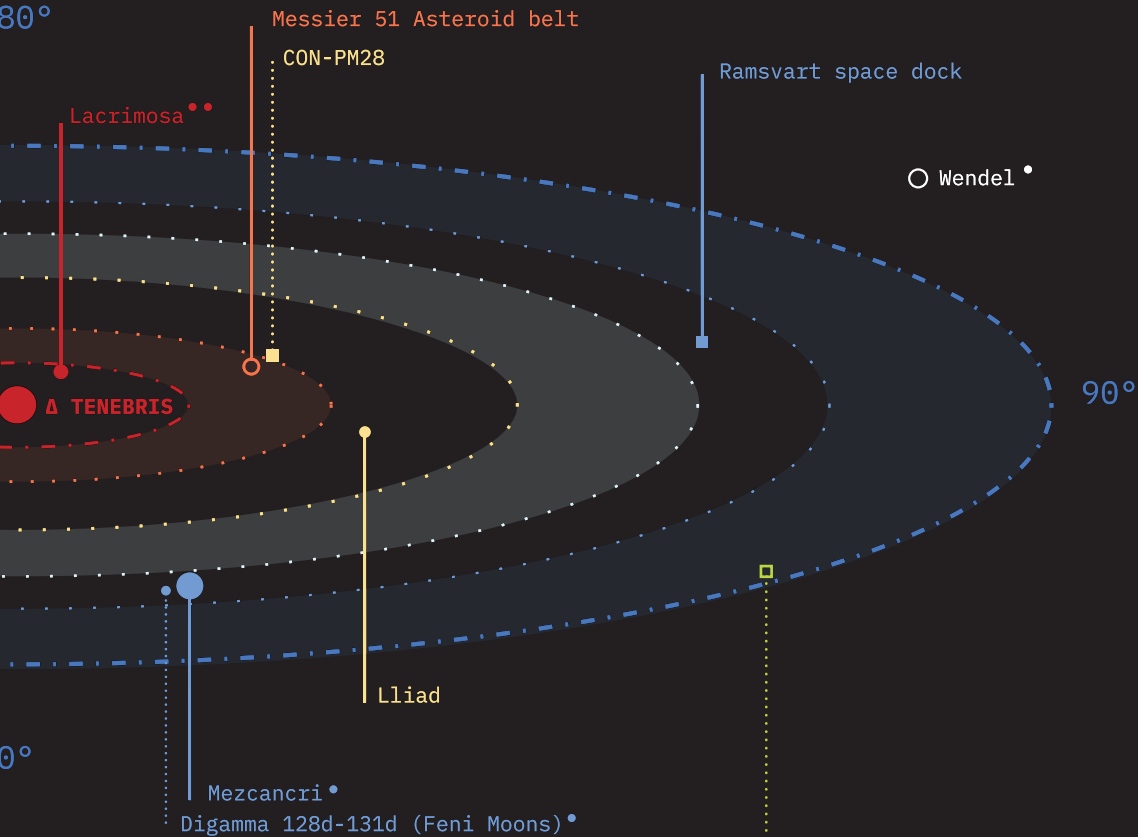
GRAVITY

- Low gravity ●
- Average gravity ●●
- High gravity ●●●

TRAVEL TIME IN WEEKS

FROM/TO	NEAR	CLOSE	HABIT	FAR	REMOTE	OUTER
NEAR	0	1	2	3	4	6
CLOSE	1	1d4	1d4+1	1d4+2	1d4+3	1d4+4
HABITABLE ZONE	2	1d4+1	1d6	1d6+1	1d6+2	1d6+3
FAR	3	1d4+2	1d6+1	1d8	1d8+1	1d8+2
REMOTE	4	1d4+3	1d6+2	1d8+1	1d10	1d10+1
OUTER RIM	5	1d4+4	1d6+3	1d8+2	1d10+1	1d12

- Each burnt unit of fuel reduces travel time by one week.
- The time is for a slow engine. A fast engine halves the time (count burnt fuel before).



TENEBRIS 59.85882, LAST ACTIVE BRIDGING BUOY

Lights flash regularly from the buoy. A long caravan of ships ends at the prescribed safety distance to the buoy. Radio frequencies are filled with chatter from local ships. One frequency only calls out the lucky numbers of those that have won a ticket to the next jump in the lottery. Desperate crews wait here, hoping to snatch a ticket from a last minute cancel. Others have practically

given up, and have started a new community here, profiting from those that pass by the buoy. The massive bridger spacecraft—the cause for the buoy's existence—is rarely present, but when it is, activity around the buoy skyrockets. Crews with a ticket can dock their spacecraft and accompany the bridger as it rips through space and time at the next scheduled jump.

AMISSA

Before the war, this planet was brimming with activity. But the trading posts have become ghost towns, and the domes of the farms have cracked. Dunes of hot sand dotted with ruins of fuel stations cover the planet. Along the equator there are tall launch towers, with bunkers extending below the surface. The only city that still remains is The Block, a thirty-six hectare square housing tens of thousands of residents that can not afford to leave this involuntary prison. The city's maze-like structure is dominated by narrow alleyways that provide shelter from the sun and the daily sandstorms. The rare days with rain are days of celebration.



CON-PM28

On CON-PM28, the night shift never ends. In a world of drugs and sweat, miners dig ceaselessly deeper and deeper into a hollow asteroid, hoping to strike gold.



GLIESS GALLO

A beautifully colored class 2 gas giant, with a dense atmosphere mainly consisting of methane. As you get closer to Gliess Gallo, any electronic equipment starts to emit a faint sinus tone. The planet's sole moon, Inauro, is the focal point of civilization in the Tenebris system.



INAURO

This yellow moon is the perfect growing ground for gem-roots. After decades of mining, the strange roots now lie exposed and harvested in abandoned shafts, once dug deep into the earth in search of the pods that house the valuable stones. As the center of the Gem Rush, the most destructive battles of the war took place around Inauro. Although the Gem Rush and the war is history by now, a few desperate seekers still drill into the moon for small pieces of the precious gems. Otherwise, the barren surface is mostly covered in carcasses of huge mining machines, abandoned smelting facilities and rust covered vehicles. The atmosphere is thick and yellowish, heavy to breathe and greatly limits visibility. Around the moon is the Iron Ring, a belt of repurposed spacecraft and satellites, where most of the activity in the Tenebris system is centered.



LACRIMOSA

The hottest planet in the system. A molten landscape where time stands still. There is no water and resources are scarce. Beneath the surface are abandoned and locked facilities. Debris from destroyed satellites and spacecraft orbit the planet.



LEPIDOPTERA

Close to the host star Tenebris yet safe within the habitable zone, this planet is covered in a dense jungle that hides the strange wildlife that lives on the surface and feeds on a type of tall black grass. All over the planet are ancient overgrown ruins from dead civilizations. Massive stellar storms from Tenebris regularly hit the planet, making it difficult to use electronic equipment more than sporadically. A single moon, Chrysalis, orbits Lepidoptera.



LLIAD

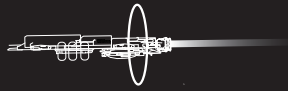
A dead and broken planet on the outer edge of the habitable zone that was recently hit by a massive meteor. Chunks of the planet have been thrust out and shattered, creating a unique outline of the planet as well as a line of rocks and dust along the planet's orbit and around Lliad itself. Other planetary material ended up in the Messier 51 belt.



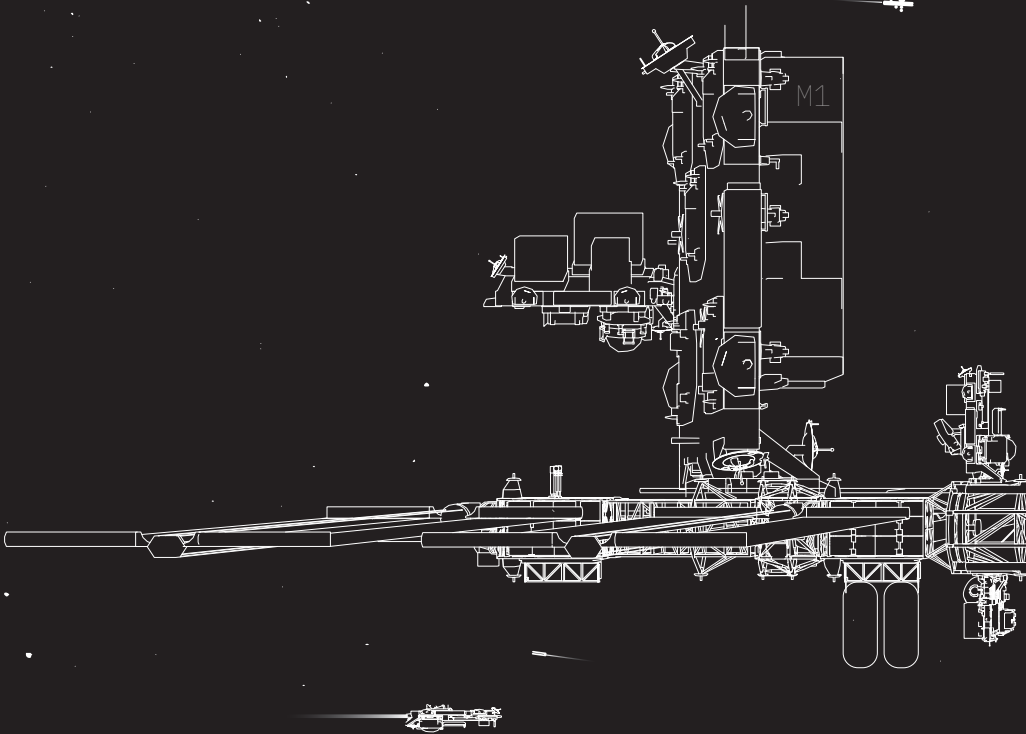
MESSIER 51 ASTEROID BELT

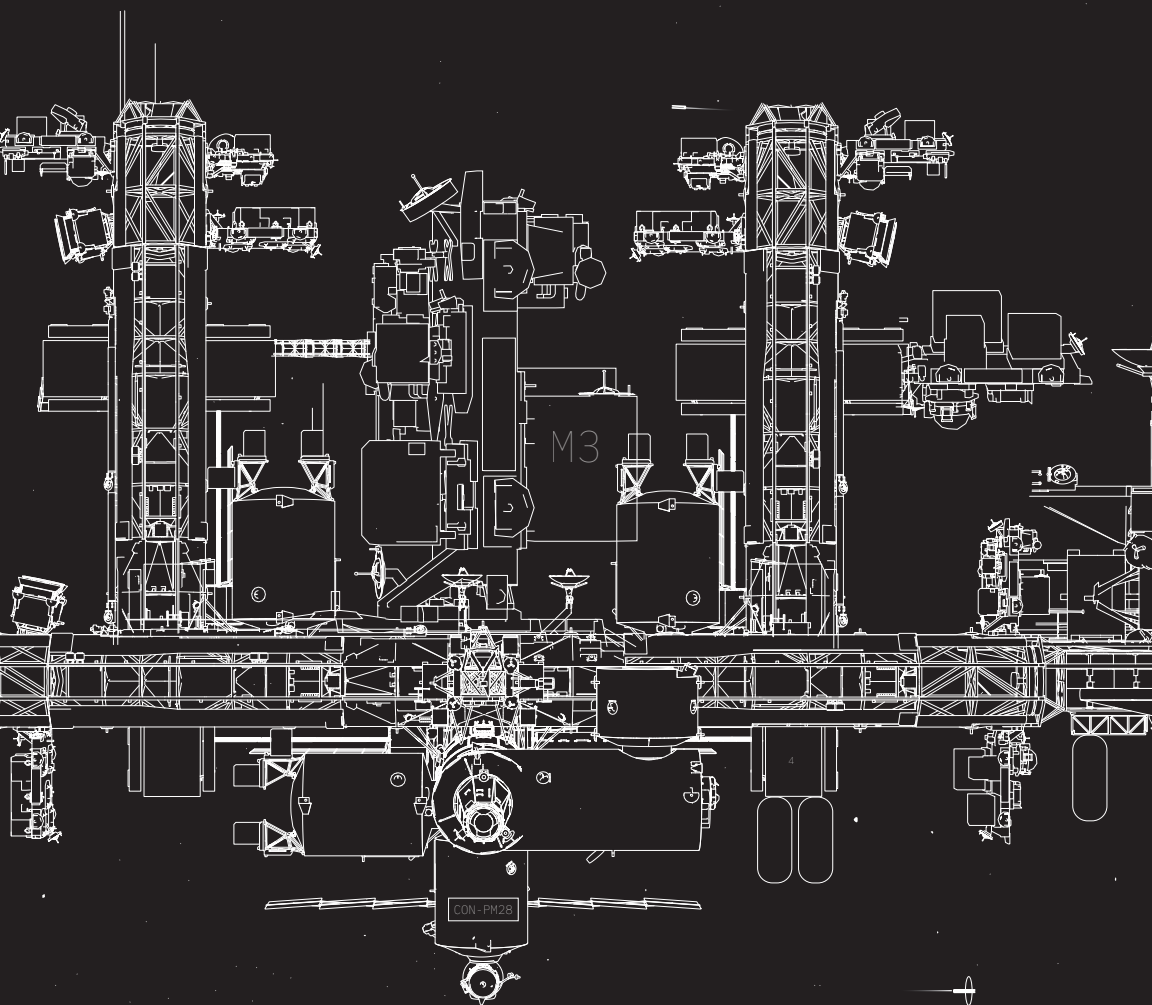
This gigantic but dense belt of rock pieces and other more exotic materials is infamous for its danger, and only skilled pilots can navigate it successfully. The mining crawler CON-PM28 is based in the belt. During the war, it provided raw materials for all sides. Now, it is just trying to survive as demand has plummeted. Several strange drugs originate from this sector, made from unknown substances found in the belt.





MINING OUTPOST CON-PM28





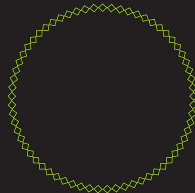
MEZCANCRI

On this inhospitable small planet, solid rivers of diamond flow in forests of black rocks covered in glistening crystals. Volcanoes spew molten carbon into the atmosphere that crystallizes into diamonds providing spectacular light shows as it combines with the ever present auroras. The sight is stunning, and makes Mezcancri a great spot for some vacation time. Unless, of course, you are one of the few miners that still work all through the eight-hour long days, on blood red fields where more mining stations are abandoned than active. While the days are scorching hot, the nights are pleasant. Four small moons, called the Feni moons, orbit Mezcancri.



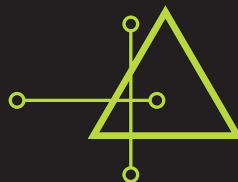
OGRE

Steep mountain peaks of clear ice, hidden in an icy blue haze, shoot up several kilometers from the surface. Far below, giant deep space whales hibernate under the surface. Even deeper is The Abyss, an active research post where scientists seek knowledge about the universe, unaffected by everything that goes on outside the thick ice sheet. One of the few fuel stations still in operation can be found in orbit around Ogre.



RAMSVART SPACE DOCK

On the opposite side of the system in the same orbit as Gliess Gallo, Inauro and the Iron Ring is this space dock, constructed out of four massive colony ships, disassembled for the purpose. As such, the dock is a disorganized patchwork, focused only on functional aspects. It is a place you want to leave as soon as you get there, but also a necessary final outpost for many before leaving the system.



RIMTURSAR 581

Ship graveyard, famous for metal mining and collection of water in the form of large ice blocks. One of the oldest space bars can be found somewhere among the silently drifting spacecraft, its exact location kept secret among the most experienced space truckers. Many a trucker has lost their sight drinking the potent moonshine served there.

WENDEL

In the empty space between stellar systems is Wendel, a dark rogue planet far from any planetary orbit. Tidal heating and radioactivity keep the planet's interior warm even far from any starlight, but the surface is bitterly cold. Surrounded by three unnamed moons covered in thick ice sheets with liquid oceans underneath and one volcanic moon, Omikron.



Escape pod



CULTS

LLIAD SOMNIUM

CHANNEL TO BECOME

An isolated and self-preserving group of distorted beings. They still have clearly human traits, but communicate with odd grunts incomprehensible to outsiders. Their homes are built out of rubble and spare parts, floating just above the broken surface of the low gravity planet Lliad. The sleepwalking, slow somniums have deceptively strong minds. It is unknown whether they actually have opened a channel between their thoughts and the void, or if willpower alters reality. They only consume vegetables, growing them in huge laboratories under color-shifting fluorescent lights.

LOOKS: Elongated limbs. Regenerated eyes. Some few tufts of long hair.

BELIEF: Only they can treat thoughts and space like clay.

GOALS: To become one with the void.

LEADER: Und Kalin was there before the disastrous meteor hit Lliad. She glorifies the past with great nostalgia and strongly believes her people are the chosen ones.

SCARCITIES: Water, weapons, unbroken equipment.

ABUNDANCIES: Rubble, spare parts, organic vegetables.

KEYWORDS: Stillness / Sparse electric humming / Fresh smell of vivid plants / Optical illusions / Static noise / Dream holograms / Chaotic radio intermissions throughout the entire Tenebris system

MATERIA 1ST

PROTECT WITH SURFACE

This semi-secret society thrives in populated areas; of course in the Iron Ring but also the poor quarters of The Block. Befriending and deceiving successful individuals, or tricking others out of their few belongings is routine for a society member. Materia 1st is also fragmented into different cells, each of them claiming to be the wealthiest, the true top dog.

LOOKS: Always try to blend in as much as possible, a difficult task which they often succeed at.

