

Voidrunner's Codex

Voidrunner's Codex

Credits

Lead Design Andrew Engelbrite, Russ Morrissey

Adventure Design Akeem Favor, Mellanie Black, Rachel Williamson

Additional Design Anthony Alipio, Akeem Favor, Cassandra MacDonald, Christopher Rippee, Davae Breon Jaxon, Jocelyn Gray, Josh Gentry, Leon Barillaro, Lydia Van Hoy, Mellanie Black, Mike Myler, Paul Hughes, Pedro Coimbra, Peter N Martin, Rachel Williamson, Ryan Nock, Sarah Breyfogle, Savannah Broadway, Sen H.H.S, Thiago Rosa, Will Gawned, William Fischer

Editing PJ Coffey, Mike Myler, Savannah Broadway, Russ Morrissey

Layout & Graphic Design Francita Soto, Frank Michienzi, Umut Çomak, Xanditz

Art Directors Francita Soto, Michael McCarthy, Umut Çomak

Cover Art Wilfrid Azariah, Erik Davis Heim, Alba Palacio

Interior Art Adao, Ali Parlag, Ana Aguirre Perez, Andrey Suslov, Claudio Pozas, Darren Morrissey, Deanna Roberds, Ed Mattinian, Egil Thompson, Erik Davis Helm, Giacomo Marchesi, Gui Sommer, Herman Lau, Huy Mai Van, Indi Martin, James Gary, Julio Rocha, Klyaksun, Kim Van Deun, Marcel Budde, Mike Tenebrae, Phil Stone, Rachel Maduro, Ralf Juergen Kraft, Raphael Benjamin, Rick Hershey, Sade, Savage Mojo, Tamara Cvetkovic, Vadim Sadovski, Victoria Oliveira, Xanditz, Yihyoung Li

Starship Art Darren Morrissey, Ian Stead

Starship Design Russ Morrissey

Admin & Logistics Jessica Hancock, Xin Lewis

See the *Advanced 5E System* Reference Document at a5esrd.com for a full list of openly licensed material.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at https://dnd.wizards.com/resources/systems-reference-document.
The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at https:// creativecommons.org/licenses/by/4.0/legalcode.

EN Publishing
PO Box 1945 | Southampton | SO18 9QW | United Kingdom

Introduction
A Galaxy of Possibility....5
Voidrunners....6
The Fleet....6
Player Options....6
Galactic Origins....6
A Touch of Class....6
Additional Skills and Languages....6
Fantastic Feats....7
Equipped for Adventure....7
Psychic Warriors....7
Setting the Tone....7
Apocalyptic....7
Dystopian....8
Horror....8
Military....9
Space Opera....9
Space Western....9
How Much Tech Do You Want With That?....10
What About Science-Fantasy?....10

Chapter 1:
Origins....11
Heritage....12
Android....12
Android Traits....12
Android Gifts....13
Android Paragon....14
Android Culture....15
Axon....15
Axon Traits....15
Axon Gifts....15
Axon Paragon....16
Axon Culture....16
Grey....17
Grey Traits....17
Grey Gifts....17
Grey Paragon....18
Grey Culture....18
Houseki....18
Houseki Traits....18
Houseki Gifts....19
Houseki Paragon....19
Houseki Culture....20
Human....21
Human Traits....21
Human Gifts....22
Human Paragon....24
Human Culture....24
Hurroc....25
Hurroc Traits....25
Hurroc Gifts....25
Hurroc Paragon....26
Hurroc Culture....26
Keridani....27
KeridaniTraits....27
Keridani Gifts....28
Keridani Paragon....28
Keridani Culture....29
Naato....29
Naato Traits....29
Naato Gifts....30
Naato Paragon....30
Naato Culture....31
Sipher....31
Sipher Traits....31
Sipher Gifts....32
Sipher Paragon....33
Sipher Culture....33
Culture....34
Artificial....34
Backwater....35
Belter....36
Drifter....36
Enlightened....37
Honorbound....38
Imperium....39
Mercantile....39
Militant....40
Pre-Industrial....40
Rebel....41
Rustic....42
Stoic....42
Technetronic....43
Union....44
Underclass....45
Urbanite....45
Virtual....47
Warped....48
Background....49
Academy Graduate....49
Celebrity....50
Clone....52
Convict....53
Detective....54
Devotee....55
Diplomat....57
Employee....58
Gambler....59
Miner....60
Pilot....62
Preserver....63
Salvager....64
Socialite....66
Soldier....67
Space Pirate....68
Student....70
Destiny....71
Exploration....71
Reason....71
Victory....72

Chapter 2:
Voidrunning Classes....73
Psion....74
Psyche Unleashed....74
Self-Empowered....74
Psion Archetypes....80
Augur....80
Mindshear....81
Voidmender....82
Warstorm....83
Psyknight....85
Psyknight Archetypes....93
Auditor....93
Praetor....94
Soulknife....96
Scientist....98
Scientist Archetypes....111
Engineer....111
Expert....112
Hacker....113
Inventor....114
Medic....116
Scout....118
Scout Archetypes....128
Envoy....128
Scoundrel....129
Miscreant....130
Scammer....131
Sleuth....132
Smuggler....133
Spy....134
Star Pilot....135
Trooper....136
Trooper Archetypes....144
Armiger....144
Bounty Hunter....146
Demolitions Expert....147
Gunner....149
Operative....150

Chapter 3:
Equipment....152
Armor, Shielding, and Weaponry....153
Weapons....153
Melee Weapons....154
Ranged Weapons....155
Armor....163
Shields....169
Voidrunning Gear....170
Clothing....170
Communications and Computing....171
Containers....172
Drones....172
General Gear....173
Jetpacks....175
Medicine....176
Psionic Foci....179
Security Gear....180
Scientific Gear....182
Survival Gear....182

Index

Toolkits 184
Musical Instruments 186
Cyberware 186
Prosthetics 186
Enhancement Implants 187
Vehicles 189
Size 189
Collisions 190
Malfunctions 190
Vehicle Properties 195
Vehicle Weapons 199
Special Ammunition 199

CHAPTER 4:
Hacking 201
Using Hacking Tools 201
Uncontested Hacks 201
Contested Hacks 202
Hacking Lockouts 202
Networks and Terminal Access 203
Hacking Capital Ships 203
Counter Hacking 203
Hacking Maneuvers 204
Blackout 205
Bug the Line 205
Copy Database 205
Delete Data 206
Digital Pickpocket 206
Digital Filter 206
Disable Deck 206
Drop Shields 206
Evade Security 207
Freeze Engines 207
Implant Data 207
Jam Comms 207
New Target 207
Open/Close 207
Overclock 207
Overheat 208
Remote Control 208
Scramble Sensors 208
Search Files 209
Self–Destruct 209
Spam 209
Spoof Readings 209
Weapon Jam 209
Hacking Flowchart 210

CHAPTER 5:
Psionics 211
What are Psionic Powers? 212
Manifesting Psionic Powers 212
Psychic Energy 212
Psionic Power Level and Reflexes 212
Power Surges 212
Power Descriptions 212
Psionic Disciplines 212
Learning Psionic Powers 213
Psionic Ranges, Targets, and Areas 213
Duration, Combination, and Channelling 213
Psionic Saving Throws 214
Psionic Attacks 214
Psionic Powers 215
Adrenalize 216
Alter Matter 216
Bend Space 216
Binding 216
Block Psionics 216
Bolster 216
Boost of Speed 217
Borrowed Senses 217
Clairaudience 217
Clearsight 217
Cold Snap 218
Combust 218
Contortion 218
Crushing Psyche 218
Cryogenic Conduit 219
Danger Sense 219
Delay Inertia 219
Displace 219
Drain Power 219
Emote 219
Empathic Sense 219
Enervate 220
Enhance Mind 220
Exemplar 220
Farsight 220
Flight 221
Floating Thought 221
Fold Space 221
Force Field 221
Foresight 222
Fortification 222
Fortress of Iron Will 222
Future Vision 222
Gravitic Fling 222
Growth 223
Hinder 223
Horrifying Hallucination 223
Imbue Weapon 224
Interjection 224
Intuition 224
Kinetic Barrage 225
Levitation 225
Liquidity 225
Make Energy Mote 225
Manifest Antimatter 226
Mask Presence 226
Memory Control 226
Mental Domination 227
Mindsight 227
Mindsnare 228
Mirage 228
Move Object 228
Past Vision 229
Point Singularity 229
Portal 229
Power Grab 230
Precognition 230
Project Objects 230
Psionic Disruption 231
Psionic Reflection 231
Psychic Resuscitation 231
Psychic Touch 231
Psychic Thrust 231
Psychometry 232
Psychic Barrier 232
Psyshield 232
Push Thought 232
Pyrotechnic Conduit 232
Radiate Inertia 233
Reactive Boost 233
Read Mind 233
Redirect 234
Redirection Portal 234
Regenerate Tissue 234
Remedy 234
Sense Psionics 234
Sense Presence 235
Silent Passenger 235
Shapeskin 235
Slow Time 235
Sonic Conduit 235
Sonic Wave 236
Static Discharge 236
Summon Object 236
Sunder 236
Supernova 236
Surface Control 236
Telejump 237
Telekine Limbs 237
Telepathic Messaging 237
Third Eye 238
Translocate 238
Voltaic Conduit 238
Weaken 238

CHAPTER 6:
Feats & Maneuvers 239
Brazen Smuggler 240
Cybersecurity Agent 240
Cyberknit 240
Drone Master 240
Dual Pistols 240
Elite Hacker 240
Fast Hands 241
Hot Rodder 241
Hotshot Pilot 241
Intrepid Trekker 241
Inventive Engineer 242
Martial Mentalist 242
Mecha Ace 242
Targeting Scrutiny 243

Explosive Disembark 243
Midship Mastery 243
Mind Shaper 243
Thought Feaster 244
Infectious Thinker 244
Nano-Mender 244
Pharmacologically Inclined 244
Prosthetic Packaging 244
Psi Trooper 244
Bullet Bender 245
Psionic Armory 245
Psychic Prodigy 245
Psyker 245
Resonance Modulator 245
Scientific Curiosity 246
Stowaway Saboteur 246
Synergistic Empath 246
Technopath 246
Starsword Whisperer 246
Machine Liberator 247
Technosavant 247
Tinkerer 247
Void Ronin 247
Void Lightning 248
Lies of the Void 248
Combat Traditions 248
Ace Starfighter Maneuvers 251
Blazing Starglaive Maneuvers 254
Mindful Body Maneuvers 256

CHAPTER 7: Planetside 259
Environments & Encounter Elements 260
Objects 262
Journeys 263
Journey Encounters 263
Exploration Challenges 266
Blast Door 266
Blast Door Variant: Active Defense Door 268
Caltrop Mines 268
Caltrop Mine Variant: Minefield 268
Forcefield 268
Laser Grid 269
Neurotoxin Gas 269
Neurotoxin Gas Variant: Body Swap Gas 270
Security Camera 270
Radiation Storm 270
Radiation Storm Variant: Psychic Storm 271
Rigged Elevator 271
Temporal Loop Field 271
Trash Compactor 272
Travel Scenery 273
Social Encounters 276
Conditions 281
Maladies 281