BELIEF: Wealth is crucial on death's doorstep and the subsequent new life. This is the only way to short-circuit a final ending/void. Some cells believe in a gigantic "liberating" spacecraft that will accept only the most suitable passengers.

GOALS: Contradictory, both spread the society's ideas but also not share its wealth.

NOTABLE LEADERS: Tenuk [Block cell], known for his mental complexes and erratic mood swings. Frankel [Ancient/Ring cell], known for her torturous methods.

SCARCITIES: Whatever you ask for the most.

ABUNDANCIES: Social networks, various equipment, food.

KEYWORDS: Social / Sociopathy / Flatter / Hidden elitism / Sudden ostentation / Betrayal / Kindness / Rage

TO THE OTHER (T.T.O.)

BEYOND THE VOID

Once this was merely a corp group, waging war for gem hunters. With time T.T.O. became more spiritual and sought to understand phenomena that literally should be out of reach. Still based in the heavily looted Messier 51 asteroid belt, times are now desperate for the T.T.O's. Resources are running extremely low and their mission is nowhere near being completed. Obsessed, with a body anatomy adapted solely to drug use, rituals might be the only way out of here.

LOOKS: Dress in deep black robes, but only at clandestine gatherings. Most members are corrupted by the void and also have a cosmic mutation.

BELIEF: There must be a starting point, where void but also life is created. Beyond the void, in the infinite and even "more void", a definitive spark exists.

GOALS: To build the ultimate spacecraft, a world vessel, and travel to the beginning/end of time and dimensions.

LEADER: No one has ever seen Aon Vantor's face, and he has been around for ages. Rumors say that Aon Vantor is merely a title and that it is inherited.

SCARCITIES: Food and water.

ABUNDANCIES: Functional tech equipment, drugs, spare parts.

KEYWORDS: Inscrutable / Earnest / Shadows / Whispers / Temporarily incomprehensible / Obsession

PATHÎC

CONNECT THE UNKNOWN

Contact was lost. The proud Octugust gem fleet corporation vanished from the radar, assumed to be lost forever. Some few decades later rumors spread of their return, but something seemed wrong. Visitors seldom returned. Surviving witnesses told of morbid creatures, and horrific murders. Pathîc, a self-invented term, now primarily operates in the Inauro / Amissa / Lepidoptera triangle, but also in a 270° direction towards the distant Ogre.

LOOKS: Pale and thin, almost transparent bodies. Semi-regenerated, dark eyes and distorted, bony limbs. Still communicative but with a guttural and weird dialect.

BELIEF: Pathîc proudly keeps on exploring uncharted areas in the universe. No one does it better. This is their calling, to establish routes and find riches. They have long forgotten why.

GOALS: To build important new hubs, both spacecraft and stations, dictatorially controlled by Pathîc.

LEADER: Anyone claiming to be the (even informal) frontrunner will soon be slaughtered.

SCARCITIES: Food, heat sources, a helping hand.

ABUNDANCIES: Water, invigorating "herbs", various equipment.

KEYWORDS: Insanity / Rusty scent / Violence / Hissings / Obscurity / Coldness / Scrapings

WELCOME TO THE RING

Among the countless spacecraft and space stations connected to the Iron Ring is Aurum 80, a forgotten corner of the Aurum sector. Many hard-working survivors are stuck there, saving every holo earned for a cryo ticket out of the place, or spending them all on non-phys virtual reality drugs and the corrupt bridging ticket lottery. During the Gem Rush, Aurum 80 was a last stop for miners heading down to Inauro's surface for their next job.

Tension is growing in Aurum 80. Unless reduced, things can escalate into a gang war between the two present ring gangs: **The Passel** and **Parliament**. The former controls the **output power** in the sector, and the latter **computing systems**. Both use their resources as a tool in the conflict, and the patience of the ringleader of the whole Aurum sector, Suro "Thorn" Ragosa, is wearing out.

ARRIVING AT AURUM 80

The player characters arrive at Aurum 80 on a shuttle. They have just spent their last holos on a ramshackle old **spacecraft or station that they can tow to a new location**, hoping that after some repairs it can become a place of their own. It is docked at **airlock 13C** in the docking bay.

THE DEBT

Along with the hub comes a **docking fee debt** of 500 holos that has been ticking up since the hub was first docked. The hub was

cheap, and the debt is why. The debt is to a **salvaging crew** who desperately need the holos.

It is now up to the player characters to **pay off or get rid of the debt, repair the broken hub and find fuel**, all while handling a volatile **power struggle**.

THE POWER STRUGGLE

The leaders of Parliament and the Passel are in fact former best friends, who have ended up in conflict, both feeling betrayed by the other. Both still need each other though, and both can help the player characters **repair their hub** if they support them in the conflict. The player characters should tread carefully though, as a single **faulty step** can trigger a violent and chaotic situation.

THE PASSEL ROY MIRRA

RESOURCE: Control the **output power** to most central functions in the Aurum sector.

GOAL: To rid Aurum 80 of non-phys addiction and Parliament.

NEED: **Water** for the hydroponic farm.

TURF: The **engine room**.

PARLIAMENT MONOTONE TYNALL

RESOURCE: Run the **computer systems** that control **air and water** in the Aurum sector.

GOAL: Resume control of Aurum 80, blaming the Passel if necessary.

NEED: More **output power** for the computer systems and non-phys.

TURF: The **computer center**.

TIMER AND ARRIVAL OF THE NEXT SHUTTLE

Soon after the player characters arrive, scared inhabitants start staring and pointing at a **large timer** in the docking bay, counting down to the arrival of the next shuttle. There are now **four hours left**. On the shuttle is the Aurum sector's ringleader, Thorn Ragosa, and a gang of thugs. Ragosa is tired of Roy and Monotone toying with the sector's resources. She will shoot first and ask questions later, and try to take over operations in Aurum 80.

HOW TO USE THIS ADVENTURE

This adventure starts the crew off in Aurum 80 with several problems: **a broken hub, no fuel and a debt**. How the players solve these problems is up to them, and **there is no fixed solution presented**. The adventure presents the dominant factions in Aurum 80 and the main locations. The crew can side with one of the factions, play them against each other or something else. There is also a **countdown**: ultimately, the sector ringleader Suro Ragosa shows up to settle the conflict once and for all. Whether the crew stays or escapes is their choice. But Suro Ragosa wants blood.



SURO "THORN" RAGOSA, HUMAN

Leader of **UWA**, a union-like organization that unites workers in Aurum and leads discussions with company representatives about the precious mining jobs down on Inauro. **Aurum ringleader**, speaking for Aurum in any inter-sector matters.

PRIORITY: Personal power and remaining in charge.

WANTS: To punish Monotone and Roy for carelessly playing with the sector's resources, which they will both **resist fiercely**.

SURO RAGOSA AND UWA THUGS

BDY +2, DEX +1, SVY 0, TEC 0
ML 10, HP 5, DR 13, Shotgun 2d4.

IMPORTANT RUMORS

The player characters should hear these as soon as possible:

- Either **Roy Mirra** or **Monotone Tynall** can help **repair the player characters' hub**, but who knows what they will demand as payment? **They can repair it in three hours.**
- **Hina Tsurutsuru** owns a bar and **can probably** sell fuel to the player characters.
- In **four hours**, the sector's **ringleader** arrives with a gang of violent thugs. This will surely trigger a **deadly conflict**.

DOCKING BAY

A labyrinthine metal shantytown. Hundreds of flickering work lights hang from big chains in the ceiling. Water drips everywhere. On the floor are big letters and numbers that once showed directions.

AIRLOCK 13C

The airlock door leading to the **player characters' hub** is hidden behind heaps of junk and jammed by rust. The spacecraft or station is **broken** and **out of fuel**. Only emergency systems work while connected to Aurum 80.

THE REPAIR SHOPS

Metal debris, colorful hand-painted **shipping containers**, **booths** and **stalls** are everywhere, arranged into a maze of narrow alleyways. **Shop owners** rest in hammocks or in containers remade into living quarters, waiting for the next customer. Many opportunities for item **repairs**.

AROUND THE AIRLOCKS

Along the outer walls are several **docking airlocks**, most are still in use. Outside are signs with directions to other sectors. The closest one is a short spacewalk away, others are reached with shuttles.

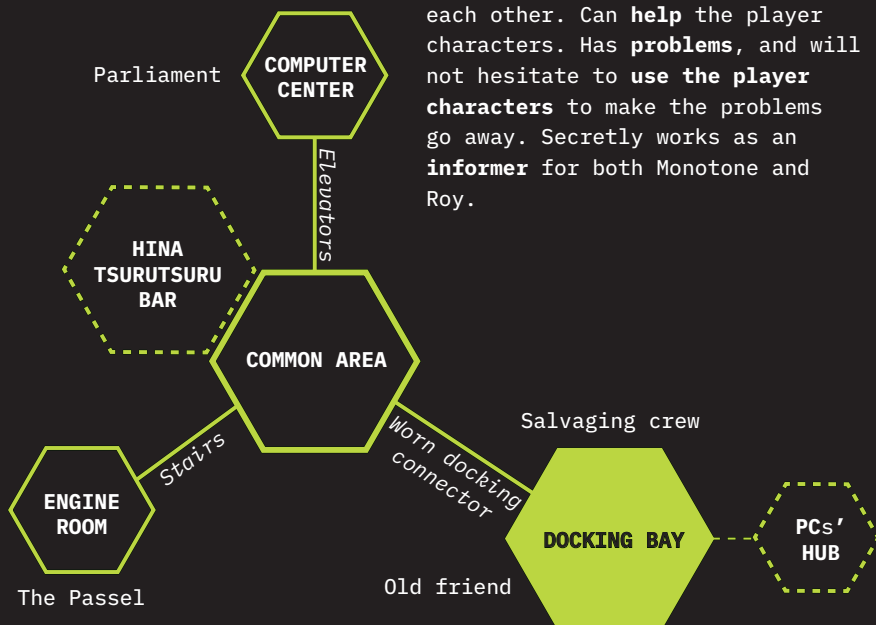
The area is **usually calm**, but explodes with activity whenever a shuttle arrives.

THE BAR IN THE MACHINE

In the center is a plaza around a large drilling machine remade into a small **bar** serving water and sake. A place to wind down and relax. A **tarpaulin** is strung up to protect the plaza from the dripping water.

AN OLD FRIEND

An old **friend of the player characters**, who they haven't met in many years. Let the player(s) describe how they know each other. Can **help** the player characters. Has **problems**, and will not hesitate to **use the player characters** to make the problems go away. Secretly works as an **informer** for both Monotone and Roy.



1D3 EVENTS

1. A brutal **murder** takes place in an unfrequented alleyway. It is a non-phys addict robbing someone to get holos for more up-time. The murderer runs towards the common area.
2. A **company shuttle arrives**, full of workers looking for luck in new sectors. One is a **hitman** looking for murder contracts.
3. **Pico**, a scared human wants to sell a **broken AI robotic animal** (max condition 1) to the player characters. The AI has been **infected** with the void and is evolving into something new.

1D3 WHAT PEOPLE TALK ABOUT

1. **Alqo**, a recently arrived **miner**, mutters about the rest of Aurum and neighboring sectors and how "things are even worse there than for us".
2. The punk **Strummer** boasts about a cool repair job.
3. A greasy **mechanic**, **Brintels**, says loudly to their friend: "Did you hear that someone bought that piece of junk spacecraft/station by the dock?"

SALVAGING CREW

Most of the time this crew is out in space looking for broken spacecraft and debris, offering towing assistance for way too many holos. They also **buy and sell debts**, lucrative business except when the debtor disappears. Every inch of their gear and clothes is **patched up** and temporarily fixed.

RESOURCE: A spacecraft, and not much more at the moment.

GOAL: To collect the **player characters'** debt.

NEED: To **repay a large debt** to the sector port authorities for fuel bought on credit.

TURF: A couple of **containers** in the **docking bay**, converted to homes.

PROMINENT MEMBERS: **Ezra Pascal** (carbon, charismatic team leader, former gem-cutter), **Elizi** (void, the brain, former star chart reader), **Gonza Pascal** (carbon, the muscles, former driller).

SALVAGING CREW

BDY +2, DEX 0, SVY +1, TEC +1
ML 7, HP 8, DR 12, pistols (1d6).



EZRA PASCAL

COMMON AREA

Chaotic, bustling with noise and activity. Sharp, synthetic smells emanate from a multitude of food stands. Scaffolding platforms rise several levels above floor level, filled with people and tight bed capsules. Paths are carved out between mounds of rubbish.

SCAFFOLDING PLATFORMS

Several floors, each with **bed capsules** stacked atop one another. **Walkways** along pillars and walls connect the platforms. Nearby are **communal showers** and a large **mess hall**.

Bored **troublemakers**, **ex-prospectors** and **holo seekers** who have lost all their savings **hang around**, doing anything to pass the time, including stealing, hiding, dealing or smoking drugs. **Workers**, passed out after tough shifts, **sleep** in their tiny bed capsules in **non-phys-dreaming** states.

THE TSURUTSURU

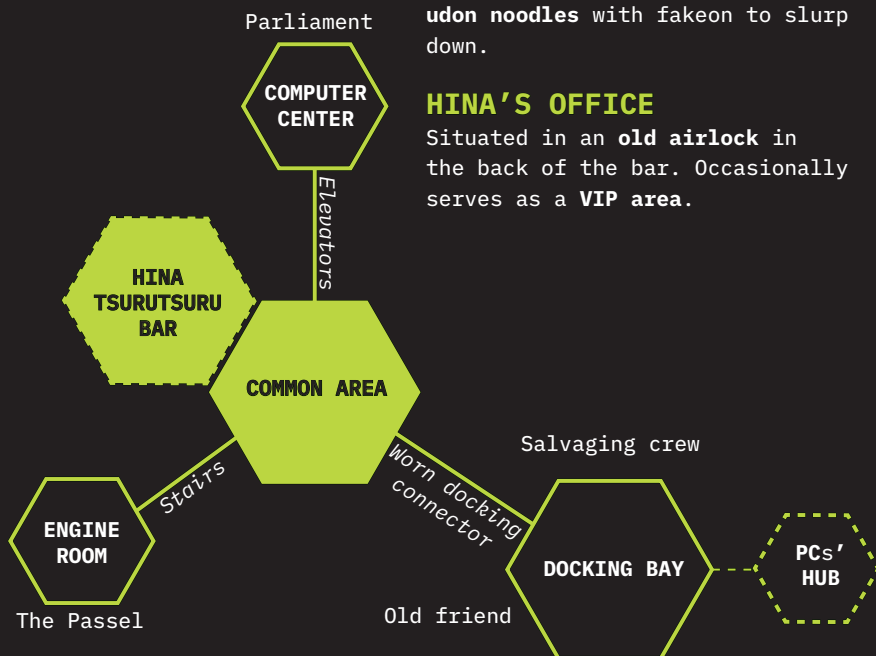
On the **third floor** of the scaffolding, bed capsules have been removed to make room for this **famous bar**, which also extends like a **balcony** to the platform outside, and is the **main hangout** for workers arriving from late shifts or anyone who wants to drink, gossip, boast or get high.

It is **dim** and **constantly packed** with people, reeking of smoke and **sweat**. Offensive **holographic entertainment** flashes rapidly, providing the only lighting together with tabletop surface lights. Wires and cloth hang from the ceiling. The entertainment is old and bright, sometimes triggering **seizures**.

Those who manage to get a **seat at the bar** without bumping into someone can get some bad but potent **moonshine** and synthetic **udon noodles** with fakeon to slurp down.

HINA'S OFFICE

Situated in an **old airlock** in the back of the bar. Occasionally serves as a **VIP area**.



1D3 EVENTS

1. **Passel** and **Parliament** members have a **heated argument**, each accusing the other of invading their turf. Escalates into physical conflict if no one intervenes.
2. Someone approaches and asks if the player characters are interested in a **non-phys experience**. The person owns a handful of small non-phys up-time rooms in a dirty, shabby place nearby.
3. A **void cult preacher** shouts about the end of the universe, the subsequent rebirth, and how the **void** is accelerating it.

1D3 WHAT PEOPLE TALK ABOUT

1. The **airlock operator Loze** complains how Vodykov Ice is pushing its workers too hard. "Why aren't the UWA re-negotiating their contract?"
2. The **bartender Rozzie** fears having to choose sides in a coming **gang war**.
3. A **drunkard** shouts how awful the latest music is at Tsurutsuru. "Just a lot of noise!"

HINA

BDY 0, DEX 0, SVY +4, TEC +1
ML 9, HP 7, DR 12, pistol (1d6).

HINA TSURUTSURU, CARBON

Ring thug, former astrochemist. Owns the Tsurutsuru. Socially skilled with a good sense for business. Makes and sells Hola!, a non-phys drug, to Monotone. The drug is made from fuel and strange flowers grown in Roy's farm.

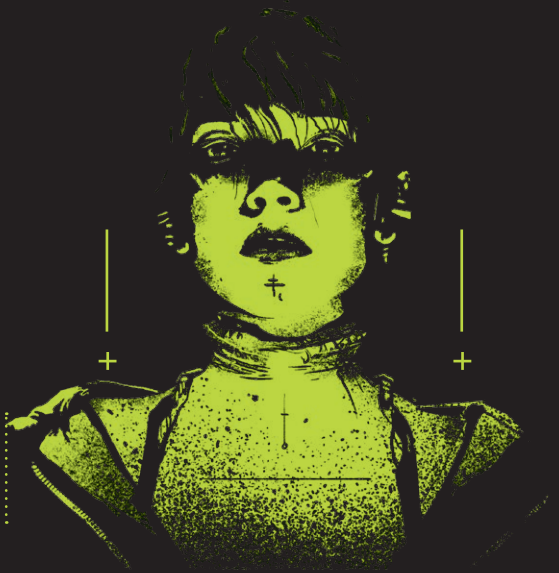
PRIORITY: Escape Aurum 80 and start a new **simple life**.

RESOURCE: Fuel and non-phys drugs (Hola!).

GOAL: To make enough holos to **leave the Ring** and settle down on a nice, warm planet somewhere.

NEED: Help **escaping Aurum 80** without making a fuss, for example getting a ride on the **player characters' spacecraft**.

REWARD: Hina pays in advance with **fuel** if promised a way off the Ring.



HINA TSURUTSURU

ENGINE ROOM

Hot and stuffy with a thick smell of engine grease. Colorful lights hang from the ceilings like twinkling stars. Kids run around neon-lit stands where strange fruits are sold. Steam rises from vents in the floor.

THE COOLING CORRIDORS

The turf of **Roy Mirra** and the **Passel** is a bohemian and homely place filled with life.

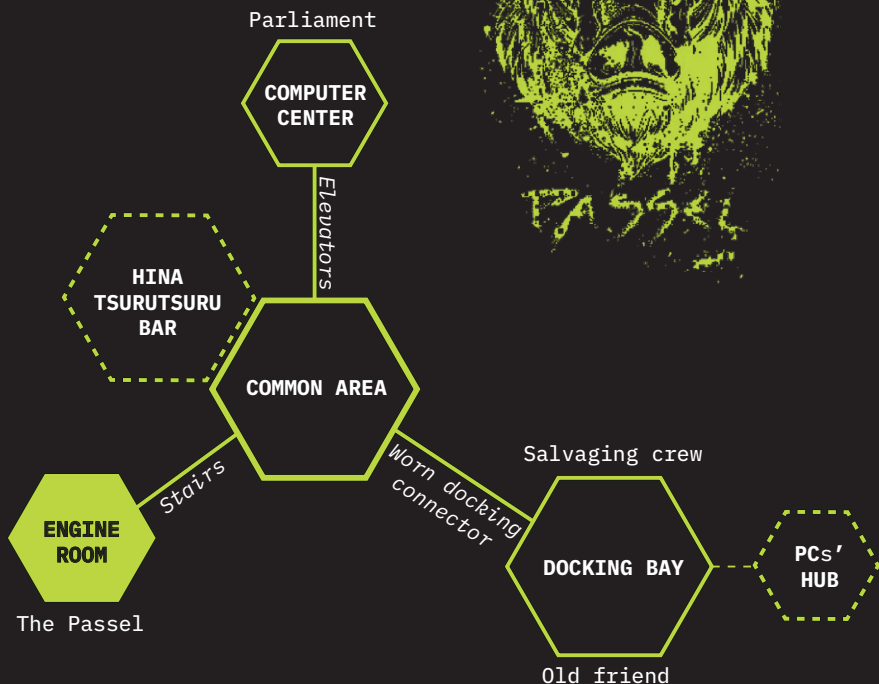
A ring of **cooling corridors** surrounds the **central engine hall**, where **output power** is generated for the whole Aurum sector. The corridors are filled with **people** and **stands** with bright signs where **fresh fruit** and **vegetables** are sold.

Giant **shut down fans** act as gates between the different corridors.

THE FARM AND THE ENGINE HALL

The **engine hall** inside the cooling corridors contains a large, **overgrown hydroponic farm** where the **Passel** grows all kinds of **vegetables, fruits** and **flowers**. The plants create a dense **tropical jungle**. They are in urgent need of **water**.

Roy Mirra and his **closest Passel friends** live in a corner of the engine hall. At least one of them is always there, sleeping or tending to the plants. **Roy** is also often seen at the **noodle stand** in the **left cooling ring**.



1D3 EVENTS

1. The water refill tank is empty. People in line to fill their bottles start yelling and fighting.
2. A crowd gathers around a **cockfight** between two small AI animals.
3. Someone **steals vegetables** from a stand and runs towards the common area. Several people chase after.

1D3 WHAT PEOPLE TALK ABOUT

1. Some Passels are whispering about a **backdoor** to the main systems in the computer center. Accessed from a unit on the outside, close to a large radio dish.
2. The rough **punk Worz** is annoyed that the water supply has been cut. "We are delivering fruit and veg for everyone!"
3. **Neina**, an aloof **solpod**, speaks weirdly about dying stars, burning out one by one in the sky.

A FAVOR FOR A FAVOR

If the player characters guarantee a **water supply** for the farm, Roy's repair crew in the docking bay will help **repair the player characters'** hub. To fix the supply, the signal sent from the water systems must be changed, either from Monotone's **personal computer** (locked, found on Monotone or in the office), or in the final **relay unit** located on the outside of the computer center, in space.

ROY MIRRA, PUNK

Friendly with a short fuse. Hates everything related to non-phys. Left Parliament and started the Passel when his mother died due to non-phys addiction, blames Monotone for contributing to her death. Spent his youth as a satellite bodyguard.

PRIORITY: Friends and family.

WANTS: Sympathy from Monotone, but will **not get it** since he has gone too far in his anti-non-phys crusade.

BDY +4, DEX 0, SVY 0, TEC +2
ML 9, HP 14, DR 12,
raid rifle (1d10).



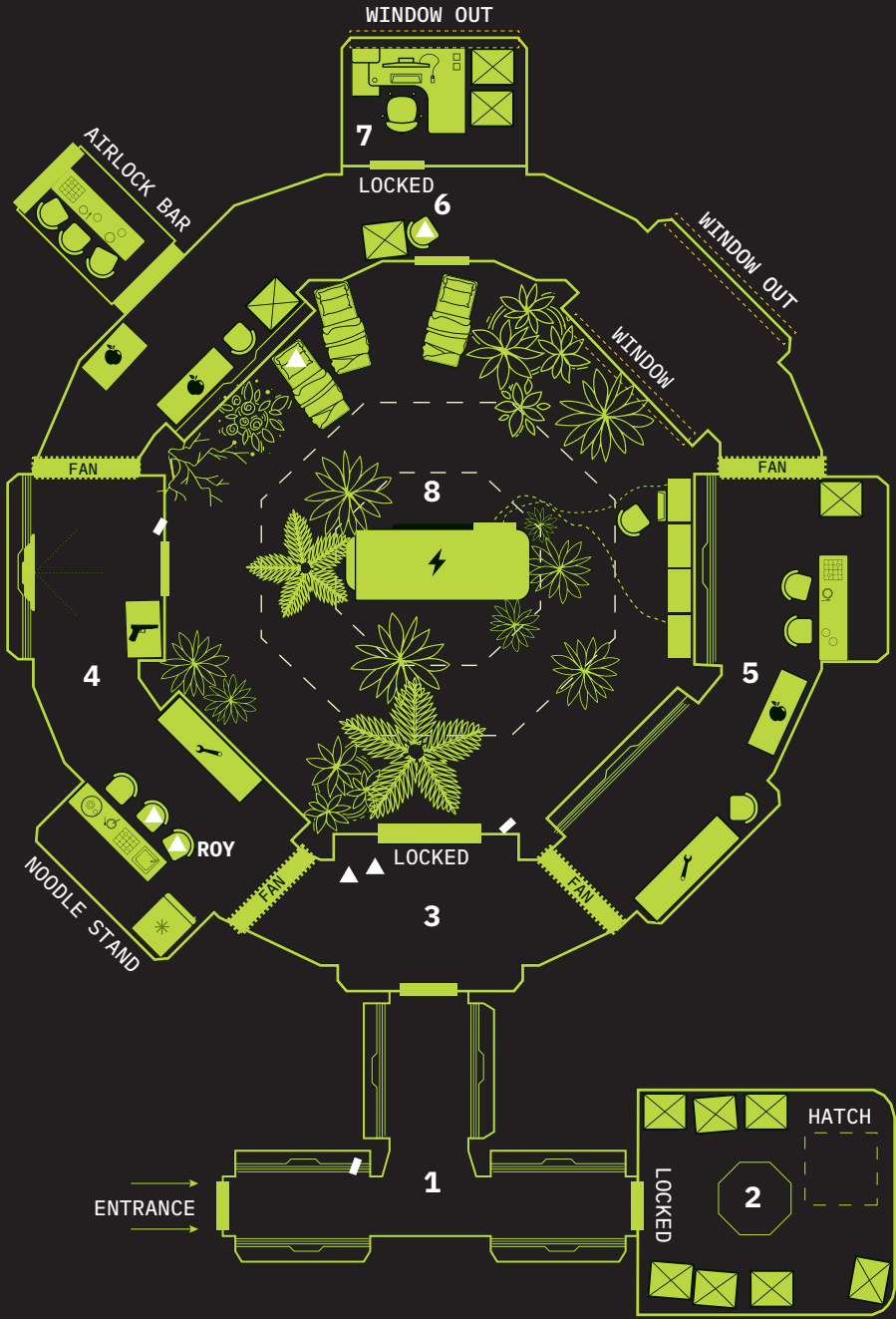
ROY MIRRA

ENGINE ROOM

1. **CORRIDOR.** Empty, quiet and clean. Well worn floor.
2. **STORAGE.** Hatch (leads to airlock). Equipment **crates** (one pistol, two ammo magazines, four components, 1d6 bottles of clean water).
3. **ENTRANCE HALL.** Hot and stuffy. Busy, **kids playing** loudly. Two **Passel** members guard a thick door (arguing about a dangerous mining job).
4. **LEFT COOLING RING.** Packed with people. **Shouting** from fruit vendors. Most fruit sold looks dry. **Roy often has soup** with a friend at the noodle stand.
5. **RIGHT COOLING RING** Crowded. Two **self-selling AIs** sell guard services. A person repairing a fridge can provide info on the central engine hall (8).
6. **INNER COOLING RING** Busy around the **Airlock Bar**. A **Passel guard** sits in a chair, reading. Passel graffiti covers walls.
7. **ROY'S OFFICE** Racks of **drives**, storing **security camera footage** and **secret files** with plans to overthrow Suro Ragosa as Aurum leader.
8. **CENTRAL ENGINE HALL** Moist and warm. Thick, **sweet smell** of fruit. Deafening **engine noise**. One **Passel member sleeps** near inner ring door. Room is overgrown with plants carrying fruit, flowers and vegetables. Most are withered and dry. Racks of **electronics** stand next to a **computer panel** (password-protected). Installing **Monotone's PCB** here takes half an hour (quicker with successful TEC check).

PASSEL MEMBERS

BDY +2, DEX -1, SVY 0, TEC 0
ML 7, HP 5, DR 11, pistol (1d6).



- ▲ Passel members
- ◆ Camera
- 🔫 Weapons vendor
- 🔧 Repair shop
- 🍎 Fruit vendor
- | Door
- ◀ Monitor

COMPUTER CENTER

Bright blue computer lights dance on walls covered in sound-absorbing padding. A smell of burned electronics fills the air. Wires tangle up like bird's nests around stacks of old computers. In the main computer hall, non-phys addicts of all shapes and sizes gather.

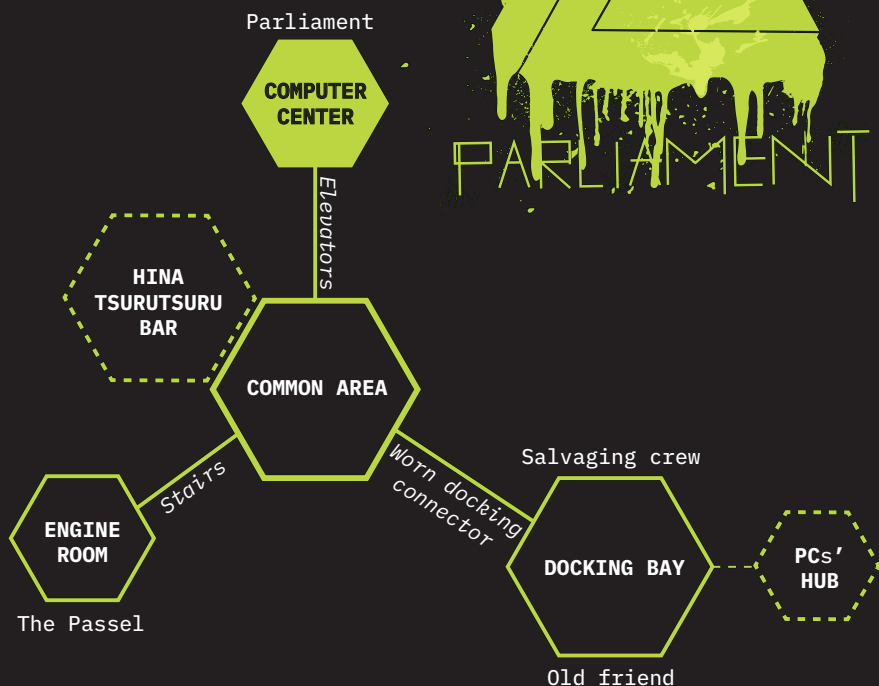
AURUM LIFE SUPPORT AND COMPUTER SYSTEMS

The place is the main haunt of **Parliament** and **Monotone Tynall**. Except for occasional server maintenance, Monotone can be found in the **office** behind the main computer hall.

The systems here run **water**, **ventilation** and other **life support systems** for the whole Aurum sector, but also consume most of the power in the sector.

THE NON-PHYS ADDICTS

In the main computer hall, the **addicts** are everywhere. Either sitting around talking and **smoking Hola!**, or **passed out** on the floor in non-phys dreams, wearing **visors** connected with cables to the floor.



1D3 EVENTS

1. Nearby computer panels **shut down suddenly**. Screens show static, and speakers emit white noise. Stays down for an hour, as repair mechanics curse the **power supply**.
2. A **punk** asks if the player characters want to buy **Hola!** or non-phys.
3. A non-phys tripper **overdoses**. They **run in a panic**, ripping the cables, pushing over computer stacks and shouting incoherently about a darkness.

1D3 WHAT PEOPLE TALK ABOUT

1. The **punk Morla** thinks Roy has gone **too far** in his anti-non-phys crusade. After all, it's just business.
2. **Blitz**, a **hardware pro** with thick glasses, brags about their new shiny processing unit that's hardly been used.
3. Two **Gem War veterans**, who were on different sides, fight about old war grudges.

A FAVOR FOR A FAVOR

For a favor, Monotone can help the player characters repair their hub quickly. They must **install a circuit board** in the control unit in the **central engine hall**, that allows Monotone to control the power supply to the computer center. The installation will be harder than Monotone says, with wires everywhere, that do not look like they should.

MONOTONE TYNALL

Leader of Parliament.

Unpredictable, thinks too little about the consequences of their decisions. Feels betrayed by Roy for abandoning the Punks. Loneliness issues, due to a stuck memory cartridge. Former drone driller technician.

PRIORITY: **Leadership** over Aurum 80 and someone to **share** it with.

WANTS: **Friendship** from Roy. Will not get it since Roy blames Monotone for his **mother's death** and will never let Monotone get close again.

BDY 0, DEX 0, SVY +2, TEC +4
ML 8, HP 10, DR 12,
compact rifle (1d8).