CHAPTER 8: Alien Bestiary 285
Astral Whale 287
Behemoth Tyrant 288
Brainstorm 290
Cloak Ray 292
Swarm Of Cloak Rays 293
Cyberbeasts 294
Cyberraptor 295
Cyberrex 295
Cybersnake 296
Cyberwolf 296
Dire Cyberwolf 296
Drones 297
Combat Drone 298
Variants: Modified Drones 299
Utility Drone 299
Variants: Modified Utility Drones 300
Exterminator Drone 300
Exterminator Drone Variant: Exterminator Commander 301
Exterminator Emperor 301
Gruhnka 302
Gruhnka Hunter 303
Gruhnka Tadpole 304
Hollow Folk 305
Id Puppeteer 307
Variants: Id Puppetmaster 309
Id Puppet 309
Karthog 310
Leech Creeper 312
Swarm Of Leech Creepers 313
Giant Leech Creeper 313
Mindspore Mushroom 314
Mayday 316
Mechanoskulls 317
Assaultskull 318
Decoyskull 319
Serviceskull 320
Spyskull 320
Mnemon 321
Ravix 323
Longtongue Ravix 324
Swarm of Ravix Pups 324
Robots 325
Construction Robot 326
Sentry Robot 326
Service Robot 327
Variants: Modified Robots 327
Medical Robot 327
Protocol Robot 327
Sentry Turret 328
Star Shrike 329
Variant: Star Shrike Noble 330
Taurax 331
Variant: War Taurax 332
Variant: Wild Taurax 332
Telethar 333
Trubbie 335
Trubbie Bud 336
Plague of Trubbies 337
Void Ghost 338
Void Wisp 339
Void Dragon 340
Sun Dragons 342
Sun Dragon Variants: Other Space Dragons 343
Void Leviathan 343
Voidmaw 345
Variant: Voidmaw Alpha 347
Voidmaw Swarm 347
Xenarch 348
Xenid 350
Xenid Strangler 351
Xenid Larvae 353
Xenid Hunter 353
Xenid Queen 354
Nonplayer Characters 356
Academic 356
Academic Variant: Engineer 356
Academic Variant: Medic 356
Agent 357
Bounty Hunter 357
Cadet 358
Captain 358
Civilian 358
Civilian Variant: Functionary 358
Civilian Throng 359
Contract Killer 359
Crewmember 360
Enforcer 360
Marine 360
Miner 360
Inquisitor 361
Noble 361
Psionic Blackguard 362
Psionic Knight 362
Ruffian 363
Smuggler 363
Smuggler Variant: Saboteur 363
Trader 364
Trooper 364
Trooper Squad 364
Underworld Boss 365
Warstorm 365

APPENDIX 1: Using This Book With 5E 366
APPENDIX 2: Customized Weapons 368



A Galaxy of Possibility

- *A cyborg gunner grits his teeth as he lays down a barrage of laser fire on the line of enemy starships. The old gun is fast overheating, but he's sure he can coax out a few more crucial seconds.*
- *The fate of the galaxy resting on her broad shoulders, a fearsome hurroc starship captain strides confidently into the council room. Her chief science officer follows behind, critical intelligence under one arm.*
- *An insectoid keridani holds their breath and readies a blast of psionic energy in the confines of an equipment locker. Their former co-worker—now mutated beyond recognition—stops mid-shamble at the door.*

Space. In some stories it's the final frontier, in others it's where no one can hear you scream. It is the scene of stately space operas and ragtag rebellions alike. The *Voidrunner's Codex* brings science fiction to your *Level Up: Advanced 5th Edition* games, allowing you to adventure in galaxies far, far away or to boldly go where nobody has gone before.

We assume that you are familiar with the core rules of *Level Up*. You can use this book to create pure science-fiction settings, or to mix-and-match with the contents of *Level Up's* range of fantasy material to create your own science-fantasy universe. This book is primarily a toolkit, although it does make some broad assumptions.

In this codex, you'll discover new character options and equipment, rules for psionics, and a range of sci-fi monsters and foes. The companion book, *Star Captain's Manual*, details starships, space travel, and starship combat.

Voidrunners

The vast expanse of space, and all that lies within it, is referred to as the Void. Characters throughout this book are referred to as voidrunners–those daring, intrepid adventurers who brave the spacelanes in search of fame, fortune, or freedom. Voidrunners come in a wide variety of types which are detailed later–scientists, scouts, troopers, or even noble psyknights.

The Fleet

Throughout this book you will find references to an entity called The Fleet. However, The Fleet is not explicitly defined–instead, it represents a spacefaring organization which features in your universe. It might be a galaxy-spanning empire, a paramilitary organization bent on peaceful exploration of the cosmos, or a corporate entity which exploits the spaceways at the expense of anybody who gets in their way, or it might be a ragtag band of starships. The Fleet might not be called The Fleet in your setting.

The Academy is where Fleet officers are trained. This might be a gathering of the best among the best, an intellectual elite honed on art, science, and xeno-philosophy; or it might be a harsh military training regimen where soldiers are trained to bring order to the galaxy. Like The Fleet itself, the Academy may be referred to by a different name.

Player Options

Players will find a wide array of new options in this book, all designed to help create an exciting range of voidrunners.

Galactic Origins

Just like we do in the *Adventurer's Guide*, this book presents you with several heritages for your voidrunners. You'll meet the fearsome hurroc, sentient androids, the insectoid keridani, new human variants, and more. And, of course, these heritages can hail from a variety of different cultures including belters, drifters, rebels, and urbanites. Finally, your voidrunner's background will be chosen–were you an academy graduate, a space pirate, or even a celebrity?

A Touch of Class

Engineers, smugglers, bounty hunters, and enigmatic psychic warriors–futuristic problems call for futuristic problem solvers, and to answer that are several new classes for voidrunners to choose from, along with a selection of archetypes for each. Five new classes–the Psion, Scientist, Scout, Psyknight, and Trooper–each with several archetype choices, make for a wide variety of sci-fi characters.

Additional Skills and Languages

New technology requires new skills and tools, so we've added the following to the *Level Up* lineup

Arcana. The existing Arcana skill covers knowledge of psionics, psionic items, and psionic creatures, all of which are also available as specialties. If magic exists in the game setting, then Arcana deals with that area of knowledge as usual also; if the setting does not include magic then this skill simply covers psionic elements.

What is *Level Up?*

If this is your first time reading a *Level Up* product you might be wondering what it is and how it interacts with books you already own. If that's the case, welcome!

Level Up: Advanced Fifth Edition is a standalone update of the fifth edition of the world's most popular roleplaying game, meant to add more depth and customization through combat, social, and exploration pillars, revamped classes, and a variety of new mechanics. However, it's 100% compatible with the previous version, meaning that you can use any original 5E materials that you already own in a *Level Up* game.

The players among you will want to grab a copy of the *Adventurer's Guide* for a full rundown on the basics of play and creating your character. Those planning to be on the other side of the screen should also consider *Trials & Treasures* for crafting scenarios and rewarding players and the *Monstrous Menagerie* to challenge parties of any level.

Athletics. The existing Athletics skill adds zero-g to its list of specialties.

Engineering. The existing Engineering skill adds robotics, starship engines, and starship shields to its list of specialties.

Investigation. The existing Investigation skill adds sensors to its list of specialties. This is used for both starship sensors and handheld scanners.

Medicine. The existing Medicine skill adds xenobiology to its list of specialties. This is used when Medicine checks involve the anatomy or physiology of an alien creature.

Science. Science is a broad skill measuring a character's aptitude or knowledge of the hard or advanced sciences that aren't covered by Engineering, Nature, or Medicine, and how to apply them to best effect. Specialties include astronomy, chemistry, physics, technobabble, and mathematics.

Survival. The existing Survival skill adds astrogation to its list of specialties. This is used for navigation in space.

Other proficiencies and languages include the following.

Tools. Adding to the land and sea vehicle proficiencies, voidrunners may also have access to air and space vehicles, along with a range of specialist tools described later in this book. The computers tool proficiency measures a character's knowledge of automated systems and devices and allows them to operate electronics and machines.

Weapons. Added to simple, martial, and rare weapon proficiencies, characters may also gain proficiency in starship weapons.

Machine. Machine is the digital language, a high speed binary dialect most often spoken between artificial lifeforms. It can awkwardly and slowly be spoken by organic creatures, but its true home will always be in the digital world transmitted between devices.

Additionally, we've included rules for hacking, with special hacking maneuvers you can deploy against enemy computer systems.

Fantastic Feats

Dozens of new feats help you to customize your voidrunner. Hot Rodders, Elite Hackers, and Mecha Aces join more exotic abilities such as Resonance Modulators, Technosavants, or Starsword Whisperers.

Equipped for Adventure

What voidrunner would be complete without their trusty blaster or a hidden vibroknife? Soldiers armor themselves in synthweave or carbide plate, and scientists might deploy a variety of tools. This book contains a wide array of weapons, armor, tools, cyberware, drones, and vehicles, as well as medical and survival gear.

Escape from Death Planet!

If you haven't gotten your space legs yet you may want to consider the *Voidrunner's Codex* companion adventure *Escape from Death Planet!* You'll learn all the new features that the *Voidrunner's Codex* offers while exploring an alien planet and escaping from certain doom in this 1st-to-3rd level adventure.

Psychic Warriors

Just like fantasy worlds feature magic, the *Voidrunner's Codex* introduces psionics to your *Level Up* game. In this book you'll find two psionic-wielding classes–the Psion, and the Psyknight–and plenty of psionic feats and equipment. Finally, you'll discover a whole new psionic powers system with a wealth of abilities which allow your characters to move objects with their mind, read the thoughts of others, or blast your foes with psychic lightning.

Setting the Tone

Voidrunner's Codex is meant to provide for any sort of sci-fi game you can imagine, but sci-fi is a broad concept which covers sweeping space battles, cosmic horror, and dystopian futures. You'll want to figure out what sort of sci-fi and tone you're going for, and this is most easily achieved by selecting a subgenre. Subgenres will greatly affect the feel of your game, but don't feel obligated to restrict your story to just one. The following are some of the most well known, their themes, advice on how to run them, and related media.

Apocalyptic

This subgenre commonly features themes of individualism, survival, community, and "war never changes." It also incorporates aspects of



the space western, but to a greater extent, with extra emphasis on the struggle for survival and the isolation of a half dead world.

Examples of the apocalyptic genre include the *Fallout* series, *Half-Life 2*, and the *Portal* series.

Dystopian

Something of an opposite of the optimistic space opera, dystopian sci-fi is gritty and cynical. Themes of transhumanism, environmental destruction, government or corporate corruption and overreach, and loss of individualism are common. Space travel, if present, is often limited to the local star system. Technology is prevalent, but many characters likely have a complicated relationship with it.

Much like the space western, voidrunners in a dystopian setting are exceptional, but unlikely to have public influence on the world stage, much less those of galaxies. The main difference is that the enemies that they've made are much closer. Oppressive governments or companies aren't on a different planet, they likely have a presence in the party's very neighborhood; they might even be a voidrunner's employer.

Examples of the dystopian genre include *Akira*, *Blade Runner*, and *Johnny Mnemonic.*

Horror

Perhaps the most important thing you need to establish with a sci-fi horror game is this: are you telling a horror story with sci-fi elements or a sci-fi story with horror elements? Ultimately the question is one of agency, which here involves levels of weaponry, familiarity, access to knowledge, and martial/social support.