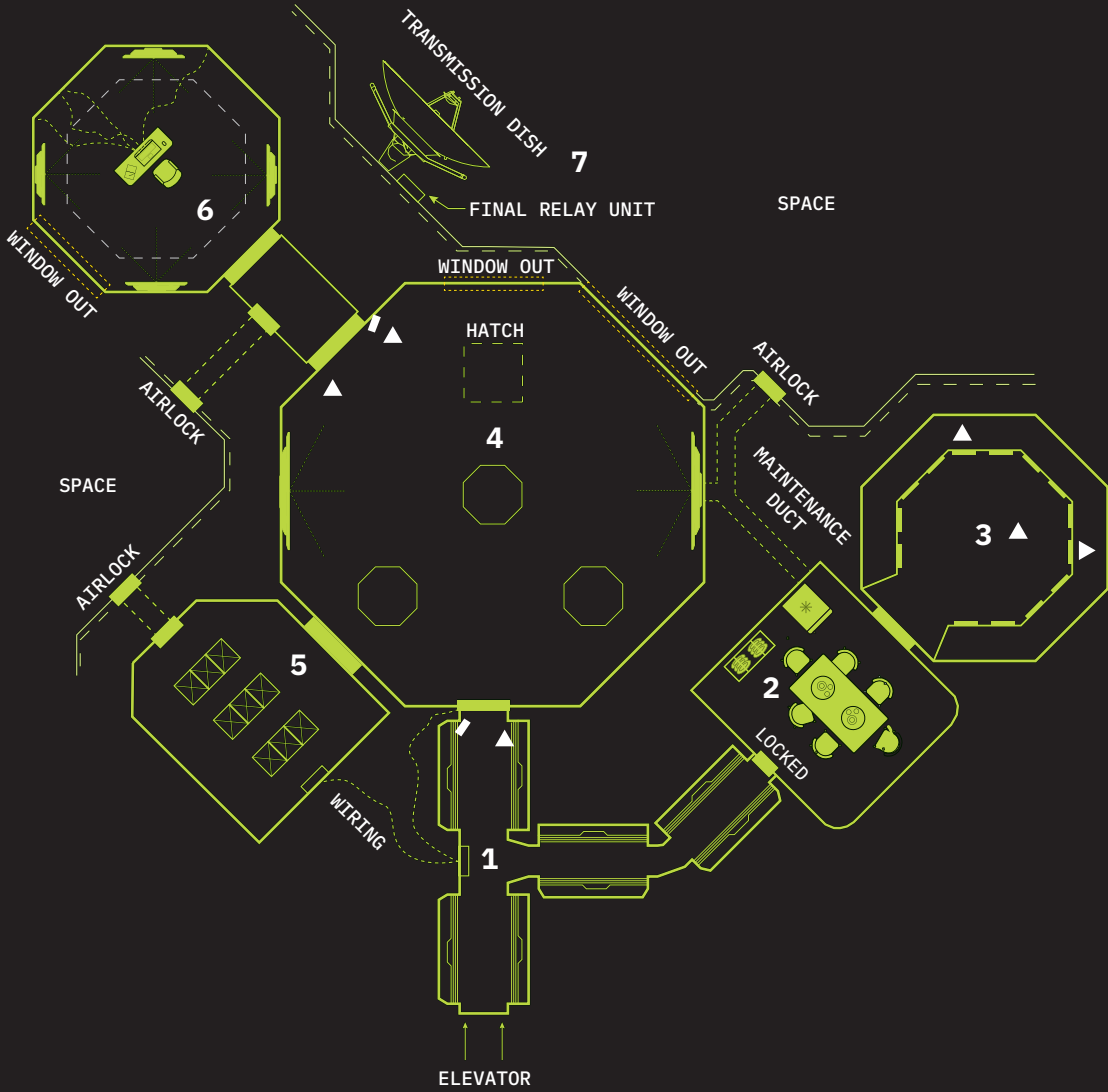
MONOTONE TYNALL

COMPUTER CENTER

1. **CORRIDOR.** Usually **empty**, except when an elevator arrives. **One guard** by the main door, reading a union pamphlet ("Aurum 80 unite!"). A **camera** monitors the main door, whirring as it sweeps.
2. **MESS HALL.** Entrance door **locked**. Room is **empty**. **Funky smell** issues from a shutdown fridge. "Fuck Roy" scrawled on fridge door. Fruit inside, gone bad.
3. **SLEEPING PODS.** Pods line all walls. A **Parliament member** works out in the center of the room. On each pod is a display that shows name, health status and location (according to schedule) of occupant. Two pods contain **sleeping Parliament members**. Some pods have personal belongings, including **keys** to doors in computer center.
4. **MAIN HALL.** Buzzing with **people**. Flashing **blue lights**. Dozens of **non-phys addicts**. They hang around, smoking Hola! or lie on the floor dreaming, with visors that project dream worlds. Monotone's office is guarded by **two friendly AI bodyguards**. A camera monitors the door. **Hatch** leads to **ventilation ducts**.
5. **SERVER ROOM.** **Warm**. Thundering **noise** from servers at maximum capacity. **Dimly lit** by hundreds of server diodes. **Racks of servers** fill room, storing many non-phys worlds of varying sizes. Most are **shut down** due to the power shortage. A simple **coding robot** works here, turning servers on and off when they fail. **Security footage** from camera surveillance stored on one server.
6. **MONOTONE'S OFFICE.** Abstract, moving **patterns** are projected on a **cloth-covered ceiling**. Here Monotone monitors security camera footage and server statuses, only leaving to fix server errors. Walls are covered with **holo photos**, portraying old friends and the time before the war. Roy and Hina are in several. Password-protected **personal computer**, with code controlling signals to water systems.
7. **FINAL RELAY UNIT.** Next to the communication dish is the unit that sends the **control signal** to the **water systems**. Can be hacked with a successful TEC check. Visible from a window in the main hall (4).

PARLIAMENT MEMBERS

BDY -2, DEX 0, SVY +1, TEC +2
ML 5, HP 5, DR 12, pistol 1d6.

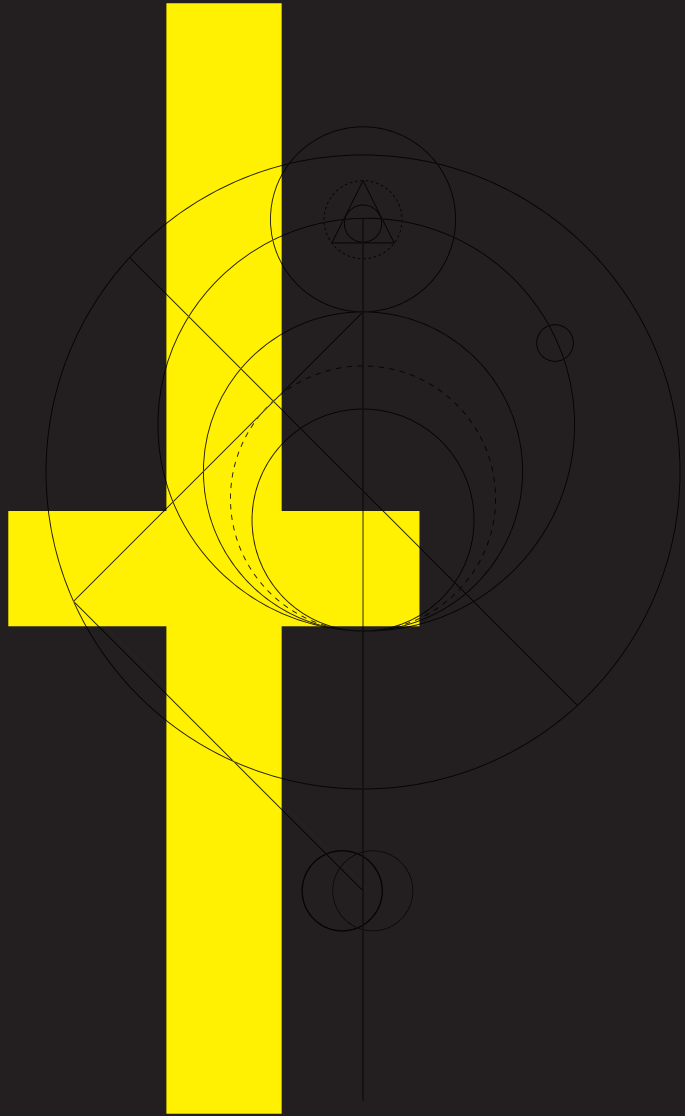


▲ Parliament members

◆ Camera

◀ Monitor

| Door



TABLES AND TOOLS



CREA

Add the indicated ability to the attack roll

D8 CREATURES OF THE ABYSS

- 1 APSIS APE** *Hairy and muscular. Great jaws filled with spiky teeth. Intelligent and lethal, enjoys mimicking and ambushing its prey.*
BDY +4, DEX -1, ML 8, HP 24, DR 14, ATK 2xfists (BDY, 1d8)
SPECIAL: 2 in 3 chance of acting first in the first combat round.
- 2 AURORA MASSWORM** *A purple luminescent worm covered in a sticky secretion that turns organic material into tiny floating particles. With the right tools, the particles can be collected and reassembled.*
BDY +3, DEX +3, ML 7, HP 24, DR 13, ATK ichor vomit (DEX, 1d6)
SPECIAL: On successful attack, victim must succeed with BDY check or take 1d6 extra damage, where on a 6, struck limb turns into floating particles.
- 3 HAIRPIN PIG-FOLK** *Used by deep space prospectors to sniff out gems.*
BDY +2, DEX -2, HP 8, ML 6, DR 13, ATK tusk charge (BDY, 1d8)
- 4 NADI SNAKE** *Gets inside the body of its victim and consumes it from the inside. To get rid of the snake, snatch it when it is moving between body parts. Or cut off the limb.*
BDY -2, DEX +3, ML 5, HP 1, DR 16, ATK bite (DEX, 1d2)
SPECIAL: Burrows into body part during victim's sleep and feeds, causing 1 damage per day. Switches body part after causing three damage, during this time it can be attacked.
- 5 NEON HARPY** *Hiding in the dark corners of some stellar systems are these colorful creatures. Their wings shine with a holographic effect, and their tears shoot sparks. Live with the same partner their whole life. Those who have lost their partner are angry and depressed.*
BDY +1, DEX +3, ML 7, HP 8, DR 15, ATK 2xgalvanic talons (BDY, 1d6)
SPECIAL: Can steal memories. Creates a holographic image related to a player character's memory (the player chooses one), on a failed SVY check it steals the memory and the player character is momentarily dazed.
- 6 OORT FLIES** *A swarm of tiny flies that forms the shape of a large fly. Can communicate by changing its shape.*
BDY -1, DEX +3, ML 6, HP 10, DR 12, ATK swarm bite (DEX, 1d3)
SPECIAL: Attacks all within melee distance each round. Takes no damage from guns or melee weapons, only from fire, explosions and similar.

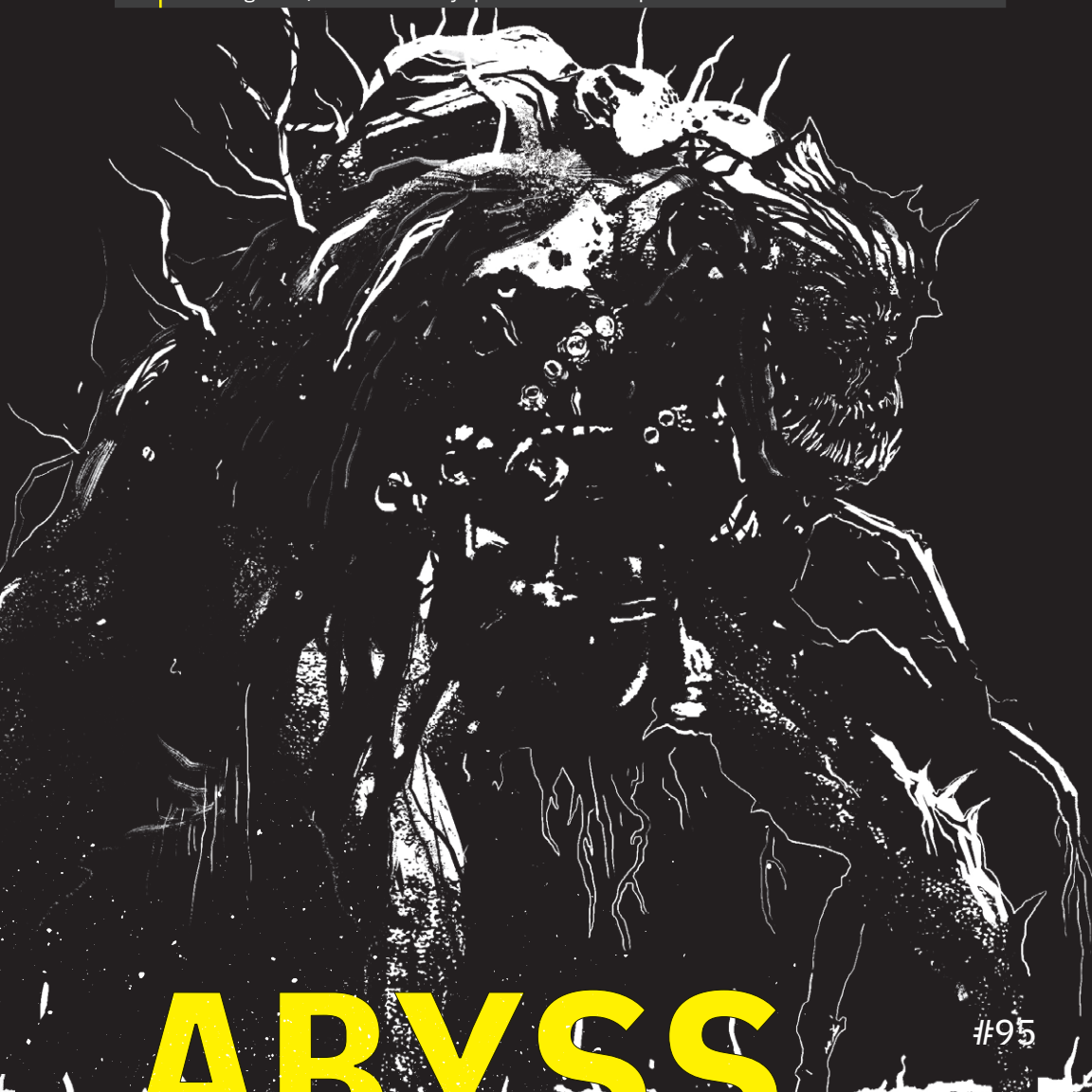
HIT POINTS (HP)
ATTACK (ATK)
DEFENSE RATING (DR)
MORALE (ML)

IF AN ABILITY VALUE IS NOT WRITTEN OUT,
ASSUME ZERO VALUE

Apsis ape

D8 CREATURES OF THE ABYSS

- 7 **ROCHE SPIDER** *Constantly shifting colors. Abstract patterns on its back are said to show the worst nightmares of anyone looking at it.*
BDY +4, DEX +6, ML 8, HP 18, DR 14, ATK bite (BDY, 1d6)
SPECIAL: Acts twice each round. If attacked target fails SVY check, they lose their next round, stuck in a hypnotized stupor.
- 8 **SYZGY ANTFOLK** *Fear water. Have a poisonous bite that changes the victim's DNA and turns the bitten body part into a sweet, nutritious liquid.*
BDY +1, DEX +1, ML 7, HP 5, DR 12, ATK bite (BDY, 1d4)
SPECIAL: A bitten victim gets three BDY checks, once per day. Failing all, struck body part turns liquid.



Add the indicated ability to the attack roll

D6 CORRUPTED BY THE VOID

- 1 **ANARCHY PROGRAM** *It is unknown whether the Anarchy program is natural or artificial. A lethal parasite, hidden in creatures' DNA, that consumes and reprograms genetic instructions. The host becomes very aggressive before eventually dying.*
SPECIAL: When exposed, victim must succeed with a BDY check or become infected. When infected, roll one BDY check per day. Victim is rid of infection if reaching three successes. For every failure, they turn more aggressive. On three failures, the victim is forever lost to the void and turns into a port fanatic.
- 2 **GRAVITY BIODRONE (HIVE)** *Genetically modified fungal insects. Symbiote between flesh and electronics, constructed and bred for the war. Reacts to the smell of materials used for weapons and armor. When still, resembles ugly fungi.*
BDY -1 DEX +3, ML 8, HP 8, DR 18, ATK bite (DEX, 1d4)
SPECIAL: The hive can attack three targets. Preferentially attacks those with powerful weapons and armor.
- 3 **HIVE DECAAYER** *Similar to a huge louse fly. Emits an unbearable smell of rotten meat. In its transparent belly, old victims remain in an infinite rotten state, both dead and alive.*
BDY +6, DEX +2, ML 7, HP 22, DR 14, ATK bite and swallow (BDY, 1d4)
SPECIAL: If the creature's attack is successful, it spends its next action swallowing the victim (automatic success, BDY check to escape before that). Swallowed victim dies after 1d6 rounds.
- 4 **PORT FANATIC** *The unlucky victims of void infection quickly lose their minds, sharpen their teeth and start performing horrible acts against their own bodies.*
BDY +2, DEX -2, SVY -3, ML 9, HP 6, DR 12, ATK bite (BDY, 1d6)
- 5 **TRANSMUTATION CUBE** *A mutated Anarchy program, distorted into physical form. Devours mechanical parts and loves the smell of code. Prefers attacking chromes.*
TEC +4, DEX +4, ML 10, HP 20, DR 15, ATK mechanical drain (TEC, 1d4)
SPECIAL: Consumes two components or one vehicle part per round.
- 6 **VECTOR PARASITE** *A tick-like creature covered in eyes and teeth, found on distant asteroids. Transmits an infectious plague that turns the skin translucent.*
BDY +8, DEX -2, ML 8, HP 26, DR 10, ATK rotten bite (BDY, 1d6)
SPECIAL: If the bite causes damage, victim must roll BDY check. Infected on failure. Infected rolls BDY check once per day. Rid of disease on three successes. One limb's skin turns translucent for every three fails, and victim also suffers a void corruption effect.

If an ability value is not written out, assume zero value.

DEEP SPACE NIGHTMARES AND NAVVY TALES

THE CELSIUS SERVANT

Said to have found his way through a bridge still open after a jump, the Celsius Servant haunts the drug-fueled nightmares of unlucky cryo-sleepers having a bad trip.

THE STAR-EATER

Some navvies who have traveled far to distant systems talk of the Star-Eater that roams the edge of the universe. They say it is the reason why some stars in the sky have gone dark.

THE SUPER-HYDRA

In forgotten corners on the Iron Ring, masked cultists worship the Super-Hydra, the mythical serpent of the Abyss with a thousand maws, forever feeding on the Phosphorescent Vortex.

HIT POINTS (HP)
ATTACK (ATK)
DEFENSE RATING (DR)
MORALE (ML)



TRIGGERS

Combine a trigger with an obstacle and use when the crew explores dangerous locations.

D10 TRIGGERS

- 1 **LASER** A narrow beam of intense light in any color. Triggers if refracted.
- 2 **PRESSURE PLATE** 5 in 6 chance to trigger when someone steps on it.
- 3 **MOTION DETECTOR** Can be adjusted to trigger on motion of different forms and speeds. Running, walking and down to vibrations.
- 4 **MICROPHONE** A spherical field microphone that records everything within a certain distance, or a directional microphone that mainly captures sound from in front of it.
- 5 **MAGNETIC** Triggered by a certain amount of magnetic material.
- 6 **HEAT DETECTOR** Sensitive to temperature changes, for example due to body heat.
- 7 **SNIFFER** Detects a certain type of substance, for example adrenaline, sweat or blood.
- 8 **METAL DETECTOR** Can be used to detect concealed metallic weapons or other objects. Sensitivity can be adjusted, for example making it trigger only for larger objects.
- 9 **ECHO WIRE** Very thin wire that functions as a combined trigger and trap. Sinks up to a few centimeters into soft tissue (1d4 damage) before snapping with a distinct sound, responsible for the name.
- 10 **COUNTER** A primitive electronic override, often connected to doors or electronics that are interacted with. Sends a signal for every interaction, or after a specific number of interactions.

OBSTACLES

D20 TYPE

- 1 **CENTIGLASS** Hot glass, that penetrates and melts the victim's flesh (1d8 damage). Removing the molten glass requires help.
- 2 **MIND SCANNER** A digital copy of the target's consciousness or code downloads to a nearby memory cartridge. The cartridge has room for two minds. A happy chime will play after the download.
- 3 **WORMHOLE** Ancient tech fitted in a box. Target travels in space and time, forwards or backwards. Gone for one second in the current timeline, but has actually been away for 1d20 years.
- 4 **ELECTROMAGNETIC PULSE (EMP)** A short burst of energy that disrupts and harms nearby electronics, which do not function properly for 1d6 minutes and lose one condition.
- 5 **PIPE BOMB** Explosives in a pipe, causing a concentrated and targeted explosion (3d6 damage*).
- 6 **JUMP MINE** Hidden load of explosives that jumps a meter vertically before detonating (1d12 damage to all within five meters).
- 7 **HOTWIRED AIR LOCK** A hidden door or hatch is hot-wired to disregard safety protocols and open to the outside.


D20	TYPE
8	TRACKING CHIP A bunch of darts fire towards the crew. DEX check to avoid. Darts inject tracking chips that allow for tracking target movement.
9	FLECHETTES Swarm of small metal projectiles, either spread out over a large area or focused in one direction (2d6 damage*). If heated, the flechettes can also destroy equipment.
10	ULTRASONIC BURST High frequency soundwaves. The victim loses their balance and is unable to move. Continued exposure causes nausea, shaking and uncontrollable vomiting.
11	TITANIC FOAM A sticky foam that hardens more the longer you wait. The victim can not breathe if the foam hits their face. Sticks to skin on contact. Handled with protective gloves, it can quickly be shaped into a titanium armor that the victim can never remove.
12	PHOTORECEPTOR FLASH A strong pulse of light that blinds all nearby looking at it for 1d6 minutes.
13	TESLA SPIKE A glowing arrow of electricity that hits one target before changing direction to the next. Hits 1d3 targets (3d3 damage to the first, 2d3 to the second and 1d3 to the third).
14	LASER Static or mobile, normally used to split ice on distant moons. Intense beams that quickly burn holes in and cut through most materials (1d12 damage). Must charge before it is unleashed, which is accompanied by a slight buzz and takes 1d20 seconds.
15	MOLTEN METAL Container or deep pit with molten metal. Cooks flesh, causing extreme pain (1d10 damage). If not removed, provides excellent protection to the exposed body part(s) when the metal has cooled.
16	CRUSHER Small room where heavy walls or metal arms compress contents to a one-by-one meter cube. Almost harmless if you are alone and can fit inside, less so for larger groups of people.
17	COOKER Microwaves are emitted. They heat liquids inside the victim, causing agonizing and incapacitating pain (1d8 damage).
18	FLAMMABLE GAS A dangerous, often poisonous gas, similar to the highly flammable gem gas found in asteroid mines. Prolonged exposure can cause bleeding eyes, poor memory, coughing, loss of smell, skin loss, dizziness, paranoia, nosebleed, and in 1% of cases increased awareness and comfortable visual hallucinations.
19	ELECTROSHOCK PROJECTILES Small projectiles connected to a power source by thin wires. Victim is completely stunned by electric shock for 2d20 seconds. Damages muscle nerves (1d6 damage) unless immediately pulled out.
20	SKIN TRANSFORMER Repurposed LTW (Living Tissue Welder) tool that alters living tissue. Changes the victim's skin in the targeted area (d6): 1. Face, 2. Hands, 3. Arm, 4. Chest, 5. Leg, 6. Player chooses. Skin changes into (d6): 1. Plastic, 2. Nylon, 3. Gib-flex (waterproof soft high tech fabric), 4. Hardened bendable glass, 5. Deep space octopus leather, 6. Soft gemstones.

* Dice can be divided among several targets.

SPACE ENCOUNTERS

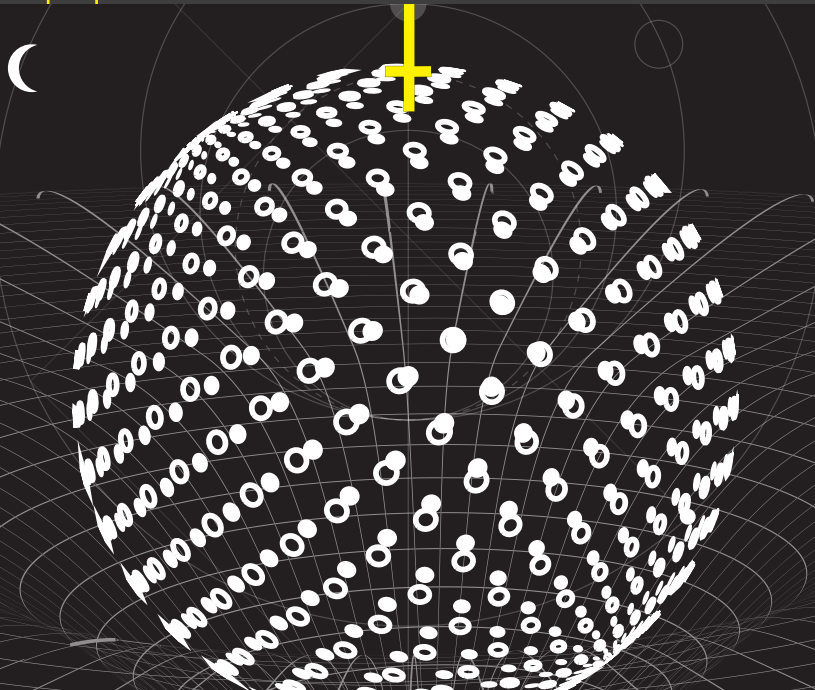
D10 TYPE	D6	ENCOUNTER
1 Derelict	1	Deep space drone. In the computer is code for an unfinished program called The Gate.
	2	Ancient first generation chrome spacecraft.
	3	Asteroid digger machine, with a habitat with room for five workers. Solar panels provide electricity.
	4	An old mining station. A few gems are still hidden away.
	5	Empty, intact redshift explorer. Traces of a brutal combat inside.
	6	Small station in orbit around an unmapped moon. No mention of station on maps or in logs.
2 Remnants of war	1	Destroyed battleship. 1d6 soldiers still sleep in an unharmed cryo-chamber. They believe the war is still raging.
	2	Liberated prisoners have established their own colony. It is in the ruins of their former prison, a broken station, bombed out of orbit.
	3	Reinforcements in an unmanned exobase dropship, arriving many years too late. A shipment of third generation carbons from a neighboring system. Born, raised and trained.
	4	A few veterans live in a habitat built in a container cluster powered by solar panels. They grow fruit and vegetables in zero-g hydroponic farms.
	5	Debris field from unknown battle. Radio beacons send out warnings. Spare parts abound, but scavengers are around, making salvaging dangerous.
	6	Lost freighter, containing supplies. 1d10 components, 1d6 vehicle parts, 1d6 random weapons, 1d4 nano pods. All stamped with company logos.
3 Drifting in space	1	Smuggler drop-off point. 1d8 components and 1d6 vehicle parts in a crate. Has a hidden radio locator.
	2	1d8 drifting space coffins, humanoids inside. They appear dead. Do not leave them unsupervised.
	3	Planetary ground exploration vehicle. Doors are open, wheels muddy. The radio sends out a voice counting back and forth.
	4	Black, metallic box, made out of a strange material. Four by four meters. Emits white noise that floods all electronics onboard. Moves towards the Tenebris star.
	5	Damaged science vessel (light freighter) with the Azimuth company logo on it. Logs show that it was looking for void static noise. Intact but void infected non-phys server onboard.
	6	Crystal monolith. Upon closer inspection, it seems to be an ancient deep space navigation beacon, with inscriptions in an unknown language.

D10 TYPE	D6	ENCOUNTER
4 Need a ride	1	A chrome on an asteroid bar, on a mission to kill a water dissident on Amissa. Wants a ride, and help.
	2	A lone nomad on a solar barque with shattered solar panels needs towing to the closest space port. Just passing through Tenebris for supplies.
	3	A Stålverket crew on a sector shuttle are looking for someone to pick up union delegate Kofel Bohm from Epoch spaceport.
	4	Pen Katz, wanted for stealing memories from the pocket worlds of velocity cursed. Pretends to be looking for herself. Crashed on a moon or planet nearby.
	5	Unmanned nano pod, piloted by AI. Wants to go to the Iron Ring for revenge.
	6	Two ex-Vodykov representatives at a nearby abandoned asteroid drill site want a ride to anywhere. Have 2671 stolen holos.
5 Combat	1	Honeyguide driller spacecraft with a crew of seven. Everything shut down, ready to board anyone getting too close.
	2	Solpod hijackers in an explorer-outfitted interceptor ship, on the hunt for spare parts and fuel for their old observatory.
	3	1d4 automated combat modified drill drones attack (DR 8, 1d3×10 DMG, at 30% frame). They are hunting for spare parts for its owner and will leave if they retrieve five parts.
	4	Moon bandits in a liberation raider with smuggler modules, masquerading as merchants. Claim to sell new experimental weapons.
	5	Small mining station riddled with drug problems. Ruled with an iron fist. On the verge of a riot.
	6	Scavenger scout ship with a crew of five, boarding a small, old satellite. Two solpods defend against the intrusion.
6 Merchants	1	Void merchants, selling virus-infected navigation subroutines.
	2	Former fuel station, now offering strange virtual reality experiences. Expensive, not worth it.
	3	Infamous and rough space trucker stop. Houses the best black market in the system, "Lost and Found".
	4	Asteroid bar. Holographic entertainment. Offers any strong drinks imaginable. Something is off here.
	5	Orbital vagabonds, selling homemade food and gear. Live in a small satellite station. Interior has walls covered in cloth and the air is thick with incense.
	6	A traveling market station where velocity cursed and others trade memories stored on cartridges and visit non-phys worlds to make sense of their lives.

Continues on next page 

SPACE ENCOUNTERS

D10 TYPE	D6	ENCOUNTER
7 Out of fuel	1	A broken racer pod with a velocity cursed in the driver's seat. It flickers between dead and alive.
	2	Merchant hauler with a crew of solpods selling ancient tech.
	3	Marshal with a fugitive, on their way to the Sand Judge on Lacrimosa.
	4	Scavengers, searching for fuel or spare parts. Follow the player characters at a distance.
	5	Archaeologist, stuck in a small research base on a forgotten asteroid.
8 Need of repairs	6	Trucker crew, towing a few modules from a solpod research station.
	1	A group of punks in a remade shuttle bus. Need two vehicle parts for a communication dish. Desperately need to send a message to the Iron Ring, but will not say what it is about.
	2	Hard-boiled tow truckers, stuck on route to Ogre for an ice-hauling contract. Weathered hauler spacecraft. Needs two vehicle parts.
	3	Lonely deep field welder, rebuilding a small spacecraft into a space station. Needs help.
	4	Lonely farmer in a broken, small habitat on a nearby moon. Only spare power works, needs four vehicle parts urgently. Former gem cutter.
	5	Pilot floating freely in space in an EVA suit in a field of debris. Desperate for help.
	6	A broken interceptor. No one is on board, an AI sent out the distress call.



D10 TYPE	D6	ENCOUNTER
9 Signal	1	Comes from inside a comet. The comet is in fact an old spacecraft, covered in ice and stone.
	2	Chaotic noise. Hidden instructions (TEC to understand) reveal how to upgrade engine one output power. Requires ten vehicle parts.
	3	Interception of a message from a deep space colony, many light-years away. Comment about chaotic weather and weird migrating space creatures.
	4	A fast white noise burst, drowning all electronics for a moment. Believed by scientists to be the sound of a dying universe.
	5	Messages about daily life on Lepidoptera, from a lonely amateur radio enthusiast.
	6	A cryptic message from the future. Reveals the outcome of something in the player characters' near future.
10 Oddities	1	Wormhole, leading to the edge of the universe. Soon disappears.
	2	Time rift. All onboard age 2d20 years.
	3	A migrating herd of massive strangely shaped spacecraft, without visible engines.
	4	A colossal creature drifts alongside the spacecraft for a moment. Was it real? Or a strange vision?
	5	The comet 78C. Resembles a moving cosmic iceberg, but its core is hotter than any star. It is one of the oldest artifacts in the universe. Any material can be found inside the ice. A presence lives inside it. If released, it will occupy the player characters' spacecraft and give it consciousness.
	6	Unmanned container shuttle, filled with clones uncannily similar to the player characters. On its way to the rogue planet Wendel.

DRØMMER WAKE // *Some void cultists talk of a specific point behind spacecraft called the Drømmer wake, where the void energies interfere with the energies of the engine in such a way that strange creatures are attracted and begin to follow the ship.*

IRON RING LOCATIONS

50 locations inspired by 99% Void Safe backers.

D100 DESCRIPTION

- | D100 | DESCRIPTION |
|---------|---|
| 1-2 | The Rig, rough bar frequented by workers at nearby junk station. An AI cat with singed, red fur, said to be the last mind copy of the famous Tenebris discoverer Cinder, stalks the place. |
| 3-4 | Rodionovich passage. Maze of derelict passages, connecting two sectors. Flooded with radiation from a meltdown reactor now partly frozen in ice. Fastest way through is next to the reactor. Suit up. |
| 5-6 | Run-down psychosurgery clinic, rewiring brains with black-market implants. Attracts dream-junkies of all sorts. Rumors say the clinic is the source of dimfrost, a new form of void plague. |
| 7-8 | Masso, PI. The name is gold-plated on the door. Inside is a dark waiting room with fake ferns and rain sounds playing. Run by an old AI, that helps find missing persons and items. |
| 9-10 | Barrha Oddities. A workshop, full of artificial animals. They follow all customers with bright neon eyes. Some are packed up for delivery, others whisper their price when you approach. |
| + 11-12 | Astrozoological society. If you pay, you get access to descriptions, holographic projections, and sometimes physical parts or specimens of creatures found in deep space. |
| 13-14 | An old vending machine where you can download your memories to an affordable and portable format. A screen shows snippets of memories from previous customers. |
| + 15-16 | #00FF00. A five by five meter room, where you can sit alone for half an hour, for only five holos. An intensely colored light changes in rhythm with sounds of nature. |
| 17-18 | Antique shop, selling vintage exploration gear and jewelry made from exotic gemstones. The owner is sleeping behind a stack of dusty star atlases. An open ledger on the counter records everything said here. |
| 19-20 | Abandoned research facility in a derelict sector. A sealed room with plastic walls contains swarms of nano-machines that consume one condition point per round. Can be contained, but are intelligent enough to flee. |
| 21-22 | Cosmologist observatory. Equations are everywhere. Projectors show holographic views of cosmological simulations. Some scientists here say stars disappear, one by one, in correlation with bridge jumps. |
| 23-24 | Black market, ruled by the former marshal Lihp Eedr. Ships dock with a long pier and buy and sell objects in the inside corridor. Docking costs 100 holos and necessitates a careful scan of ship and cargo. |
| 25-26 | Closed-down server park. Fungi grow around the old electronics. In a virtual reality housed in one of the servers you can find Nykylay Hellray, stuck wandering infinite halls. |

D100	DESCRIPTION
27-28	A silica glass dome, full of small animals and plants. Entrance through an elevator, code needed. A few solpods live here, alternating between research and hibernation.
29-30	The popular restaurant JoMas, run by a punk family with two kids. Fresh food with home-grown vegetables. The kids are talented holoharp players and perform regularly.
31-32	Frövalv. Seed samples for plants used when colonizing Tenebris, stored in a fully automated vault. In constant need of spare parts and repairs ever since the war. The security of the seeds is at risk.
33-34	Holographic model maker. Buy a model of your own spacecraft that shows its current status to put in your pocket.
35-36	The Maze. A former military training ship, now used for a deadly game. Survive chambers filled with deadly traps and surprises while fighting other crews with non-lethal weapons.
37-38	Mathematical patterns and glitchy noises from this little store can be heard far away. Here, two carbons, Seons and Nole, personalize EVA suits, trying hard to accomodate any wish. +
39-40	Just Noodles. Stun and Lest run the best noodle bar on the Ring, and they know it. The water is clean, the vegetables are fresh and there is not a trace of engine oil left on the tastebuds. Rumours say they compromise with local crime syndicates to get their ingredients. +
41-42	A small station overgrown with beautiful orchids, found nowhere else. The punk Honey escaped the fights in Deutron 72 to live in peace, and pursue his passion of growing the perfect flower.
43-44	Konbina research lab. Large water tanks house iron-shelled snails from the depths of Ogre's cold oceans. The glowing snails are the only remains of the covered up Surts-Cypra incident.
45-46	The huge drilling craft Saulm M2 drifts next to the Ring. Its cooling system is a maze of pipes and wires built like a spiral. Seated in the center in a floating chair is a chrome said to be able to predict the future.
47-48	Ixx, holographic mapper. Flickering neon map projections are everywhere. The owner, Stjern, grumpy war veteran, sells maps of even the smallest moon, and greedily buys maps from your adventures.
49-50	The only library on the Ring with paper books. Previously part of an old colony ship. Large and empty. Run by the solpod Avidd Joern, who spends all their time cataloguing the content of the books and their content.

Continues on next page →

IRON RING LOCATIONS

50 locations inspired by 99% Void Safe backers.