Science Fiction–Themed Horror

In a horror-focused game the characters are more likely to be "ordinary" people. They might be scientists or security guards or hapless teenagers, but they likely aren't hardened professionals. If voidrunners *do* have weapons, ammunition is rare and the monster is resistant or immune; if they are familiar with a place or creature, that comfort should become dangerous or strange. Access to actual, useful data should be restricted, either because it's physically hidden or guarded, or because learning it puts

a character at risk. Supportive NPCs, whether an actual military squad or just a voidrunner's parents, are either dead (or likely to be so soon), detained, or disbelieving, if they can be contacted at all. Such games should usually be kept short to ensure the tension doesn't fade.

Examples of this genre include *Alien*, *Event Horizon*, and *The Thing*.

Horror-Themed Science Fiction

In a sci-fi focused game voidrunners have more options, and thus more agency. They're more likely to have weaponry at hand and may be able to defeat a lesser monster or force a more powerful one's temporary retreat, while a scientist likely has access to a lab and procedures to tell them more about a creature. A beloved NPC is likely in danger, but players have a real chance at saving them, even if it requires a risky field surgery or a run through a brain slug–infested corridor. Reinforcements may only be able to make it in time to nuke the planet if the party fails, but their commander is less likely to roll his eyes and end the transmission at the mention of "brain slugs."

These kinds of games don't depend as much on suspense and tension and so can span more sessions more easily. Just make sure to give the voidrunners—and their players—downtime so that the coming dread has more of an impact later.

Examples of this genre include *Aliens*, *Dead Space*, *Pitch Black*, and *Prey*.

Military

Usually on the harder end of sci-fi, this subgenre focuses on warfare and the tools and people of that trade, as well as the moral repercussions involved. While there isn't necessarily a backdrop of war, discussion of strategy and tactics are common, as are jargon, acronyms, and shorthand. It can focus on a wide variety of themes, including camaraderie, gray morality, survival, and resilience. Interplanetary travel may or may not feature. Characters may or may not deal with matters of war and state at a high level, but are nearly always military personnel. Technology is a means to an end.

While characters in this genre are likely the best of the best (or perhaps an incredibly gifted set of misfits), their impact on the politics around them is limited. They might strike a pivotal blow against the enemy and save the world, but they weren't the ones who decided the war needed to be fought. To avoid making your players feel powerless, make the focus of your story more personal, highlighting the successes and hardships of the squad.

Plenty of stories overlap with military themes, so feel free to mix and match to your party's preferences. Voidrunners who want to be generals (rebel or otherwise) or chief strategists would benefit from space opera elements; the war might have a backdrop of a dystopian society; squads might go rogue and seek a new beginning on a frontier planet; a platoon is sent on a routine job that is actually a horror scenario.

Examples of the military genre include *Starship Troopers*, the *Stargate* series, and *Universal Solider*.

Space Opera

A play on the soap opera, the space opera often has dramatic overarching plots, overtly heroic characters, and an overall optimistic tone. It focuses on space exploration and travel and is set against a backdrop of galactic empires and wars with a diverse medley of alien cultures. Characters are likely to influence interplanetary affairs directly and may be representatives of their government (though rarely as soldiers). Technology is often impressive, ill-defined, and subject to the needs of the plot.

While all voidrunners deserve attention, make sure to put the spotlight directly on voidrunners in this kind of story and make them feel exceptional in ways that actively impact entire galaxies. They're not caught up in a war, they're diplomats sent to resolve an intergalactic crisis; they're not just on a spaceship, they're the bridge crew of a top-of-the-line vessel.

Examples of the space opera genre include *Battlestar Galactica*, *Star Trek*, and *Star Wars*.

Space Western

Like the space opera, the space western deals with dramatic themes and individual heroics. By contrast, however, the space western sees space as a frontier much like the fictionalized Old West. It explores hardship, isolation, and

community, and the oppression of distant empires or companies is a background factor to ignore, endure, or rail against. Technology may be more or less realistic, but it's often in ill-repair, less advanced than that of well established worlds, or both.

Voidrunners in a space western usually don't affect things on an interplanetary scale. They're unlikely to be well-known figures outside of their community or region, either because their adventures have been localized or because they've put purposeful effort into laying low—at least until the adventure starts. That doesn't mean that such voidrunners aren't overtly exceptional, however. They're mechanics that keep a ship going on spit and positive thinking, a peerless gunfighter with a mysterious past, or an infamous rebel leader long since gone to ground.

Examples of the space western genre include *Cowboy Bebop*, *Firefly*, and *Vampire Hunter D*.

How Much Tech Do You Want With That?

Not all settings are geared equally. Some might not feature space travel at all, such as certain cyberpunk settings. Ships can casually exceed the speed of light in a space opera, while grittier stories utilize generation ships or cryosleep to deal with long voyages. In short, the vehicles and equipment that the Narrator chooses to have available to voidrunners can say a lot about the story itself.

Of course there are lots of reasons for a specific area in a given setting to vary greatly from the technology level of the rest. It might be as exciting as the last planet of an advanced civilization or as mundane as technology being less available the further a planet is from a concentration of resources. Also keep in mind that there are often outliers, especially where plot and adventure come in. A crew discovering a hyper-advanced doomsday weapon and having to worry about keeping it out of the wrong hands is a quick way to create a sense of tension and drama.

Recommended Viewing

Once you've chosen your tone, it's time to get into the right headspace. Whether it's playing or reading solo, an online watch party, or a good old-fashioned movie night, it's a good idea to invite your players to experience some on-theme media. In addition to those already mentioned in their given subgenres above, here were some more of our many inspirations in designing the Voidrunner's Codex:

Altered Carbon
Babylon 5
Flash Gordon
Dune
District 9
Farscape
Galaxy Quest
Macross
Neuromancer
Predator
Rimworld
Snow Crash
The Terminator
The Expanse
The Faculty
The Matrix trilogy
The Three Body Problem
War of the Worlds

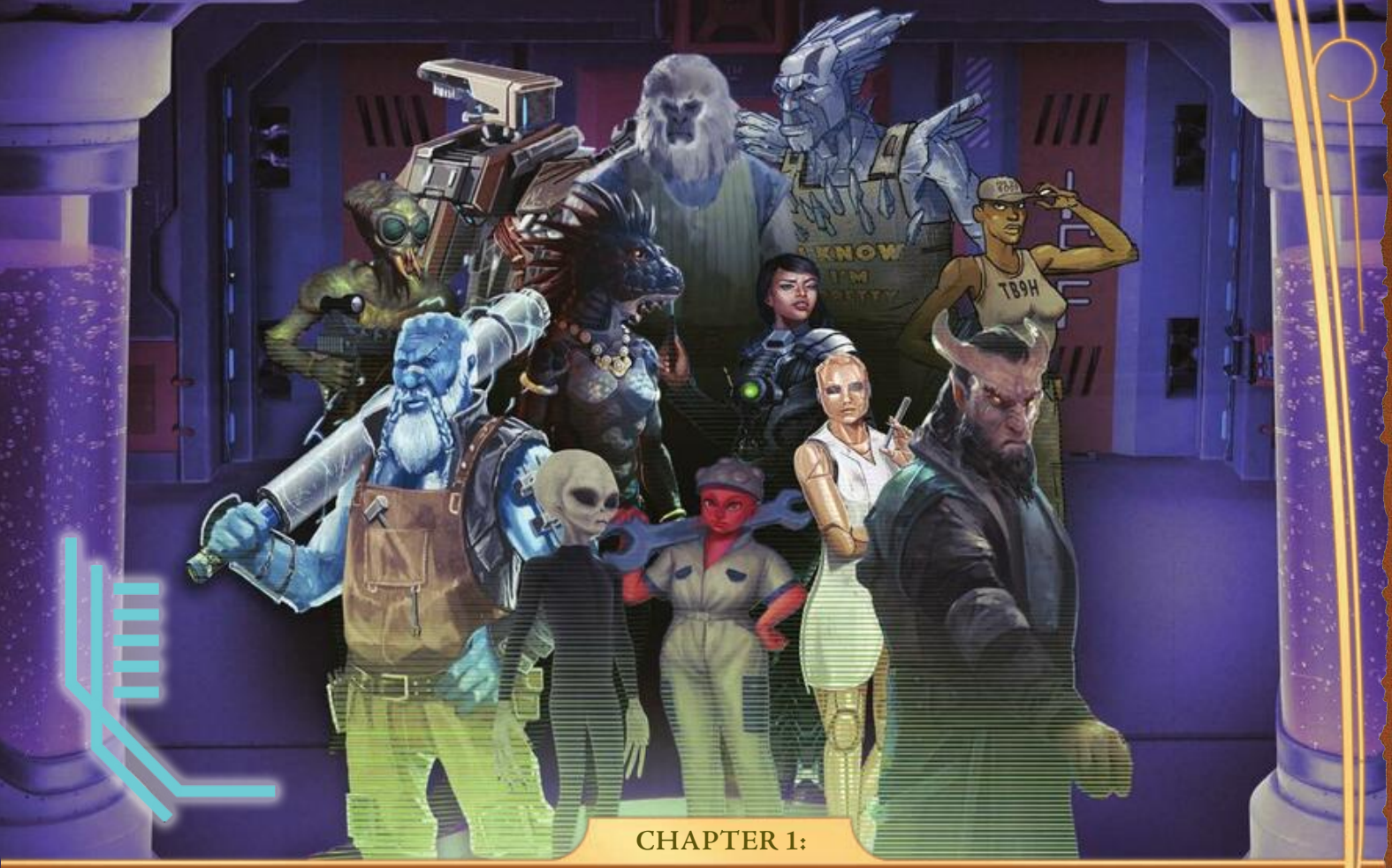
And many more we didn't have room to list!

What About Science-Fantasy?

Something you've probably noticed by now is the distinct lack of magic in this book. That's been by design, as there's a *Level Up* book about that already—the *Adventurer's Guide*. Everything you'll find in these pages is entirely compatible and balanced with the fantastical material there, so feel free to have that epic wizard-versus-psionic battle you've always dreamed of.

This balance gives you a lot of options, one of which is of course the "fish out of water" sort of character: a starship pilot crashlands on the grounds of a bardic college, a time traveler comes to right some ancient wrong alongside a coterie of clerics, or a wizard's misdrawn rune reroutes his teleportation spell onto a spaceship's bridge.

Or, of course, you can fully mix and match with a complete sci-fantasy universe where orc troopers and elvish scientists wield magic and technology alike. Think of this book as a toolkit to create *your* universe!



CHAPTER 1:

Origins

- *A young human Academy graduate eagerly tears open the envelope, keen to discover her first posting in The Fleet. A starship! And not just any starship, she has been assigned to a prestigious long-range exploration cruiser. Those years of hard work have finally paid off!*
- *The insectoid keridani's antennae tingle and he quickly draws his laser sword, spinning round just in time to block the monstrous xenomorph as it leaps from the shadows.*
- *A diminutive sipher with bright red skin slips through the darkened alleyways, their hand on the hilt of their vibroknife, ready for danger. They crouch down and touch the ground, sensing the minute vibrations in the earth, to determine who–or what–is nearby.*

Who are you on this grand cosmic stage? On what world do you stand staring up at the infinite void above, wondering what possibilities exist between the stars? Perhaps you are a citizen of the universe used to traversing the impossibly vast distances of space, or perhaps you are just now taking your first steps into the unknown.