D100	DESCRIPTION
51-52	Behind a poster saying "Missing: Josh Clandestine" is a hidden door. Just knock, and you will find Forget on Exit, a den where velocity cursed gamble with their memories.
53-54	jaBBS. Virtual non-phys travel agency, licensed by Azimuth. Forget your troubles and connect for a week or two. Carefully programmed AIs make sure that you are nourished.
55-56	Rent a coder for a day. Watch their back as they plug in with hand-held computers, and they can get into the most secure networks. Make sure to keep them away from your station or spacecraft.
57-58	JFS Intelligent Design. Famous AI designer, building realistic personalities, always with a twist. Lets them inhabit custom-made drones and robots, uniquely modelled for each AI.
59-60	Perihelion. In the dark corners of this club people desperately bet their last paychecks in illegal gambles while ingesting intoxicating powders. Noisy electronic music blasts from speakers.
61-62	Tenebris Temple of Mercy Relief Fund, for victims of cryosleep gone wrong. They treat amnesiacs, late wakers with friends and family gone, and some worse off, who babble about the end of civilisation.
63-64	Gobalsky's Moonshine. Stock the infamous, possibly radioactive, liquid on your spacecraft, or pour it down your throat in between work shifts. A volatile environment, with occasional explosions.
65-66	At a small stand, an asteroid druid sells a miracle dust said to give "eternal life". The dust comes from a strange stone formation in the Messier 51 asteroid belt. A stone circle rotates unnaturally, embedded in the dust.
67-68	The massive wreck of the Weatherfish, early bridger ship, orbiting freely. Said to be frozen in a space-time anomaly. Its last message transmits over and over. Sought by wild-eyed cultists.
69-70	The Red Dragon inn. A narrow, long corridor draped in dim, red lights. Along one wall is a bar, along the other sleeping capsules. A dive for black market salvagers and off-contract miners.
71-72	At this local Azimuth office for premium customers, you can order your own world on a portable server, made according to your personal desires.
73-74	Ence Constructions. Build and sell digging machines and large tools. They also buy and sell mining claims to remote locations on Inauro, where prospects are far from certain.



D100	DESCRIPTION
75-76	Zero-g hall crammed with debris, deformed and unrecognizable. A lonely void lives here, trying to create beauty but managing only disorder. Only a collar, saying "Edgar", is well tended, floating in a large glass sphere.
77-78	The quiet office of Itren Exploration, a non-profit organization that finds the few precious mining claims on Inauro's surface still available and gives them to workers in need.
79-80	HNOT1. Refinery, abandoned after a horrific disaster which left few survivors. Airlocks shut with yellow tape and safety wires. Rumored to be haunted.
81-82	Akaro Broadway. Five concentric rings controlled by the Rex gang, crammed with small shops selling odd collectibles, scrap electronics, garish clothes and much more. In the center is Popeye, a sleazy zero-g music club.
83-84	Pell-Bells Experiences. Non-phys hangout, where users connect to each other instead of a server. Results in an infinity mirror effect, and you can meet yourself in the abyss.
85-86	Silo 314. An empty storage silo. Once per month, participants secretly meet in the silo to bet their lives in illegal zero-g fights.
87-88	DG's Stones. Gem cutter, collector and trader, certified by the Inauro Gemology Institute. Specializes in refractive properties. Investigating claims that gems can hinder void corruption.
89-90	The Random Forest. A tavern, run by the chrome Gan. Only serves artificial intelligences. Chrome Lecun runs a game of Fuzzy Logic, where you plug in and try to reveal hidden identities.
91-92	PRAGMA dimensionals HQ. Racks and stacks of servers and computer parts abound. The "dims" are code archeologists, studying ancient code and searching for hidden messages.
93-94	Dourain Plaza. Dominated by a mysterious satellite found in technomancer ruins on Lepidoptera. Exotic flowers cover it. Dead until recently, when a red light lit up and it whirred to life.
95-96	Explorer's travel agency. Arranges distant travels and helps with cheap hitchhike connections for a small charge. Insurance for robbery and injury costs extra.
97-98	Observatory searching for incoming asteroids and debris. Manned by two underpaid and unmotivated workers, hired by the ALNG corporation. Regular false alarms, triggering loud sirens in the whole sector.
99- 100	In a hallway is a BBS full of ads, job postings, notes and long lost conversations. Some notes, concerning the unknown Project Chimaera, appear mysteriously, referring to older notes in a never-ending chain.

ADDICTIVE SUBSTANCES

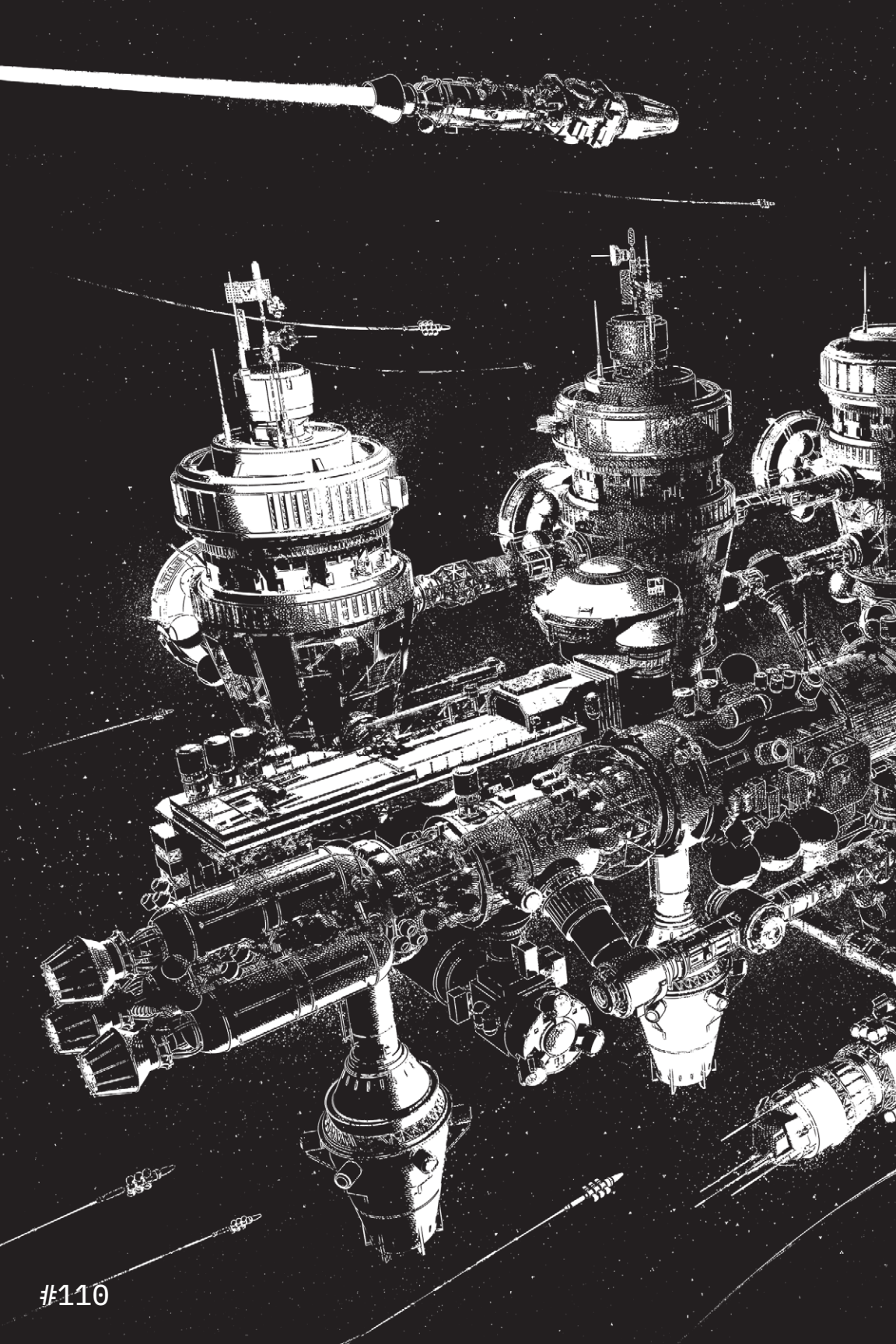
Roll 1d20 when using an addictive substance, on a natural 1 the player character opens a door that should have remained closed. The void has found a way in. Roll on the corruption table p. 39.

NAME	DESCRIPTION	COST
Single-use restore injection	Synthetic incomplete regeneration, creating fibrosis on necrotic tissue. Restores all lost hit points.	70
Cyochrome Pe	Artificially raises oxygen levels. Can hold breath for 10+1d20 minutes.	30
Pentamicetic Milk	Needed for long cryosleep. Puts the body in stasis.	80
Synthetic Astercumulus D	Cleaning oil for electronics. Can stay awake for 1d4 days when inhaled.	5
Oq-type, Hola!	Different varieties of non-phys drugs, used to enter states of virtual and augmented reality. Oq-type can be used with a visor that projects images to enhance the experience.	4
MCR678	Military issued gel that protects against cosmic radiation.	10
Photorop spores	Removes bacteria and poison and corrects damaged DNA. The user must be exposed to starlight (real or artificial) for the treatment to be effective.	40
Anticphrine	Blocks nerve signals causing user to become numb and unable to move. Used by cheap illegal prisons called pits, or voiding, where the prisoner is drugged with anticphrine and put in a pitch black room with zero-g.	40
Subtiliteminn	Drug designed for mission pilots, but can be used to raise any chosen ability. For five minutes, gives advantage to all rolls using the chosen ability.	100
MexomaCG	For long/short exposure to low/high gravity. As a side effect after use, the user feels weightless for 1d10 hours.	5
KRYb gel	User does not need to eat food for seven days. To use, rub the gel generously on stomach and inside of the mouth.	60
Peas	Sleeping pills. Small and green with a great taste. User sleeps for 1d20 hours per ingested pill. Rumored to have undocumented side effects.	40

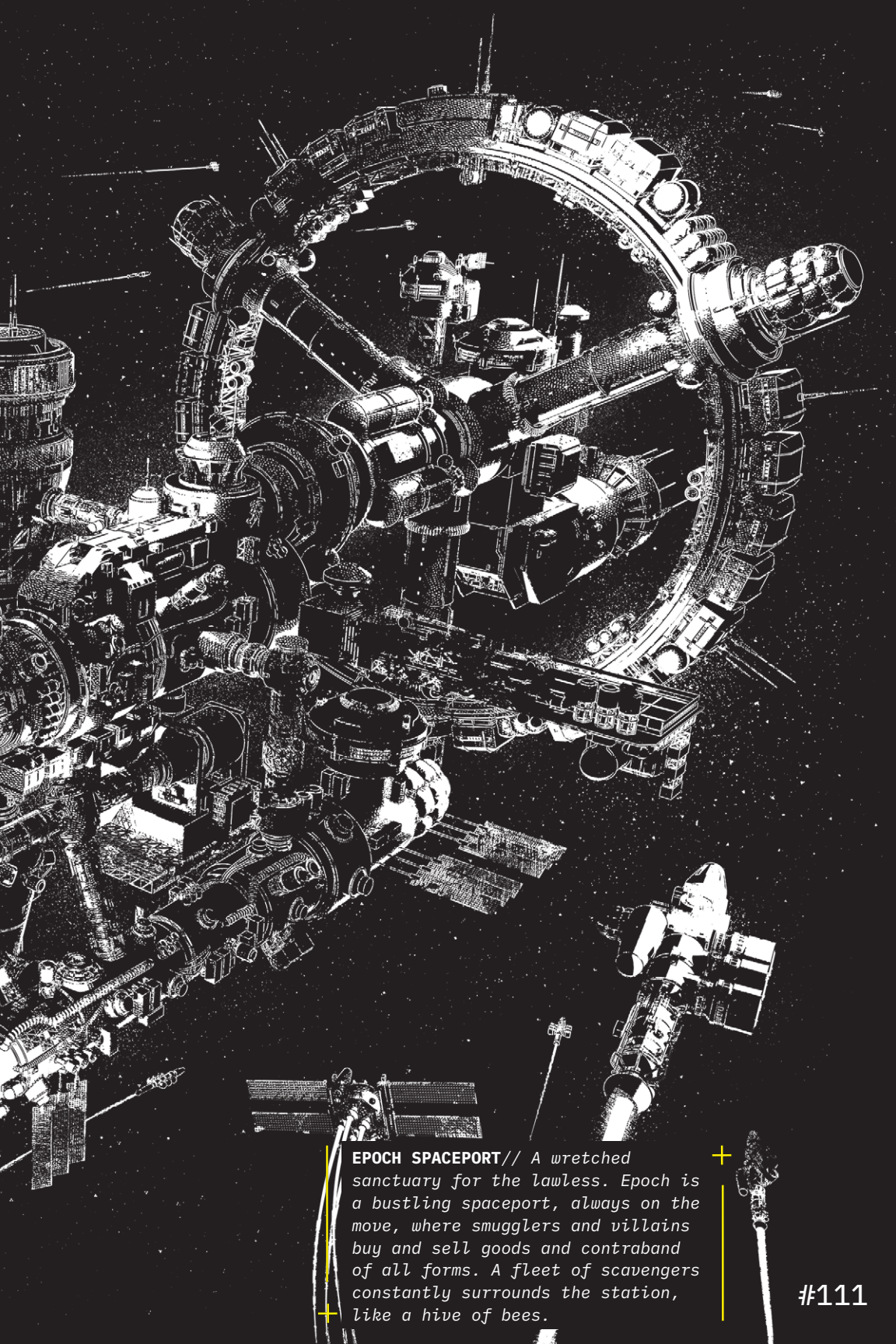
Anticphrine

Photorop spores





#110



EPOCH SPACEPORT// *A wretched sanctuary for the lawless. Epoch is a bustling spaceport, always on the move, where smugglers and villains buy and sell goods and contraband of all forms. A fleet of scavengers constantly surrounds the station, like a hive of bees.*

SPACECRAFT

To construct a spacecraft, combine a **frame**, a **power system** and **modules**.

The sum of the **power costs** for all modules must always be **less than or equal** to the hub's total output power from the power system.

New modules for the crew's hub are obtained in play, either as rewards, payment for a contract, favors or similar. It is seldom possible to buy modules with holos.

FRAMES

PLAYER STARTING HUB	CONDITION	DR	FUEL DEPOT
Spacecraft	5	11	6
Station	5	11	4

Size

FRAME	CONDITION	DR	FUEL DEPOT	AVAILABILITY
Nano Pods	3	5	3	Common
Interceptor	5	11	5	Unusual
Scout ship	5	11	5	Common
Honeyguide driller	5	11	6	Unusual
Frontier lander	5	11	6	Common
Hauler	5	13	5	Common
Liberation raider	5	13	5	Common
Exobase dropship	5	15	4	Rare
Sector shuttle	3	9	6	Common
Solar barque	6	10	3	Rare
Light freighter	8	14	7	Unusual
Alsviðr barge	8	16	5	Rare
Redshift explorer	8	12	15	Very rare
Bulk freighter	10	16	8	Common
Colony ship	10	18	10	Rare
Monolith runner	10	18	10	Very rare
Gravity ship	10	16	10	Very rare
Bio tanker	12	17	20	Common
Mining carrier	12	18	20	Unusual
Black hole crawler	12	19	—	Very rare

POWER SYSTEMS

By modifying the power systems, the output power can be increased. The lower limit of the range represents the standard version.

POWER SYSTEMS, SPACECRAFT	SPEED	OUTPUT POWER	AVAILABILITY
Radiation pressure sail	Too slow	1-5	Common
Chemical engine	Slow	3-7	Common
Diamagnetic fusion reactor	Fast	6-10	Unusual
Gravity reactor	Fast	9-13	Rare
Quantum entanglement reactor	Bridging*	7-30	Very rare
Experimental geodesic reactor	Unknown*	7-40	Unique

* Can bridge short inter-system distances between bridger navigation buoys.