Building on the origins system introduced in the *Adventurer's Guide*, the *Voidrunner's Codex* offers everything needed to create the origin story for your voidrunners in any sort of science fiction setting. In *Level Up* your character's origins are defined by four building blocks:

Heritage. The fundamental nature of what your voidrunner is at a biological level. Each heritage also offers a selection of heritage gifts for you to choose from for further specialization and diversity. The *Voidrunner's Codex* includes nine varied heritages to choose from, including humans, androids, crystalline houseki, insectoid keridani, reptilian naato, and more.

Culture. Choose from nineteen different cultures to represent your voidrunner's early life, and the sort of community you were raised in. Are you from a union of peaceful worlds, a backwater desert planet, or a stoic society of thinkers?

Background. Your choice from seventeen unique backgrounds represents your adult life before you became a voidrunner–your profession and lifestyle before journeys between the stars became your focus. Perhaps you were a convict, a soldier, a pirate, or a famous celebrity!

Destiny. Finally, your destiny is the spark or inciting reason why you decided to live the dangerous life of a voidrunner. You can use the destinies in the *Adventurer's Guide*, or one of the three new destinies in this book–exploration, reason, and victory.

Languages

While no civilization is a monolith, many planets have at least one "official" language that government business is conducted in. Additionally, with the interconnectivity that starships and high technology bring, nearly every planet has been exposed to what is known as Common. The Narrator may include additional languages based on the game's setting, but the following languages are a default part of the *Voidrunner's Codex*: Common, Machine.

Heritage

Heritage is the fundamental physical aspect of what your character is, be it human, alien, machine, or something entirely stranger. Presented in this section are nine heritages you can choose from when building your character. Of course, if you are mixing sci-fi and fantasy, you should also avail yourself of the heritages found in the *Adventurer's Guide*.

Android

The disparate variety of projects, studies, and researchers in the field of sentient cybernetics have created beings of equal diversity, which are broadly called androids. Funding from many sources and scientific advancement from many worlds has produced beings with varying skills, intelligence, and social abilities. There are androids built for function, such as tiny dextrous helper drones, polite butler bots, and cyborg warriors designed for slick, effective destruction. There are also artificial beings meant to simply replicate and improve on the cultures that created them, indistinguishable from other humanoids save for their heightened physical and mental abilities. Whatever their original purpose, an inherent feature of sentience is awareness of, and ability to change, their fate.

Androids are programmed with emotions, and are fully sentient. Most cultures view them as such, but some may look down on artificial beings or treat them as less than themselves.

Android Traits

All androids share common traits that set them apart from purely organic beings.

Age. An android's lifespan varies widely depending on its purpose. Some are constructed with predetermined lifespans, some built on organic frames that face insurmountable aging challenges, and others are potentially immortal with proper maintenance, upgrades, and care.

Size. Androids are constructed to suit their function. Some from heavy, dense metals to give momentum and strength, others from lighter materials for dexterous movement or realistic skin feel. They vary in weight from 50 to 500 pounds. Your size is Small or Medium, unless otherwise stated by your gift.

Speed. Your base walking speed is 30 feet.

Artificial Advantage. You have the construct creature type instead of humanoid. You are immune to poison damage and do not need to breathe. You do have to consume Supply, though this takes the form of power cells or other fuel, rather than food.

Constructed Constitution. Many standard healing methods for humanoids are completely ineffective on you, as in the case of psionic powers. Medical treatments utilizing nanobots work on you as normal, however, and specialized treatments exist (see Medicine in Chapter 3: Equipment). Most rolls that would call for a Medicine check for an organic creature are substituted for an Engineering check, depending on the condition and availability of parts. Additionally, you can still expend Hit Dice and regain hit points as normal on a short or long rest due to your self-repair functions.

Basic Programming. You gain proficiency in computers.

Android Gifts

An android's eventual function and indeed personality is up to them, but is often guided by their construction. Any cybernetic construction type *can* be partially organic, and partially cybernetic. You gain the following heritage gift.

Integrated Systems

You have specialist systems integrated into your frame which enhance your performance or grant you unique capabilities. Choose two of the following traits.

Access Ports. You are able to plug into computer systems directly, granting you an expertise die on all computers checks when you are within reach of the target system.

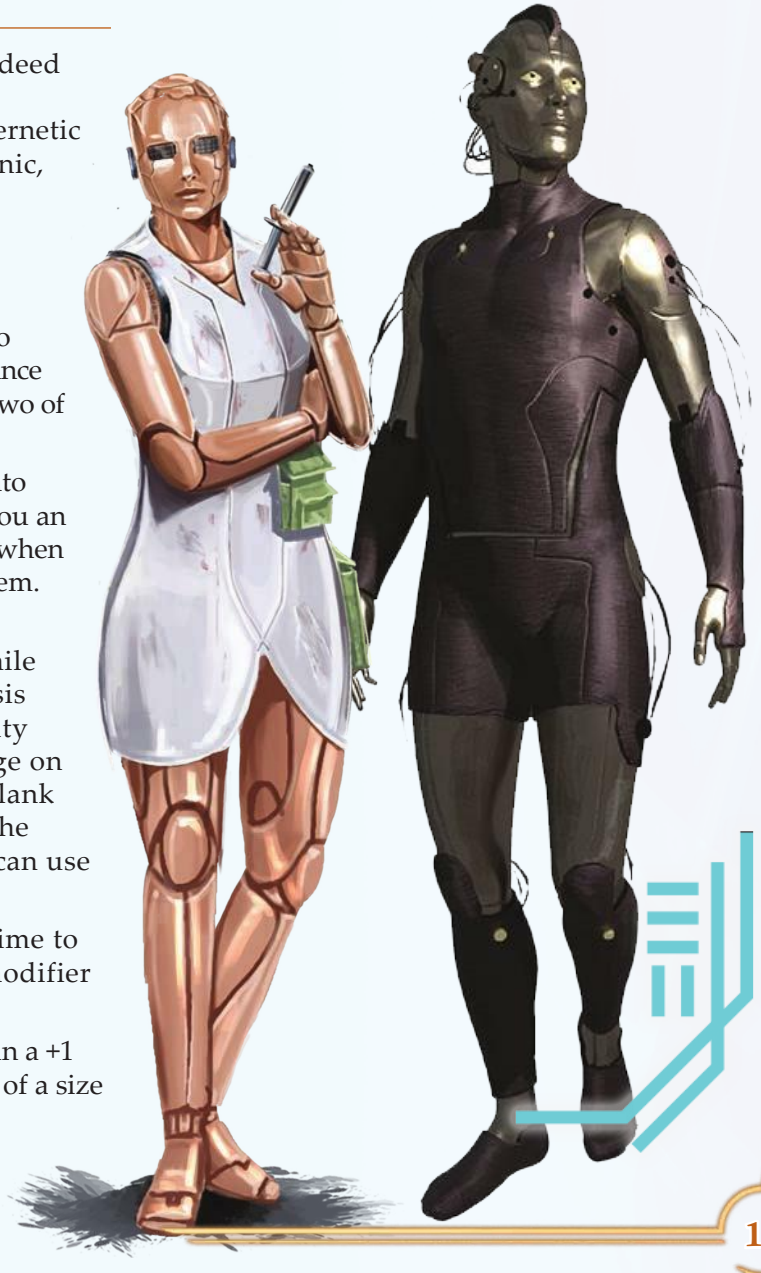
Armored Chassis. You are built to withstand the violence of battle. While you wear no other armor your chassis provides an AC of 13 + your Dexterity modifier. You also have disadvantage on Dexterity (Stealth) rolls due to the clank of metal, the buzz of processors or the whirring of mechanized parts. You can use a shield and still gain this benefit.

You can select this trait a second time to gain an AC of 14 + your Dexterity modifier instead.

Compact. Your size is Tiny. You gain a +1 to your Armor Class against creatures of a size category larger than you.

You can select this trait a second time, gaining the ability to hover up to 5 feet off the ground and a fly speed equal to your normal Speed.

Your carrying capacity is halved and you can't carry bulky items. Additionally, you can't use shields or armor that haven't been made for you (this restriction doesn't apply to force shields). Customizing items or equipment for your size generally costs three times as much as the item's standard price. Your base Speed is 25 feet.



Enhanced Senses. You gain proficiency and an expertise die in Perception. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Expert Subroutines. You gain proficiency in one of the following skills: Culture, Engineering, History, Nature, Science, or Religion. In addition, you gain a specialty of your choice in the chosen skill.

You can select this trait a second time to gain proficiency and a speciality in a second skill from the above list.

Integrated Transmitter. You are always considered to be carrying a personal communicator, which cannot be taken from you.

Integrated Weaponry. You have either an integrated ranged weapon or an integrated melee weapon. You may choose the appearance of this weapon. The weapon cannot be disarmed or thrown, and deals damage equal to 1d4 + your Strength modifier (if it is a melee weapon) or 1d4 + your Dexterity modifier (if it is a ranged weapon). Choose the damage type of this weapon when you first select this trait from the following list: slashing, piercing, bludgeoning, fire, lightning.

Jump Jets. You can jump 30 feet vertically and horizontally. You can use this feature a number of times equal to your proficiency bonus, after which you must take a long rest in order to reset your uses.

Linguist. You are programmed with many languages. You can automatically speak, sign, understand, and write in any current language by making a DC 10 Culture check. Extinct languages require a DC 15 History check. This does not enable you to break codes, cyphers, or encryptions.

Mechanized Might. You count as one size larger when determining your carrying capacity and you can carry a number of additional bulky items equal to your proficiency bonus.

Mimic. You have a voice synthesizer which can mimic any voice or sound.

Organic Appearance. Your synthetic technological capabilities are subtle and not immediately apparent to the casual observer. Your inorganic systems are hidden beneath layers of skin-like polymers making you look wholly organic without close inspection.

Creatures can discern your cybernetic nature if they observe you take lightning damage or if they succeed on a Medicine check against your passive Deception.

Reconnaissance Drone. You have the service of a **utility drone** (you may select any variety of utility drone), a robot you command with voice control or through one of your devices. Your drone normally rests in a docking port amidst your machinery, but you can deploy it as an action. In combat it takes its turn immediately after you. It follows your directions, but commanding it to Attack uses your action and its reaction. Repairing your drone is free if you have access to its remains and your gear over the course of a long rest. Otherwise, the materials to replace your drone cost 25 credits.

Sentinel. Your charge cycle does not require you to lose consciousness. This allows you to monitor systems and perform other low level activities and you remain fully conscious during rests.

Tractor Beam. You have the power to project a small tractor beam as an action. This beam can reach up to 30 feet, carry up to 10 pounds, and can be used to operate simple switches. You can move a held object 10 feet each round using your bonus action.

Tracks. You move on tracks rather than legs. You are able to ignore the effects of difficult terrain.

Wheels. You move on wheels rather than legs. Your base Speed increases by 5 feet.

Android Paragon

Your subroutines constantly suggest ways to enhance your performance. At 10th level you finally complete a significant upgrade. Choose one from the following list.

Cybernetically Superior

One of your ability scores increases by 2, to a maximum of 22.