POWER SYSTEMS, STATION	REQUIREMENT	OUTPUT POWER	AVAILABILITY
Photovoltaic solar panels	Close to a star	1-10	Common
Geothermal energy turbine	Thermal energy	5-20	Unusual
Industrial generator	1 fuel/session	3-7	Common
Adiabatic dynamo	1 fuel/session	6-10	Common
Faraday gravity power station	2 fuel/session or high gravity	10-15	Rare
Nuclear fusion reactor	An AI and a contractor controlling the reactor	Enough	Very rare

SHUTTLE HUBS // *Tiny stations drift in orbit around planets. Some are abandoned, other are still operational and even clean. Their only purpose is to sell tickets to automatic shuttles down to the planet. Worn docking connectors stretch out from the core. You can find a bench, and a duty-free transit shop in the waiting room, selling tickets and old mining souvenirs. An attendant works alone and lives here until retirement.*

GENERAL MODULES

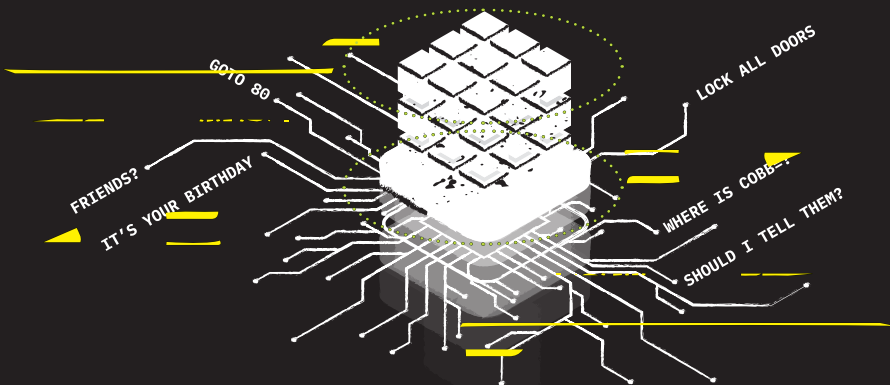
GENERAL MODULES	POWER COST	DESCRIPTION
BAR	1	Attracts all kinds of people. Some spread rumors, some offer contracts, some just say too much after a few drinks. Comes with holo entertainment.
BRIG	1	Reinforced holding cell. Impossible to escape from without suitable tools. Can be detached from spacecraft and moved to another one.
CARGO CLUSTER	1	Cluster of cargo containers mounted on the hull. Shielded against heat and energetic radiation.
CRYOPODS	1	Sleeping pods used for long distance travel. The traveler is put into hibernation by the substance pentamicetic milk.
ESCAPE PODS	1	Four escape pods with two spots each. Simple landing thrusters, and 14 days of power for life support and distress signals.
FIRE EXTINGUISHING SYSTEM	1	Add-on to any module. Quickly submerges module in a sticky, water-based foam that hardens. Excellent in case of fire or hull breach.
FUEL TANKS	1	Doubles the amount of fuel in spacecraft's fuel depot.
GARBAGE BURNER	1	Incinerates anything. Useful when you don't want to leave any traces behind.
HIDDEN MODULE	1	Add-on to any module. Hides module visually and on scanning systems. Players decide how and where.
INTERROGATION ROOM	1	A room with one purpose. Made more effective by a simple profiler AI, that adjusts lights and holographics according to the thoughts of the interrogated. Target must answer 1d4 questions per session truthfully.
MEETING ROOM	1	Diplomatic counterparts will never turn down invitations to talk. If violence occurs, no one will accept any invitation until their safety is ensured.
MOONSHINE DISTILLERY	1	Can make any kind of alcohol. Makes very potent moonshine.
PASSENGER QUARTERS	1	Passenger sleeping cabins. Each gets a personal space, with a computer connected to the spacecraft network. And a personal dustshower.
STORAGE	1	Seems to have room for anything that fits through the doorway. Temperature can be adjusted over a large range, from very cold to very hot.

+ +

GENERAL MODULES	POWER COST	DESCRIPTION
WORKSHOP	1	Halves cost to repair broken items up to one condition. A tinkerer's paradise, with tools for any repairs you can think of. Holds any amount of components and vehicle parts.
CARGO BAY	2	Room for big cargo, like containers and vehicles. Several docking airlocks. Includes one mechanized exoskeleton for heavy lifting.
CARGO TRACTOR	2	Tiny electric spacecraft for lifting heavy cargo. Powerful but slow. Room for one pilot only. Lifts four cargo containers. Can land on and launch from planets with low or medium gravity. One hour use per hour charged, up to ten hours.
DEEP SPACE COMMUNICATION DISH	2	The dish can send text messages over vast distances. Also gives access to an anonymous company, which offers "free" contractors, in exchange for a "small favor".
HULL PLATING	2	+1d4 defense rating (roll for every attack). Reinforced hull with active plate protection.
HYDROPONIC FARM	2	Grows enough food to feed the crew. Needs 1d8 hours of work every day (roll daily).
MEDICAL BAY	2	Contains the equipment required to treat injured or ill persons, for example sensors, beds, diagnostic equipment and surgical tools. Rebuilds lost limbs. Can be converted to an isolation ward.
MERCHANT DECK	2	Has space for a few traveling merchants, who come along on the spacecraft when the crew travels. They can sell items to player characters.
PANIC ROOM	2	A last resort, when the battle is lost. Either hidden or very hard to force open from outside. Can take command of the ship. Has its own gravity and life support system. Driven by a large generator with power for one month.
REPAIR BAY	2	Makes it possible to repair other spacecraft or vehicles. Holds any amount of components and vehicle parts.
SPACE DOCK	2	Useful for towing and salvaging. Doubles the amount of salvaged vehicle parts.
VAULT	2	For storing valuables. Indestructible and practically impossible to open, but can be hacked if you can find the control box. The players decide the specifics of the locking mechanism.

TECH MODULES

TECH MODULES	POWER COST	DESCRIPTION
ANTI-HACKING SYSTEMS	1	All hacking attempts have disadvantage. Failures set off loud alarms.
AUTOMATON CARETAKER	1	A self-operating automaton that can be programmed with simple commands and take care of a business. Not self-learning.
BIOMETRIC LOCKS	1	Locks doors to core utilities and to the outside. Impossible to hack while connected to a power source.
DECEPTIVE COMMUNICATION SYSTEMS	1	Can disguise voice and image in communications with other ships.
DECOY	1	Adds one or more ships to other spacecrafts' scanning systems. Amount and size decided by user. Does not work at boarding distance.
DRILLER ECHO	1	Sends an echo signal that locates hidden spacecraft or objects. Can identify spacecraft modules at identification distance.
GALACTIC NAVIGATION SYSTEM	1	Halves fuel costs for long distance travel. Connects to information kiosks when arriving in new star systems, and can answer simple queries about the planets in the system.
NAMED AI	1	Keeps track of everyone and everything in the hub. Wired deep into the mainframe of the command center. The crew can ask simple questions ("Where is Cobb?") and give simple commands ("Lock all doors"). Any guest must register and log in to the system. Mostly acts friendly, but is prone to glitches and has a 1 in 20 risk of refusing any command.

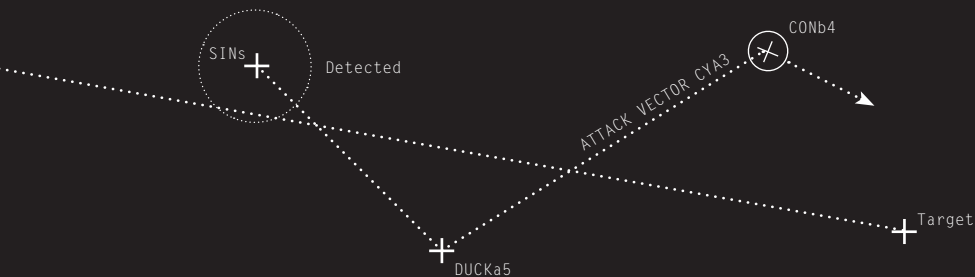


TECH MODULES	POWER COST	DESCRIPTION
SELF-DESTRUCT SYSTEM	1	Triggers self-destruction of the hub, with a code or physical key (personal per crew member).
SURVEILLANCE SYSTEM	1	Systems for surveillance of the hub. Sound, video, heat or other activities are shown on monitors in a dedicated room and recorded on bulky cartridges.
UAV SYSTEM	1	For controlling unarmed aerial vehicles (UAV). The module comes with four reconnaissance drones. Can be supplemented with other types of drones that board, breach or drill.
HAZARD CHAMBER	1	Hermetically sealed space for handling of dangerous materials, germs and lifeforms that need to be contained.
MASTER SYSTEM	1	Super computer that can perform advanced calculations and control big systems. Comes with an extra server for programming a non-phys world, often used for long travels.
RADIO NETWORK	1/2	Successful TEC check allows a user to hack an opponent's systems and read their logs. At +1 power cost, it can also hack modules and lock the owner out. Range up to identification distance.
SCANNERS	2	Sensitive enough to detect the faintest electromagnetic signatures. Can identify other spacecraft at detection distance, and detect any lifeforms inside.
MILITARY-ISSUED AI	2	Adds a +2 bonus to one roll per round that uses the spacecraft. Also acts as tactical support, and as a psychologist that monitors the crew's mental health.
SCIENCE LAB	2	Laboratory with scientific apparatuses for research and analysis. With the right ingredients, any substance can be synthesized, giving 1d20 doses per week of work.
STEALTH HULL	3	Hides a spacecraft in open space, making it almost invisible visually. With a successful TEC check by the operator, the ship can move unnoticed to boarding distance. Can not board or fire while in stealth.

CONFRONTATION MODULES

BOARDING DISTANCE

CONFRONTATION MODULES	POWER COST	DESCRIPTION
KINETIC MINES	1	1d4 heat seeking mines placed at boarding distance. 1d4×10 frame damage. Can not be detected without advanced scanning module. One mine detonates per round and opponent at boarding distance. Undetonated mines return to ship after confrontation.
HULL GRAPPLERS	1	With a successful risky maneuver, the pilot can attach to another spacecraft. 1d4×10 frame damage to target for any escape attempt.
MOBILE DRILL ARM	1	Used to mine asteroids or drill through hulls. A motorized zipline is connected from the base to the top of the arm, making it easy to get to the drilling point. TEC check to use.
MODIFIED ASTEROID DRILL	1	Used for boarding. SVY check to use. Drills through hull and connects the ships with an air-filled simple plastic tube. Aim, drill and board.
MONODISPATCHER	1	Simple cannon, used to fire human-sized tubes at boarding distance. For each tube, roll TEC check to hit. A person in an EVA suit easily fits in the tube. Penetrates hull, so the person fired can climb directly into the other ship.
SHOTGUN HARPOON	1	Powerful winch, equipped with strong cables and sharp grappling hooks that holds a target in place. SVY check to hit. Can be welded off from inside, taking 1d20 minutes per hook.
EMP HARPOON	2	Disables a spacecraft or vehicle for 1d3 rounds. Harpoon takes one round to recharge. TEC check to hit.



FIRING DISTANCE

CONFRONTATION MODULES	POWER COST	DESCRIPTION
THROWER	1	Shoots projectiles or persons. Does not penetrate hulls. BDY check needed to hold on when landing. SVY check to hit. Do not miss.
HYPERVELOCITY PROJECTILES	1	Chaingun. 1d4×10 frame damage. Standard weapon for battleships.
GRAPESHOT CARRONADE	1	A carronade loaded with clusters of projectiles filled with molten metal. Penetrates hulls and creates holes large enough to climb through. TEC check to hit.
ISOTOPE BUNKER BUSTER	2	Slow missiles with thrusters. 1d10×10 frame damage. Can only be used against targets in fixed, calculable orbits, such as buildings or space stations.
ORBITAL SHOTGUN	3	1d8×10 frame damage. Used in the war. Now forbidden in Tenebris.

WITHIN STAR SYSTEM

CONFRONTATION MODULES	POWER COST	DESCRIPTION
DEEP SPACE TORPEDOES	1	Slow long distance torpedoes. 1d4×10 frame damage. Can be programmed to fire at any target, despite range, as long as it is in a fixed, calculable orbit, such as a building or space station.



// Spacecraft in distress can send out an S&R signal. For just half of the spacecraft value, trained crews, so called whales, will answer the call. Since it can take days or even weeks before they arrive, the main problem to solve is how to stay unattractive to scavengers during the wait.

+ Whales

+ S&R signal received

NON-PLAYER HUBS

SPACECRAFT

D6	TYPE	MODULES	ENGINE	CREW
1	SCAVENGER	Shotgun harpoon (1) Workshop (1) Cargo cluster (1)	Chemical engine 3	5
2	SMUGGLER	Hidden module (1) Storage (1) Escape pods (1)	Chemical engine 3	2
3	EXPLORER	Named AI (1) Cryopods (1) Cargo bay (2)	Chemical engine 4	6
4	SALVAGER	Modified asteroid drill (1) Scanners (2)	Chemical engine 3	4
5	TRUCKER	Cargo cluster (1) Fuel tanks (1) Galactic navigation system (1) Deep space communication dish (2)	Chemical engine 5	1
6	MARSHAL	Brig (1) Meeting room (1) Interrogation room (1) Named AI (1) Medical bay (2)	Diamagnetic fusion reactor 6	6

The number after the module name is the power cost.

SMALL STATIONS

D6	TYPE	MODULES	ENGINE	CREW
1	SHUTTLE HUB	Passenger quarters (1) Merchant deck (2)	Industrial generator 3	1
2	BLACK MARKET	Hidden module (1) Vault (2) Merchant deck (2) Surveillance system (1)	Photovoltaic solar panels 6	5
3	MOON LAB	Workshop (1) Science lab (2) Hazard chamber (1)	Adiabatic dynamo 6	6
4	MARSHAL SATELLITE	Brig (1) Surveillance system (1) Deep space communication dish (2)	Industrial generator 4	4
5	SMALL PORT	Cargo bay (2) Repair bay (2)	Adiabatic dynamo 6	8
6	ASTEROID BAR	Bar (1) Automaton caretaker (1)	Industrial generator 2	3

CREWS

THE GANG

LOOKS: Embroidered helmets, faux fur, and dark cloth with symbols showing affiliations.

Kellyman (punk), Dune (chrome)
Banm (punk), Corell (carbon)
Sana (velocity cursed)

WEAPONS: Vacuum pistols (1d6) and compact rifles (1d8).

BDY -1, **DEX** +1, **SVY** -1, **TEC** +1
ML 7, **HP** 6, **DR** 13.

THE LONER

LOOKS: Patched up clothes, mixture of many materials and tech.

Aiko (carbon)

WEAPONS: Shotgun (2d4)

BDY +1, **DEX** 0, **SVY** 0, **TEC** +1
ML 7, **HP** 5, **DR** 12.

THE WORKERS

LOOKS: Reinforced blue and yellow workwear with patches from all the spacedocks in Tenebris.

Aanchal (carbon), Hleen (void)
Wen (solpod), Beta (solpod)

WEAPONS: Prospector handguns (1d6)

BDY +2, **DEX** 0, **SVY** 0, **TEC** +2
ML 8, **HP** 8, **DR** 12.

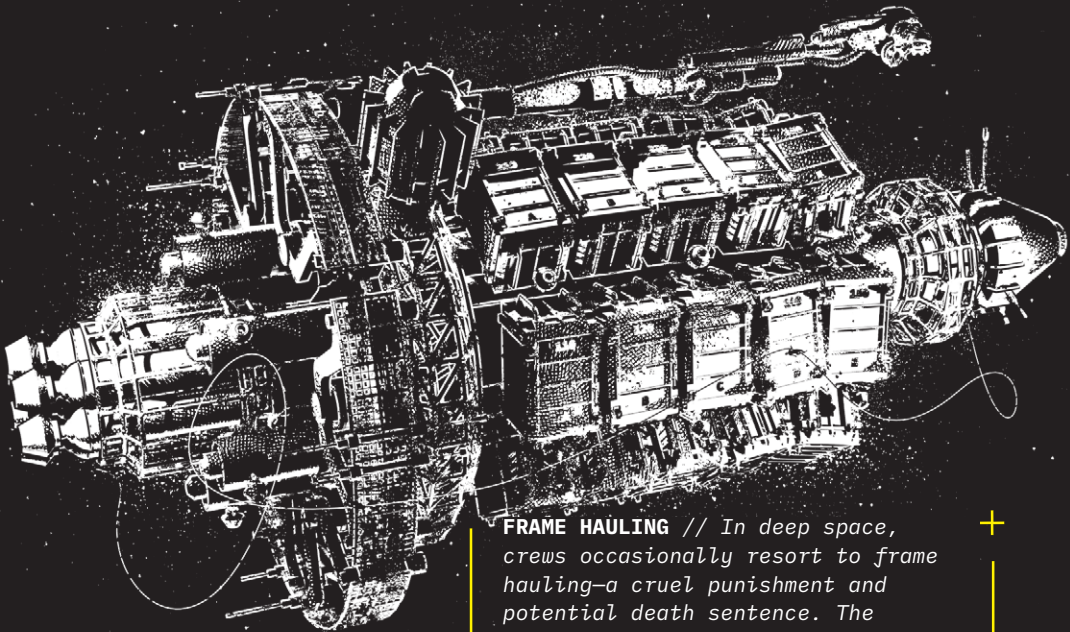
THE PILOT DUO

LOOKS: Boots and vests. Strange fancy caps.

Montri (punk) Jayne (velocity cursed)

WEAPONS: AI revolver (1d6)

BDY 0, **DEX** 0, **SVY** +3, **TEC** +1
ML 8, **HP** 2, **DR** 12.



FRAME HAULING // In deep space, crews occasionally resort to frame hauling—a cruel punishment and potential death sentence. The crewmember is tied to a heavy nylon cord on the outside of the ship and dragged without an EVA suit from bow to stern.

WEAPONS

D10	WEAPON TYPE	CONDITION	SLOTS	USES	DAMAGE	COST
1	Throwing weapons	1	1	—	1d4	20
2	Melee combat weapons	2	1	—	1d4	40
3	Pistols and revolvers	3	1	5	1d6	125
4	Shotguns	3	2	4	2d4*	250
5	Compact rifles	3	2	10	1d8	300
6	Raid rifles	3	3	10	1d10	400
7	Marksman barrels	3	3	4	1d12	500
8	Chain guns	4	6	4	3d6*	800
9	Grenades	—	1	—	2d6*	50
10	Flamethrowers	4	5	3	3d6*	700

The uses value denotes how many actions the weapon can be used without reloading. It must then be reloaded with a new ammo clip, which requires one action.

* IF THE WEAPON HAS SEVERAL DAMAGE DICE, YOU CAN DIVIDE THE DICE AMONG SEVERAL CLOSE TARGETS.

EXAMPLES OF WEAPONS

THROWING WEAPONS: accretion shuriken, heat seeking micro caltrop

MELEE COMBAT WEAPONS: gravity dirk, oscillator knife, LRAD Hammer

PISTOLS AND REVOLVERS: vacuum pistol, AI revolver, prospector handgun

SHOTGUNS: Messier shotgun, dicecaster defense pump-action

COMPACT RIFLES: silenced apastron, micro manifold

RAID RIFLES: Procyon raid rifle, bullpup vacuum rifle, arc rifle

MARKSMAN BARRELS: thermite crossbow, luminance marksman barrel, crescent limb cutter

CHAIN GUNS: Caacero coaxial gun, frontier light vehicle gun

GRENADES: plerion grenade, quasar incendiary, dust cleaner flashbang

FLAMETHROWER: liquid fuel incendiary device ("Deadbug")

ARMOR

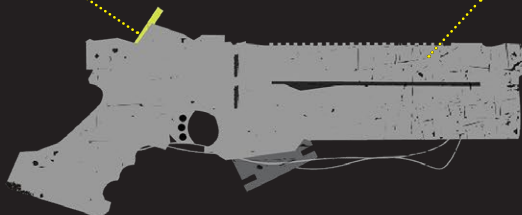
ARMOR	PROTECTS AGAINST	SLOTS	DR BONUS	COST
Light: Stab proof	Melee and thrown weapons	2	+1	100
Medium: Flak jacket	Explosives, shotguns and small arms	3	+2	250
Heavy: Bulletproof	All projectiles	4	+2	800
Riot shield	All projectiles	4	—	400

ARMOR ONLY PROTECTS AGAINST ATTACKS OF THE TYPE IN THE SECOND COLUMN.

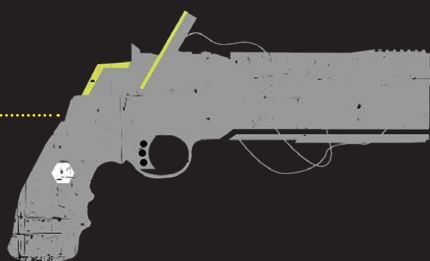


HOLOGRAPHIC SCREENS

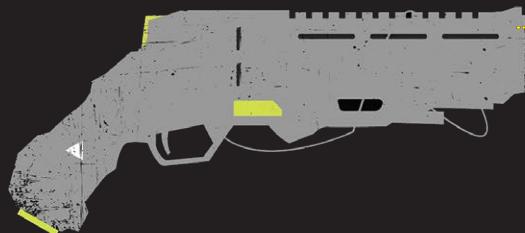
VACUUM PISTOL



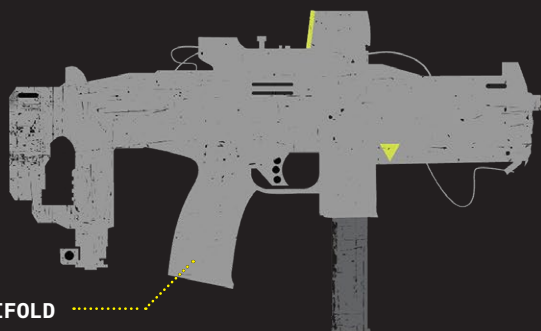
AI REVOLVER



PROSPECTOR HANDGUN



MICRO MANIFOLD





LUMINANCE MARKSMAN BARREL



HOLOGRAPHIC TEXT

MESSIER SHOTGUN



SILENCED APASTRON



PROCYON RAID RIFLE



BULLPUP VACUUM RIFLE

CONTRACTORS

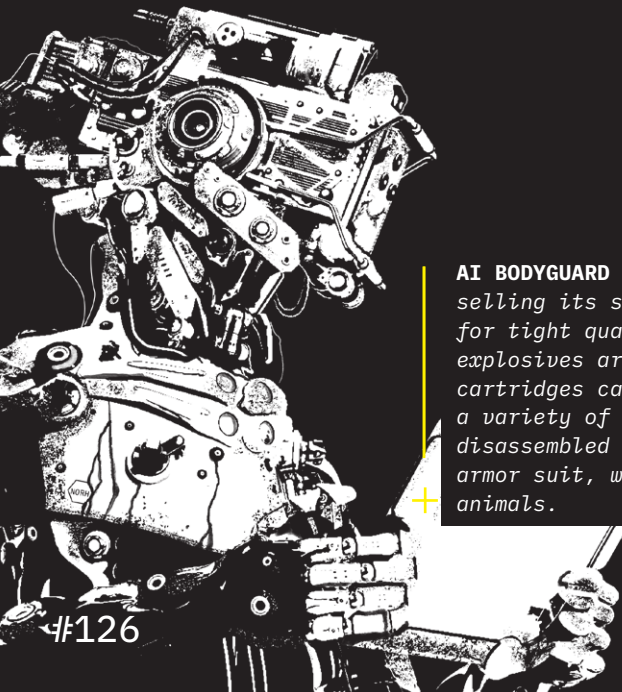
A contractor is a hired hand, helping with a particular task or mission. The cost in the table is per week for a contract of standard risk. Higher risk contracts will be more expensive. The morale rating of a contractor can be lower or higher than in the table depending on offered payment and how they are treated. Mercenaries do not need to roll for morale and are fully controlled by the players.

CONTRACTORS, MERCENARIES

* Counts as mercenary.

CONTRACTORS	MORALE	HIT POINTS	BONUS	DEFENSE RATING	COST/WEEK
Ring thug	6	3	BDY +1	11	50
AI bodyguard*	—	10	TEC +3	11	250
Bounty hunter*	—	6	TEC +2	15	200
Roughneck	8	1	BDY +2	11	100
Explorer	4	2	SVY +3	11	100

HAZARD PAY	DURATION	PREMIUM
Mining	Hour	1
War zones and sectors in conflict	Day	5
Dangerous or extreme weather	Day	10
Cryosleep	Month	5
Handling of toxic materials or other strange emissions or transmissions of energy	Day	15
Planet parachute jumping	Jump	20
Flying duty as non-crewmember	Hour	1



AI BODYGUARD // Heavily armored AI bodyguard + selling its services itself. Created for tight quarters where projectiles and explosives are risky to use. Different cartridges can be inserted to support a variety of fighting styles. Often disassembled and repurposed into a full body armor suit, with the AI used for synthetic animals. +

CONTRACT GENERATOR

CONTRACT

D20	WHAT TO DO?
1	Hide
2	Infiltrate
3	Smuggling
4	Extract
5	Search
6	Scavenge
7	Evacuate
8	Guard
9	Tow
10	Retrieve
11	Transfer
12	Pay
13	Defend
14	Locate
15	Investigate
16	Raid
17	Heist
18	Parley
19	Repair
20	Destroy

D6	PAYMENT
1	Holo debt that needs to be collected
2	Gear
3	Favor
4	Spare parts
5	Big contract
6	Module

INSPIRATION

D6	PERSON
1	Impostor
2	Smuggler
3	AI
4	Traitor
5	Union worker
6	Company employee

D6	EVENT
1	Missing person
2	Backstabbing
3	Murder
4	Riot
5	Ritual
6	Festival

D6	GROUP
1	Cult
2	Ring gang
3	Miners
4	Scavengers
5	Outlaws
6	Station marshals

D6	OBJECT
1	Unique gem
2	Prototype
3	Robotics
4	Creature
5	Weapon
6	Module

D6	UNKNOWN
1	Strange cosmic mutation
2	Anomaly
3	New planet
4	Wormhole
5	Strange code
6	Void static

D12	LOCATION
1	Derelict spacecraft
2	Space bar
3	Visiting asteroid
4	Forgotten mining station
5	Planet ruin
6	Underground colony
7	Asteroid
8	Rogue planet
9	Abandoned bunker
10	Rebuilt satellite
11	Old mining town
12	Nomad outpost

NPC GENERATOR

FIRST NAME

D6 1-3

D6 4-6

D20	FIRST NAME	D20	FIRST NAME
1	Marshal	1	Hina
2	Tarlow	2	Iwata
3	Cee	3	Baker
4	Aoi	4	Bowie
5	Niko	5	Rowa
6	Sakura	6	Mirai
7	Naoto	7	Kev
8	Jun	8	Khari
9	Ichiro	9	Isa
10	Koa	10	Lovi
11	Ravi	11	Sura
12	Mishka	12	Anik
13	Yuma	13	Nauja
14	Roy	14	Sheyma
15	Fushigi	15	Mira
16	Mateo	16	Yatin
17	Aiko	17	Yuval
18	Ezra	18	Jienni
19	Bo	19	Tami
20	Elizi	20	Mufasa

LAST NAME

D6 1-3

D6 4-6

D20	LAST NAME	D20	LAST NAME
1	Grozo	1	Yamada
2	Rife	2	Bhat
3	Shimasu	3	Ortiz
4	Aiseke	4	Behl
5	Helm	5	Brahm
6	Astreio	6	Oak
7	Tungertok	7	Nori
8	Casker	8	Guide
9	Cash	9	Bird
10	Blaze	10	Sunn
11	Mellowe	11	Lock
12	Atticus	12	Keone
13	Dimber	13	Beconne
14	Cage	14	Lumen
15	Rose	15	Canero
16	Whiz	16	Crowne
17	Zapper	17	Home
18	Crow	18	Rover
19	Cage	19	Lamassu
20	Tide	20	Shorell

NPC GENERATOR

Roll 3d20 and pick one from each column.

D20	BACKGROUND	FIRST IMPRESSIONS	LOOKS
1	Gas farmer	So polite it hurts. Always stares at people's teeth.	Filthy EVA suit.
2	Data pusher	Reckless in combat. Boasts about what they did in the war. Whistles war hymns.	Fashionable robotic hands.
3	Informer	Cautious around others. Moves slowly if you stare at them.	Clothes made of synthetic feathers.
4	Record holder	Talks with a vibrant language and large gestures. Constantly snacking on something.	Space dock workwear.

D20	BACKGROUND	FIRST IMPRESSIONS	LOOKS
5	Auction gemologist	Hard-boiled with scars. Keeps looking behind objects like they could be trapped.	White civilian clothes.
6	DNA modifier	Relentless and unnecessarily rough. Has several homemade augmented reality tattoos.	Vest, nothing under, and shorts, no matter the climate.
7	Doctor of Philosophy	Perfectionist with control issues. Swallows strange colorful pills every now and then.	Fake military fashion.
8	Black market salvager	Nearsighted. Looks at people like they want to eat them.	No shoes, tight t-shirt, black pants.
9	AI coder	Just overall creepy. Long nails, teeth and hair.	Tool belt and waistbag.
10	Drone driller	Lazy and talkative. Wears very, very thick 3D glasses.	Antique colony suit.
11	Subliteminn addict	Has control issues and needs a plan for everything. Won't look people in the eyes.	Robe covered in asymmetric patterns.
12	Military linguist	Too old for this shit. Gray-haired, smoking actual, real cigars.	Similar clothes as one of the PCs.
13	Vector pilot	Speaks with a unique accent. Disarming gaze.	Expensive gear and pretty new clothes.
14	Company marshal	Bored and jaded. Frustrated about small things.	Worn marshal cap and a fake cigar.
15	Cryo engineer	Old-fashioned. Never smiles. Likes things simple.	Jumpsuit with driller oil patch.
16	Moon mercenary	Calm, cold and calculated with a stiff body language.	Holographic visor, branded clothes.
17	Asteroid owner	Caring and helpful but hates being touched.	Untied big boots, patched broken nose.
18	Nebular pathfinder	Peaceful, soft-spoken. Soft, gentle movements.	G-suit, covered in planet patches.
19	Zero-g fighter	Pessimist, with a fake smile.	Gray thick lab coat with blue stains.
20	Ringborn	Sad and distant, I have seen colony crafts on fire off the shoulders of..."	Vest knitted out of wires, tattoos in a strange language.

CHEATSHEET

ABILITY CHECKS

To attempt an action or resist danger, roll 1d20+ability. Check succeeds if result is 12 or higher, fails if lower.

OPPOSED CHECKS: All involved roll 1d20+ability. Highest result wins.

ADVANTAGE/DISADVANTAGE: Roll 2d20, use best/worst die.

ITEM SLOTS

PC has 12+BDY slots. Most items require one slot. Using more than 12+BDY slots gives disadvantage on all ability checks.

VOID POINTS

Failed ability checks and attack rolls give one void point. Void points can be spent to:

- Gain advantage on an ability check or attack roll.
- Activate a cosmic mutation.

VOID CORRUPTION

When using void points for advantage and failing, roll 1d6. If equal to or lower than current void points, roll void corruption. The failed roll gives no void point.

OFFWORLD

LACK OF OXYGEN

- Conscious one combat round (no suit) or 1d6 minutes (in suit).
- Survives 1d4 minutes when unconscious.

ZERO-GRAVITY ENVIRONMENT

Disadvantage on all DEX checks.

TAKING DAMAGE WHEN IN AN EVA SUIT

Instantly reduces oxygen one step.

REDUCING CONDITION OUTSIDE COMBAT

When using an object with a condition value in a stressful situation, roll 1d6.

- On a 1, the object's condition is reduced by one.

At zero condition, object is broken and unusable.

DISMANTLING OBJECTS

ELECTRONICS AND WEAPONS

Gives one component per object. Takes 1d6 hours per spare part salvaged.

VEHICLES AND SPACECRAFT

Gives 1d6+current condition of vehicle. Takes 1d20 hours per spare part salvaged.

REPAIRING OBJECTS

One spare part repairs one condition point.

BROKEN OBJECTS

First condition point costs spare parts equal to object's maximum condition.

REPAIR TIME

1d6 hours per used component for electronics and weapons.

1d20 hours per vehicle part used for vehicles and spacecraft.



COMBAT

- When someone makes a hostile action, they start the turn order.
- After a participant has acted, they choose who acts next. If last in round, they choose who starts next round.

The attack roll is $1d20+BDY$ (melee) or TEC (ranged). Attacks hit if roll is equal to or above target's defense rating.

RISKY ATTACK

Roll a normal attack roll:

HIT: Deal an extra damage die.

MISS: Target gets an immediate counterattack and takes over choice of who acts next.

CRITICAL HITS

On a natural 20, the attack deals an extra damage die.

REDUCING CONDITION IN COMBAT

After combat, roll $1d6$ for each used weapon or item. On a 1, it loses one condition.

An attack causing maximum damage reduces condition of one of defender's items by one.

DEATH AND HEALING

At zero or less hit points, roll BDY check:

SUCCESS: Stabilized but unconscious until rest.

FAILURE: Person is dead (roll on Death in Space table).

Resting a full night restores $1d8+BDY$ hit points. Resting at a safe haven restores all hit points.

MORALE

Roll $2d6$ for opponent or ally. If above morale rating, they try to parley or flee.

SPACECRAFT CONFRONTATIONS

Turn order starts when a spacecraft makes a hostile action. Crews act as groups in the turn order and all crew members must act before choosing the next ship to act. The last acting ship can not start the next round.

DISTANCES

DETECTION: First detection.

IDENTIFICATION: Scan and identify.

FIRING: Ranged attacks.

BOARDING: Can board other ship.

MOVEMENT

PCs move all other ships one step on their pilot's turn. Non-player ships move one step on their turns.

RISKY MANEUVERS

SVY check. Failure costs one fuel. Required for most piloting actions in a confrontation.

FLEEING

Outside hostilities, must get beyond detection distance.

In hostilities, opposed SVY check for all ships. Flees from ships with lower results.

FIRING

TEC check. Hits if equal to or above target's defense rating.

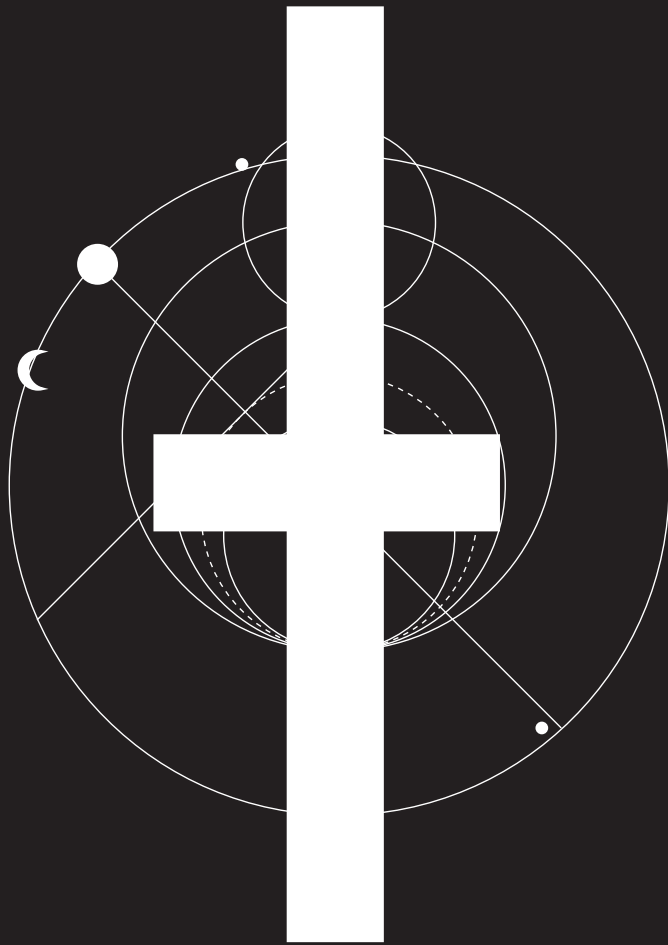
FRAME RECOVERY

Regains $1d6 \times 10\%$ when all is calm. One night in safe port regains all frame damage.

REDUCING CONDITION

After the confrontation, roll $1d6$ per person who did a risky maneuver or used a module. On a 1 or more, the ship loses one condition.

Maximum damage in an attack reduces target's condition by one.



DEATH IN SPACE

CORE RULES



DEATH IN SPACE takes you to the grimy blue-collar future of a dying universe filled with risk and opportunity, where technology is broken and dirty and society is harsh and desperate. This book includes an introductory scenario and plenty of tables and tools to get you started immediately.

- Create unique characters, marked by cosmic mutations and void corruption
- Customize your crew's spacecraft or space station and salvage spare parts for repairs
- Take risky jobs to survive in the lawless and war-torn Tenebris system



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