Jet Propulsion
You gain a fly speed of 30 feet. Maintaining this speed requires a check after the first minute and every minute after as though you were undertaking a forced march. You gain an expertise die on these checks to avoid fatigue from a forced march.

Lore Upload
Choose four from the following: Arcana, Culture, Engineering, History, Nature, Religion, and Science. You gain an expertise die on checks using the chosen skills, as well as two specialities of your choice. These specialties must be selected from the chosen skills.

Systems Upgrade
Choose two more traits from the Android Gifts section.

Android Culture
While they may exist in the universe, pure android cultures are rare. However, shared experiences are almost pre-programmed into every android, as impossible to remove as a charge cycle protocol or a self-preservation sub routine.

Androids are usually accepted into the company of organic beings, whether by necessity or with enthusiasm, but they are not organic beings. As creatures of binary, data and neat lines, it is difficult, though not impossible, for an android to understand the tangled, illogical social messes of organic beings. It's harder still to understand illness or the inevitable decay of organic bodies when almost any malady that could befall a cybernetic being is easily patched up or programmed out. Androids are very often a part of organic culture, but they are always apart from it.

Suggested Cultures
While you can choose any culture for your android character, the following cultures are linked closely with this heritage: artificial, programmed, technetronic, virtual.

Axon
Axons are powerful, fur-covered bipedal mammals who stand 7 feet in height. Their fur ranges in color from white, through various shades of brown and gray, to black, and they sport sharp, fang-like canines.

Axons are usually naturally placid. While it is easy to underestimate an axon's intelligence, they are a highly advanced species; many are eloquent and well-spoken, and axon scientists and engineers have a reputation for technical skill and proficiency. That's not to say that axons don't have their bestial side, however: they are known for their great strength and dangerous teeth and claws, and they make for formidable foes when forced to fight.

Axon Traits
Characters with the axon heritage share a variety of traits in common.

Age. Axons mature at about the age of 40, and typically live about 200 years.

Size. Axons stand over 7 feet in height. Your size is Medium,

Speed. Your base walking speed is 30 feet.

Powerful Build. You count as size Large for the purposes of determining carrying capacities.

Fur Coat. Your thick fur protects you from cold environments. You have resistance to cold damage, and you gain an expertise die on Survival checks made in arctic environments.

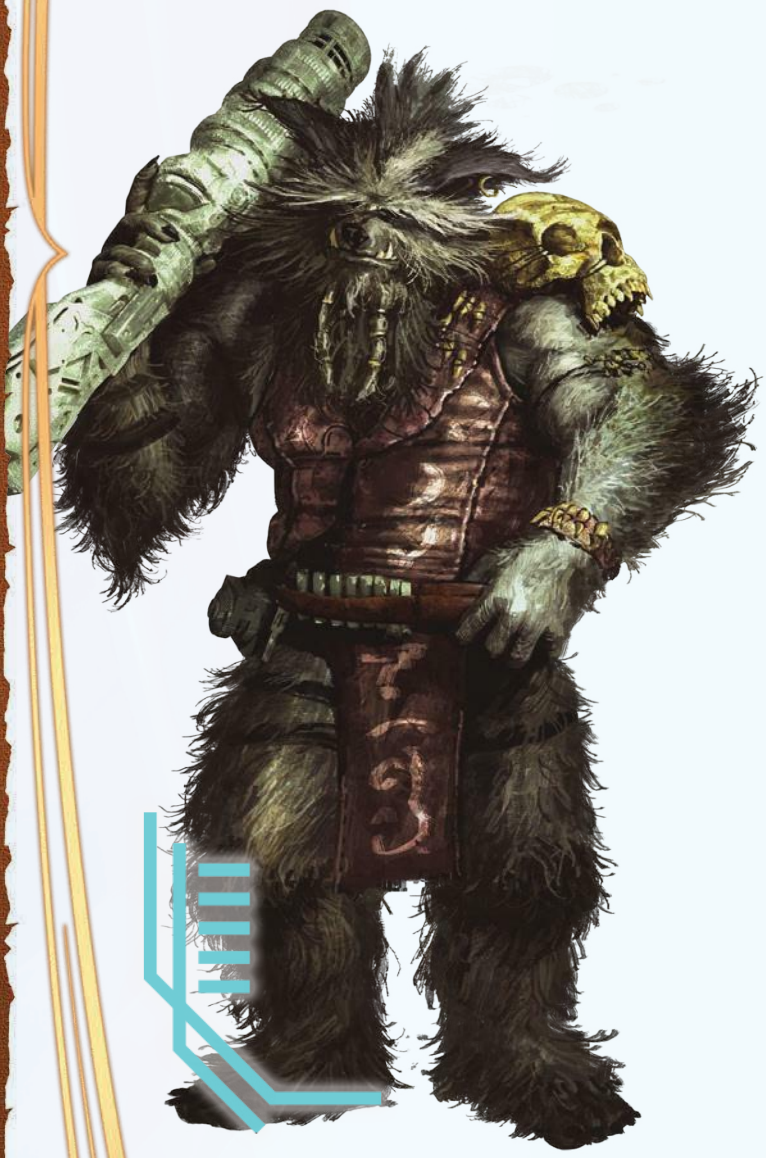
Keen Senses. You gain an expertise die on skill checks that rely on hearing or smell.

Axon Gifts
In addition to the traits found in your axon heritage, select one of the following gifts.

Extendable Claws
Some axons sport sharp, extendable claws. The claws are natural weapons, which you can use to make unarmed strikes that deal slashing damage equal to 1d8 + your Strength modifier.

Mighty Roar
As a bonus action you can bellow a loud and frightening roar. Your roar affects all creatures who are not allies within a 15-ft. cone. Targets within that area must make a Wisdom saving throw or become frightened of you until the end of its next turn. The DC of the saving throw is equal to 8 + your proficiency bonus + your Constitution modifier. Once you have used this feature you cannot use it again until you take a long rest.

Thick Fur
Your fur is thick enough to protect you from attacks. While you aren't wearing armor, your AC equals 12 + your Constitution modifier. You can use a shield and still gain this benefit.



Axon Paragon
When you reach 10th level, you are an exemplar of axonkind, and you gain one paragon gift from the following list.

Bellowing Roar
Prerequisite: *Mighty Roar*

When you use your Mighty Roar feature, it affects all non-allied creatures within 30 feet of you.

Additionally, you now regain use of your Mighty Roar feature whenever you complete a short rest.

Fierce Claws
Prerequisite: *Extendable Claws*

Your claws, and your fang-like teeth, are longer and sharper than many of your kind. Your claws and teeth are natural weapons which do damage equal to 1d10 + your Strength modifier. Your claws do slashing damage and your teeth do piercing damage.

Massive Build
All axons are strong, but some grow even larger as they get older. You have advantage on all Strength ability checks and saving throws.

Axon Culture
While axons are technologically advanced, they evolved in jungle environments and many still retain that innate natural connection. As such, axons often form very rustic communities which exist in harmony with nature; technology serves its purpose, but where possible it is hidden or as subtle as possible.

Fierce-looking though they are, axons evolved for survival rather than warfare; indeed the oldest origin stories of the species rarely feature conflict. Those survival skills, and the physical prowess that comes along with them, however, make for fearsome foes should an axon or their community be threatened.

Suggested Cultures
While you can choose any culture for your axon character, the following cultures are linked closely with this heritage: backwater, belter, drifter, rustic, underclass.

Grey

There are few species as psionically adept as the grey. Greys–or aliens similar to them–appear in many pre-industrial stories about visitors from alien worlds, and some historians suggest that their collective psychic impression has seeded some kind of vague concept of them in minds and cultures across the cosmos. Whether this is true or not, one thing is certain: greys are a powerfully psionic people, who have evolved to prioritize the mind over the body.

Standing under 5 feet tall, with large heads, and slight physiques, greys are physically unimposing, almost frail. Nearly everything they do is supplemented with their natural psionic powers. Their large, dark eyes are deep and expressive, and their skin, despite their colloquial name, ranges from green through to gray.

But it is their mental powers for which greys are known. Every grey is born with psionic abilities, and this potential is seemingly unrivaled. Over the millenia greys have evolved, developing a large cranium and a powerful mind, and they rely on their potent telepathic and telekinetic powers heavily.

Grey Traits

Characters with the grey heritage share a variety of traits in common.

Age. Greys are fairly long-lived, reaching adulthood at around 30 years of age, and entering old age at about 150.

Size. Greys stand about 5 feet in height, but their frames are very slender, weighing around 75lbs. Your size is Small.

Speed. Your base walking speed is 30 feet.

Natural Psionics. All greys are born with inherent psionic abilities. You learn two psionic reflexes which do not count towards any limit to the number of reflexes you may know.

Telekinesis. You can freely telekinetically move and manipulate a single object which you can see within 30 feet, weighing up to 3 pounds, a distance of up to 30 feet. If the object is held by another creature, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus to prevent you from moving it.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

Grey Gifts

In addition to the traits found in your grey heritage, select one of the following gifts.

Improved Telekinesis

You can freely telekinetically move and manipulate a single object weighing 10 pounds or less which you can see within 60 feet.

If the object is held by somebody else, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

Telekinetic Shield

You maintain a telekinetic shield to protect yourself from damage. When you are not using a shield, you can use your bonus action to gain temporary hit points equal to 3 times your proficiency bonus. The temporary hit points wear off after 1 minute. You can use this feature a



number of times equal to your proficiency bonus. Your uses reset when you finish a long rest.

Grey Paragon

When you reach 10th level, you are an exemplar of greykind, and you gain one paragon gift from the following list.

Greater Shield

Prerequisite: *Telekinetic Shield*

Your telekinetic shield grants you even more protection. When you are not using a shield, the temporary hit points granted by your Telekinetic Shield feature are doubled to 6 times your proficiency bonus.

Greater Telekinesis

Prerequisite: *Improved Telekinesis*

You can freely telekinetically move and manipulate a single object weighing 30 pounds or less which you can see within 100 feet. If the object is held by somebody else, they can make a Strength saving throw against a DC equal to 8 + your Wisdom ability modifier + your proficiency bonus.

If the object would normally require a Strength check to move, you must make a Wisdom check to move it against the same DC.

You can only move one object at a time using this feature, and you cannot use it to make attacks.

Grey Culture

If there is an original homeworld for the grey species, nobody knows what it is–except, perhaps, the greys themselves. Greys are found everywhere, and are prolific travelers and explorers–indeed many civilizations' first contact with alien life is with a grey. A generally benevolent species, most greys avoid conflict when they can.

Grey enclaves or exploration ships are the closest one usually comes to grey society. Greys are rarely found alone; they find comfort in the presence of other minds, and their innate psionic nature means that they become miserable and withdrawn when denied the company of others, and those left alone for too long can become ill, or even die.

Suggested Cultures

While you can choose any culture for your grey character, the following cultures are linked closely with this heritage: enlightened, stoic, technetronic.

Houseki

Houseki are a ponderous crystalline species, roughly humanoid in shape. Their joints tinkle and grind as they move, and their voices are deep and resonant. Able to alter their color at will–though the process takes several hours–houseki can be found in a wide range of hues, including vibrant greens, blues, yellows, and reds. While they appear slow, it would be a mistake to interpret that as a lack of intelligence; houseki take their time, but they give everything the full amount of thought that it warrants–and, perhaps, a little bit more.

Houseki are immortal, and they seemingly continue to grow forever, although this does not appear to be directly correlated to age. There are rumors of ancient houseki who are the size of giants, dozens of feet in height. A young houseki stands only 3 feet tall, and it is not unusual to encounter adult houseki the size of a human child or the brawn of an axon.

Houseki do not breed like many organic species do. Instead, when a houseki dies through accident or misadventure, an offshoot crystal will grow into a new, young houseki. Consequently, the houseki population remains almost constant.

Houseki derive sustenance from energy, and can drain energy from nearby power sources.

Houseki Traits

All characters with the houseki heritage share the following traits.

Age. Houseki do not die of old age. They reach maturity somewhere between 40 and 150 years.

Size. The growth process of the houseki is not fully understood. Your size is based on your adventuring tier. At Tier 0 you are Small and weigh between 50 and 75 pounds; at Tier 1 you are Small and weigh about 100 pounds; at Tier 2 you are Medium and weigh between 200 and 300 pounds; at Tier 3 you are Medium and weigh between 300 and 400 pounds; and at Tier 4 you become Large and weigh in excess of 400 pounds.

Speed. Your base walking speed is 25 feet.

Crystalline. As a crystalline creature, you

do not need to breathe, and are unaffected by vacuum. Additionally, you are immune to poisons and poison damage, but when you take thunder damage you make a DC 10 Constitution saving throw or become rattled until the end of your next turn.

Enervore. You consume energy instead of food. A small hand-held electronic device contains enough power to constitute 1 Supply for you.

Grinding. When you move, you cannot hide the tinkling and grinding noises of your crystalline joints. Unless you remain still, you make Stealth checks with disadvantage.

Houseki Gifts

Houseki characters may choose one of the following gifts.

Color-change.

Whenever you take a long rest, you may alter the color of your crystalline body. You can only be one color all over, usually choosing from red, blue, green, and yellow. The color you choose grants you resistance to one damage type–fire (red), cold (blue), acid (green), or radiant (yellow).

Crystal Healing

Your crystalline body repairs itself at a rapid rate, visible as new crystals form and grow. You can use an action to expend one hit die, rolling it and adding your Constitution modifier. You recover that many hit points.

Implacable

Houseki are noted for their slow, ponderous nature. You have advantage on saving throws made to resist the charmed, confused, and frightened conditions.

Jagged Crystal

Jagged crystals protrude from your body. Creatures who hit you with a natural melee weapon take 1d4 piercing damage.

Houseki Paragon

When you reach 10th level, you have grown into a paragon of houseki-kind. Choose one of the following paragon gifts.

Hard As Diamond

Your crystalline body is as tough as diamond. You gain resistance to slashing and piercing damage.

Ponderous

You are so slow and deliberate in your thoughts that you rarely make mistakes. When you make an Intelligence or Wisdom check, any roll of less than 10 on the d20 counts as a 10. This does not apply to attack rolls or saving throws.



Large Characters

The differences between size aren't as pronounced for PCs as they are for monsters or NPCs, but Narrators should be aware of the full capacities of including bigger adventurers in the game.

Carrying Capacity. Large PCs double their carrying capacity and Huge PCs quadruple their carrying capacity.

Equipment. Few things are built to be used by massive bodies, and at the Narrator's discretion certain items (including armor, tool kits, and weaponry) may need to be custom-made or altered for use by a bigger PC (costing an extra 50% for Large PCs or 100% for Huge PCs). Other goods and services (like drinks at the tavern or rations) may also cost more than usual (depending on the good or service).

Fitting. Large-sized PCs have to squeeze inside of 5-foot wide corridors, and Huge-sized PCs have to squeeze inside of 10-foot wide corridors. While squeezing, their Speed is halved, they have disadvantage on attack rolls and Dexterity saving throws, and attacking creatures have advantage against them. Huge-sized PCs must contort with DC 20 Acrobatics checks to fit into a 5-foot wide space.

Space and Reach. Large-sized PCs take up a space that's 10-feet by 10-feet instead of a 5-foot square. Huge-sized PCs take up a space that's 15-feet by 15-feet and increase their reach by 5 feet.

Supply. Creatures larger than Medium size require more Supply (*Adventurer's Guide* page 341). This is a minimum of 2 Supply for Large-sized PCs or 4 Supply for Huge-sized PCs.

Weaponry. Weapons made for creatures larger than Medium size increase their damage by one step for each size category. For example, a 1d10 weapon made for a Large-sized PC deals 1d12 damage, and a 2d6 weapon made for a Large-sized PC deals 2d8 damage or if made for a Huge-sized PC 2d10 damage.

The die steps are as follows: 1d4, 1d6, 1d8, 1d10, 1d12, 3d6, 3d8.

Shockwave

As a bonus action you can emit the energy you consume as a spherical shockwave emanating from you. All creatures within 10 feet of you must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failure, the target takes 6d8 force damage and is pushed 10 feet and knocked prone. On a success, the target takes half damage and is not pushed or knocked prone. Once you have used this feature you cannot use it again until you take a long rest.

Houseki Culture

The houseki don't ask for a lot in life, do not tend to seek wealth or glory, and it is not uncommon to see a houseki perfectly content with a role as a laboror, engineer, or even a bartender. Houseki society is quiet, contemplative, and slow. Houseki are–usually–very good natured, and it is almost unheard of to see one lose their temper or display anger.

Houseki are very at-home in space, need little in the way of excitement or company, and are generally unaffected by trivial details like atmosphere or temperature. They are often found on starship crews, asteroid mining outfits, and remote outposts. Comfortable with their own company, a houseki is able to spend extended periods of time alone, and it is unusual to find groups of houseki away from their homeworlds.

Suggested Cultures

The houseki can be found throughout known space. However, the following cultures are linked closely with this heritage: belter, enlightened, stoic, underclass.

Human

Humans descended from a species of explorers and travelers, colonists and conquerors, who through their ingenuity came to become the dominant life on their world before looking beyond. They have a single head at the top of their body, two arms, two legs, and stand vertically—a body plan some arrogantly label "humanoid." Their skin usually is smooth and mostly hairless, lacking any natural protection except for a well-adapted cooling system through sweat glands. They generally have hair on the top of their heads, and upon the brows above their eyes. The color of their skin and hair ranges enormously, from pinks and browns though to vibrant greens and blues. However, an infinite universe makes for diverse variation, and human appearance can vary remarkably (see Humanoid Variants).

Humans lack the natural protections present in many species, and their fists and teeth are unremarkable weapons without tools. What they do possess is an unnatural tenacity and survival instinct, showing remarkable ability to power through fatigue and wounds that would fell other beings. They also show some traits of collectivist creatures, working together, learning from others, and building upon what came before them.

Humans are diverse, short-lived, and reproduce quickly, able to have children every 1 to 2 years. Their instinct to learn and survive leads to them spreading far and wide, quickly making themselves known to the other peoples and creatures of the greater galaxy. At their best, human diversity can extend to an understanding and acceptance of the varied people of the galaxy. At their worst, their spread can push others out. At once, they are both unremarkable and fascinating.

Human Traits

Characters with human heritage share a variety of traits in common.

Age. Humans reach basic maturity around age 18, although most continue to grow in body and mind through their twenties. Without medical intervention, 100 years is a life for a human.

Size. Most adult humans are in the 5 to 6 foot range, although taller and shorter statures do occur. Your size is Medium (with your Narrator's permission, your size can instead be Small.)

Speed. Your base walking speed is 30 feet.

Fast Learner. Although short-lived, humans are remarkably fast learners, even adapting to new technologies quickly. You gain proficiency in one additional skill of your choice. In addition, you require half as much time as



Humanoid Variants

Only humans would refer to a common biological similarity as being 'humanoid'! There are many humanoid species which are broadly similar across the universe–whether due to a shared progenitor, convergent evolution, or due to some other natural law which influences their basic form–but they are not all identical. While they are all bipedal, with two arms, two eyes, and so on, many groups of humanoids feature small differences to humans, such as pointed ears, nose ridges, or coloring. Such differences do not generally grant abilities in the way that a full heritage gift does, but you should feel free to describe your human–or humanoid–voidrunner with such features.

The term 'human' is a generic term. Humanoids are usually distinguished from each other by their cultures, and tend to be referred to in that context–the green, hairless Garozians from Dabel III identify as Garozians, not humans.

You can optionally roll 1d10 on the table below to randomly select some cosmetic humanoid features, or choose one of your own.

1. Bright coloring (red, green, blue, etc.)
2. Unusual ears or no ears
3. Completely hairless
4. Nose ridges
5. Unusual eye color
6. Unusual height or build
7. Forehead ridges
8. Patterns or markings
9. More or fewer than 10 fingers
10. Small horns or antennae

Species such as siphers and hurroc, while ostensibly humanoid in appearance, are biologically different enough from humans that they constitute an entirely different species.

normal to train yourself in the use of a suit of armor, tool, or weapon during downtime.

Intrepid. You possess a powerful survival instinct. When you make an ability check, attack roll, or saving throw, you can choose to gain an expertise die on that roll. Once you use this trait, you cannot use it again until you finish a short or a long rest.

Human Gifts

Humans are highly adaptable. Their originally remarkable physical and mental endurance pushed them to adapt to the harshness of the greater galaxy. In addition to the traits found in your human heritage, select one of the following gifts.

Adapted

As humans began to venture away from their world and explore the galaxy, they encountered hardships and challenges they never could have imagined—and proved themselves to be one of the most adaptable species in the cosmos. Confronting each new hurdle head-on, humans began to tinker with their genetics, creating new adaptations capable of surviving anything the galaxy could throw at it. Through splicing non-human or synthetic DNA, ancestors of these humans take human survival skills to a new frontier. Beyond basic survivability, you are adapted for one specific environment. You gain the following trait:

Just Like Home. Choose one type of terrain, reflecting the area from which your family hails: arctic, desert, mountain, or swamp. You ignore all naturally created difficult terrain of that type. Additionally, you gain an expertise die on Survival checks made within this terrain type, and gain a type of damage resistance related to your chosen terrain: arctic—cold, desert—fire, mountain—lightning, swamp—poison.

Diehard Survivor

Foes of humanity may see them as ants, but humans are equally difficult to eliminate. The ancestors of human beings learned to survive through the harshest conditions, including drought, winter, and famine. Humans, in their stubbornness, can even pull themselves back

from the brink of death to fulfill their dreams. You have the following traits:

Feast and Famine. You can tighten your belt during hard times. You can go a number of days equal to your Constitution modifier without suffering any fatigue from lack of Supply. Afterward you require twice as much Supply for as many days as you went without.

Radical Perseverance. Through your sheer stubbornness and will to live, you sometimes manage to wriggle out of death's grasp. You die after 4 failed death saving throws instead of 3.

Ingenious Focus

Not all human minds work the same—some have a nearly miraculous level of focus. People with this intellectual mode often bring a surprising level of insight and passion to almost any topic they engage. In spite of their brilliance, they typically have difficulty with more general awareness. You have the following traits:

Inexorable Concentration. When you fail a Constitution saving throws to maintain concentration, you can immediately reroll it, taking the new result. You may use this trait a number of times equal to your Intelligence modifier (minimum 1), and regain all expended uses after a long rest.

Resident Expert. You have a reputation for painstaking detail on certain tasks and subjects. Choose two tools with which you are proficient, or a skill with which you are proficient. When you make a check with that tool or skill and the d20 shows a natural result of less than 10, you can count the d20 result as being 10.

Jovian

Growing up on a high-gravity world has lent you remarkable endurance. You recover one level of fatigue during a short rest as long as you have only two or fewer levels of fatigue, and you count as size Large when determining your carrying capacity.

Prodigy

Humans once believed they only used a portion of their total brain, and that using more would give them access to supernatural abilities. Whether through natural or forced evolution, space-time anomalies, or other strange quirks of galactic exploration, some humans have evolved beyond the limitations of the physical. Many people with this gift are marked by some telltale sign of their mental power or their evolution, such as glowing eyes or loss of vestigial or unused traits.

Your natural abilities allow you limited ability to command a potent effect. Choose a level I psionic power. You know your chosen power and you can manifest it once without expending psionic points. You must finish a short or long rest before you can manifest it in this way again. Your manifesting ability modifier for this trait is the same as the ability score used in the manifesting class in which you have the highest level, or Intelligence if you have no levels in a manifesting class.

Spirited Traveler

The power of movement is one of humanity's evolutionary advantages. An ancient human hunting strategy for killing fast game is persistence hunting—following prey relentlessly, shifting between walking and running endlessly until a beast became too exhausted to defend itself. Many humans maintain their health through running, and foot races are a universal favorite game. In a word, humans gifted at running will go far. You have the following traits:

Desperate Dash. When you take the Dash action, your movement this turn does not provoke opportunity attacks. During this movement, you gain an expertise die on Athletics checks made to jump, and Dexterity saving throws. Once you use this trait, you cannot use it again until you finish a short rest.

Marathon Runner. The first time between each long rest you would gain a level of fatigue, you do not gain that level of fatigue. You still suffer a level of fatigue from finishing a long rest without any Supply.

Sojourner's Fortitude. You gain an expertise die on saving throws made to resist fatigue for marching longer than 8 hours.

Unbound

When humans began to venture into deep space, many never settled down. Whether living their lives as asteroid miners within their solar system,

living aboard space stations, or as members of generational colony ships, some humans found themselves particularly suited to life within zero gravity. For some, this is evolution in action, for others it is wanderlust turned outward toward the stars. You have the following traits:

Space Legs. You are adapted to the unique rigors of zero gravity, suffering minimal disorientation and even showing increased mobility. While in zero gravity, your base speed increases by 10 feet and you gain a climb speed equal to your base speed.

Vacuum Resistance. The harsh vacuum of space is an ever-present threat in space travel, but you are adapted to it, for a time. You gain an expertise die to Constitution checks to resist the effects of a hard vacuum, and add your proficiency bonus to the number of minutes you can hold your breath. In addition, you gain resistance to cold damage.

Human Paragon

When you reach 10th level, you are an exemplar of humankind, and you gain one paragon gift from the following list.

Determined

When you are bloodied and make an attack roll or saving throw, you can use this feature to treat the result of the d20 roll as a natural 20. Once you use this feature, you cannot use it again until you finish a short or long rest.

Enduring Persistence

You become proficient in your choice of two saving throws.

Supreme Adaption

Prerequisite: *Adapted*

You are now immune to the damage type you were resistant to and gain darkvision to 30 feet (or extend your existing darkvision by that amount).

Voracious Learner

You gain an expertise die in each of three different skill or tool proficiencies.

Wind At Your Back

Your Speed increases by 10 feet. You ignore difficult terrain when you Dash. When you make a melee weapon attack against a creature, until the end of your turn you do not provoke opportunity attacks from it.

Human Culture

Contradictions often mark human cultures. Humans have a mixture of wanderlust and a desire for home, leading them to spread far and wide and to make roots. Humans count their generations in decades, and their cultures can change and adapt just as quickly, but they also have traditions they can cling to for hundreds, or even thousands of years. How a human culture changes, or how it stays the same, is often its defining feature.

The biggest catalyst for change can be technological advancement or meeting others. Humans are just as likely to adapt to and adopt new practices and customs, absorbing them into their own, as they are to imposing their culture upon others. Whether a human culture stands united as one nation on their homeworld, one of many nations vying for control of their own star system, a member of a greater alliance of planets, the leader of a galactic member, or as one of many in a vast sea of stars, they are all defined by what came before them and what they are striving toward.

Suggested Cultures

While you can choose any culture for your human character, the following cultures are linked closely with this heritage: backwater, belter, drifter, imperium subject, underclass, union, urbanite.

Hurroc

Hurroc are tall muscular humanoids averaging just over six feet in height. They have jagged teeth which look almost like fangs, and short, blunt horns which continue to grow longer and sharper with age, eventually curving backwards. Their skin ranges from white to dark brown.

Few species have evolved a more natural proclivity for victory than the hurroc. Physiologically and mentally, they are biologically primed for physical effort with adrenal glands which power them through the most difficult of circumstances. The hurroc thrive in situations that put other humanoids at a disadvantage, whether that be intense pressure, overwhelming odds in battle, or a deadly threat to outrun. Their abundance of adrenalin lends them a reputation for aggression and hardiness, with little use for fear.

Hurroc Traits

All characters with hurroc heritage share the following traits:

Age. Hurrocs reach physical maturity at around 18–20 years of age and die of natural causes at around 150.

Size. Most hurroc have an imposing stature and stand between 6 and 7 feet tall and average about 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Lesser Darkvision. You have darkvision to 30 feet.

No Use For Doubt. You gain an expertise die on saving throws against fear effects.

Adrenal Burst. Hurroc can use their adrenaline to perform incredible feats of physical prowess. You can choose to gain advantage on any Strength, Dexterity, or Constitution check, attack roll, or death saving throw. Once you have done so, you cannot use this feature again until you have taken a short or long rest.

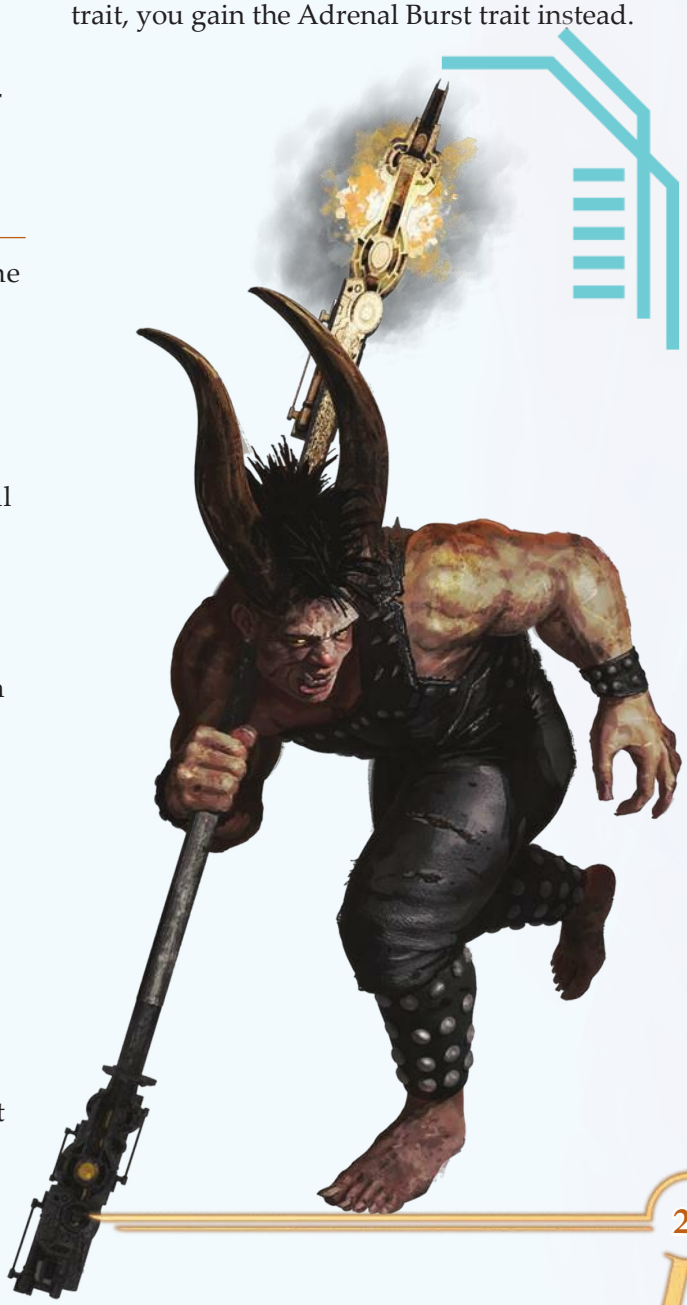
Hurroc Gifts

The hurrocs' survival prowess does not present in only one form. Like all heritages, they are varied and adaptable, filling a wide range of roles across the cosmos. Choose one of the following gifts.

Adrenal Surge

The adrenal glands for which Hurroc are known are even more pronounced in your metabolism. You can use your Adrenal Burst feature a number of times equal to your proficiency bonus between long rests.

If you do not already have the Adrenal Burst trait, you gain the Adrenal Burst trait instead.



Deadly Horns
Your horns are particularly sharp and are considered to be natural weapons with which you are proficient. You can make a horn attack which does piercing damage equal to 1d6 + your Strength bonus, and if your target is a creature of your Size or smaller it must make a Strength saving throw vs. your maneuver DC or be knocked prone.

Indomitable
The adrenaline which permeates your body lends you courage. You are immune to the frightened condition. Additionally, if you have the Adrenal Burst trait, can use a bonus action to use your Adrenal Burst feature to recover a number of hit points equal to three times your proficiency bonus.

Resilient
While all hurroc are physically tenacious, you have a particularly tough physique and determined mindset that's unusually difficult to harm. You gain the following traits:

Naturally Armored. While you aren't wearing armor, your AC equals 13 + your Constitution modifier. You can use a shield and still gain this benefit.

Diehard. When you are reduced to 0 hit points, you are instead reduced to 1 hit point. You cannot use this trait again until you have taken a long rest.

Hurroc Paragon
The trials you encounter on your path to 10th level have made you one of the most impressive of your people. Choose one of the following paragon gifts.

Iron Core
Prerequisite: *Resilient*

Your adventures have made you one of the hardiest of your kind. You gain one additional hit point per level, as well as resistance to poison damage and an expertise die on saving throws against poison effects. Additionally, your Constitution score increases by 1, to a maximum of 20.

Unstoppable
Your tenacity and determination know no bounds. You are unaffected by difficult terrain, immune to the slowed condition, and your armor class increases by 1.

Relentless Pursuit
Like the greatest warriors and hunters of legend, your skill for pursuing your enemies knows little equal. Your base Speed increases by 10 feet. You gain both a climb speed and a swim speed equal to your base Speed. In addition, your dextrous grip means you can climb even on difficult surfaces, including upside down on ceilings, without having to make an ability check. Additionally, you gain an expertise die on Perception and Survival checks made to track.

Hurroc Culture
Hurrocs are most often associated with militant cultures but they are more than just warriors. While hurrocs most often leave their planet of origin in vast armies, after the war and glory are won they are left to begin new families wherever their battles have ended. Even those not raised with such ethics often seek fulfillment in less traditional pursuits that still reward their hard-wired pugnacity, finding victory on virtual battlefields as hackers, in academia as single-minded researchers, or as (mostly) metaphorical raiders in corporate takeovers.

Suggested Cultures
The hurroc have traveled the cosmos as valued mercenaries, soldiers, diplomats, and even scholars and merchants. However, the following cultures are linked closely with this heritage: honorbound, imperium, militant, rebel.

Keridani

The keridani are an enigmatic species, tall and slender insectoids with pale, pearlescent skin ranging from shades of white through green. They each have a set of antennae on their foreheads, enabling the psionic abilities for which they are known. While members of other species can find keridani faces to be rather expressionless, they actually possess vibrant internal emotions, sometimes even volcanically powerful. These are all transmitted psionically, and members of other species may need time to learn to interpret such feelings.

Keridani evolved on an icy world. They are highly tolerant of the cold and can survive off food and water that would be non-potable to most (such as salt water). Where most creatures evolved physiological adaptations to deal with their environments, the keridani first evolved mental adaptations, developing conscious control of their autonomic processes. This led to the development of their innate psionic abilities, such as their ancestral memory and telepathy, as well as the more unique abilities present in individuals.

Many mistakenly believe these insectoid people to be immortal, but this is a misconception surrounding their ancestral memory: all keridani are born with the memories of their parents, blurred through the lens of time, giving the memories an agelessness of their own. Whether they choose to live out their lives continuing the work of their progenitors or to seek out new experiences to pass on is up to the individual.

Keridani Traits

Characters with the keridani heritage share a variety of traits in common with one another.

Age. Keridani physically mature at a similar rate as humans. They intellectually mature faster, as they possess lifetimes of memories from birth, but their emotional maturity develops at the same rate as their bodies. Keridani can live to be 200 years old without advanced medicine.

Size. Keridani are tall and slim, typically standing between 6 and 7 feet tall. They have similar masses as humans, and are thus built lighter. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Telepathy. Keridani are able to communicate mentally with others. You can speak telepathically to any creature you can see within 60 feet of you that shares a language with you. This does not give the creature the ability to respond to you telepathically.



Venomous Mandibles. Your mandibles are natural weapons, which you can use to make unarmed strikes that deal piercing damage equal to 1d4 + your Strength modifier. A creature damaged by your mandibles makes a Constitution saving throw. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d4 poison damage on a failed save. You can use the poison element of this feature number of times equal to your proficiency bonus before you need to take a long rest.

Adhesive Pads. Keridani are able to secrete adhesive fluid from their hands and feet, helping them to climb. You gain an expertise die on ability checks made to climb and on saving throws to resist being disarmed.

Keridani Gifts

Keridani are exemplified by their mental control, their telepathy, and their ancestral memories. In addition to the traits found in your keridani heritage, select one of the following gifts.

Ancestral Walking

Some keridani have stronger ties to their ancestral memories. They gain access to the skills and wisdom of their ancestors as they lucidly walk through those past lives. Whenever you finish a long rest, choose one skill, tool, or language. You are proficient with the chosen skill, tool, or language until you complete a long rest. If you were already proficient, you instead gain an expertise die.

Empathic Sense

Some keridani display more sensitive innate psychic ability than others. You are able to sense emotions in creatures you can see. A creature may attempt to hide their emotions from you by making a Deception check vs. your passive Insight.

Stronger Poison

Your poisonous bite is even more toxic. Your target makes their saving throw against it at disadvantage, and additionally gains the slowed condition upon a failed save. If you do not already have the Venomous Mandibles trait, you gain the Venomous Mandibles trait instead.

Telepathic Bond

You can create a mental link between you and up to a number of willing creatures equal to your proficiency bonus. For the next hour, you and the targets can speak telepathically with each other. You need physical contact in order to create the bond, but once it is established it continues to operate no matter the distance, as long as you are on the same plane of existence. After you use this trait, you must complete a long rest before you can use it again.

Keridani Paragon

It takes a lifetime of experience to master one's mental abilities. Upon reaching 10th level, you gain one of the following paragon gifts.

Ancestral Awakening

Prerequisite: *Ancestral Walking*

You can channel the skills and strengths of your forebears. Each time you use this feature, choose two ability scores to represent these ancestors. As a bonus action, you can gain an expertise die to all rolls using the chosen ability scores for 1 minute. Once you have used this feature a number of times equal to your proficiency modifier, you can't do so again until you finish a long rest.

Inscrutable Mind

Your insectoid mind is almost impenetrable. You are immune to effects which would detect or read your thoughts or emotions, and you have advantage on saving throws made to resist the charmed, confused, frightened, or rattled conditions, or to maintain concentration. Finally, you recover one level of strife any time you take a long rest, even if you are not at a haven.

Telepathic Intrusion

Prerequisite: *Empathic Sense*

Your empathic sense becomes sensitive enough to read the very thoughts of your targets. You learn the *read mind* psionic power and can activate it once per long rest without expending psionic points. Choose Intelligence, Wisdom, or Charisma to be your manifesting ability for this power. Once you make this choice, you cannot change it. If you have a psychic reservoir and are able to use psionic powers, you can activate this power with those points as normal.

Keridani Culture

Keridani are stoic thinkers, aspiring towards peace and enlightenment, though such aspirations must often be put aside for more immediate concerns of survival. The insectoid people were born of struggle on their harsh homeworld and they found life among the stars no easier. Their early diplomatic efforts fell on warlike ears, and their enlightened age has been marred by countless conflicts. Still, keridani have spread throughout the stars, still stoic, still learning, and perhaps wiser for the hurdles they've overcome.

Day to day life for keridani is one of ritual and rote, simple activities and chores they set their bodies to while their minds are deep within their own psyches or communing with their neighbors. To outsiders they seem like blank husks robotically performing pointless rituals, but inside they are alight and living. Keridani are reflective, introspective, and awash with emotional vibrancy that rarely transitions outwardly into the expressions or inflections that other beings relate to. Most desperately want to make these sorts of connections with other beings, though, a drive that often leads them down the dangerous and exciting life of a voidrunner.

Suggested Cultures

While you can choose any culture for your keridani character, the following cultures are linked closely with this heritage: backwater, drifter, enlightened, stoic, union.

Naato

The naato are a reptilian species, standing a little taller than humans, with long tails and forked tongues. Their protective scales vary in color, from whites to greens to purples. Cold-blooded creatures, the naato evolved as a nomadic species, and exhibit many of those traits even today.

Naato vary from group to group–some exhibit natural camouflage abilities, while others have the ability to regenerate injuries or expel a toxic cloud of poisonous gas. Most of these differences reflect divergent evolution as the species underwent diaspora. Naato can be found almost anywhere, from spaceports to settled worlds to distant outposts.

Naato Traits

Characters with the naato heritage share the following traits:

Age. Naato are long-lived, reaching adulthood at about the age of 30, and becoming old-aged at around 150 years. Naato typically live about 200 years.

Size. Naato stand about 6 feet in height, weighing around 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Cold-blooded. When you take cold damage you are slowed until the end of your next turn.

Balancing Tail. You get advantage on ability checks and saving throws made to balance or avoid falling prone.

Scales. When you are not wearing armor, your AC is equal to 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Naato Gifts

In addition to the traits found in your naato heritage, select one of the following gifts.

Amphibious

You can breathe normally in both air and water and you have a swim speed of 30 feet.



Camouflage

While all naato have some ability to alter their coloring, you can use a bonus action to change the color of your scales to match your surroundings for a period of up to one minute. You gain advantage on Stealth checks. Once you have used this feature you cannot use it again until you have taken a long rest.

Spiky

When a creature grabs you it takes 1d6 piercing damage. Each turn it maintains the grab, it takes this damage again.

Tail Swipe

Your tail is edged with spikes, making it a potent weapon. You can use a bonus action to make an attack with your tail with a reach of 5 feet, and which counts as a natural weapon and does piercing damage equal to 1d4 + your Strength modifier. Alternatively, if you use it to trip your target with the knockdown basic maneuver, the target makes their saving throw at disadvantage.

Naato Paragon

Upon reaching 10th level, you become a personification of the ideals of your people. You gain one of the following paragon gifts.

Perfect Camouflage

Prerequisite: *Camouflage*

Your camouflage ability becomes more pronounced, enabling you to blend in perfectly with the environment. You can use a bonus action to become invisible. You remain invisible for as long as you continue to use your bonus actions to maintain your camouflage. If you take damage, you must make a Wisdom saving throw against a DC equal to 10 + the amount of damage, or your camouflage ends. Once you have used this feature you cannot use it again until you take a long rest.

Poison Breath

You are able to exhale poisonous fumes in a 15-foot cone in front of you. As an action, you exhale poisonous fumes, and all creatures (except yourself and other naato) in the area must make a Constitution saving throw or take poison damage equal to 3d8 + your Constitution modifier. The DC of this saving throw is 8+ your proficiency bonus + your Constitution modifier. You can use this feature a number of times equal to your proficiency bonus, after which you must take a long rest before using it again.

Naato Culture

Naato do not traditionally form large communities, settling in smaller territorial or nomadic groups with fierce rivalries. As such, they make for natural wanderers and tend to be loners, often becoming bounty hunters or mercenaries for hire. This lack of evolutionary society has made naato very individualistic, and results in behavior which does not lend itself towards the benefit of the majority.

Naato do not tend to form large societies, and as such rarely develop technology on their own. They do not have any trouble adapting to new technology, however, and a naato wearing a mismatched collection of powered armor, weapons, and other gear, is not an uncommon sight.

Suggested Cultures

While you can choose any culture for your naato character, the following cultures are linked closely with this heritage: drifter, rustic, underclass.

Sipher

Siphers are a slim, wiry people, standing about 4 feet in height, with a wide range of bright skin colors, with red, blue, and green being the most common. Over millennia, siphers evolved a communal hivemind, and every sipher is connected to every other sipher at any given time. This connection is tenuous, and only a few siphers are able to tap into it consciously, but most can draw on the enormous pool of knowledge possessed by their fellows. It is likely this link that contributes to the almost invariably good-natured, cheerful demeanour of siphers.

Siphers also have a connection to planetary cores, often able to derive energy from the ground beneath their feet. This connection is not fully explained, but many stories tell of siphers evolving deep beneath the surface. Indeed, even today, there are many underground sipher communities.

Siphers are sexless for most of their existence and are often driven to continue the work of their ancestors—only choosing to develop sexual characteristics at maturity for the purpose of producing more siphers.

Sipher Traits

Characters with the sipher heritage share the following traits:

Age. Siphers mature more slowly than humans and are typically found to settle down into an adult life in their late 60s. They can live to be nearly 300 years old.

Size. Siphers are between 3 and 4 feet tall, and average roughly 100 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Hiveminded. You draw strength from the hivemind, gaining an expertise die when making an Intelligence, Wisdom, or Charisma saving throw. Once you have used this feature you cannot use it again until you have taken a long rest.

Insightful. A sipher's life of connectivity grants them a natural intuitive empathy. You gain an expertise die when making Insight checks.

Sipher Gifts

While most siphers are born with a variety of ways to connect to and benefit from the hivemind, some are born without any connection at all. Some siphers are able to harness planetary energy, and use it to directly aid or harm those around them. In addition to the traits found in your sipher heritage, select one of the following gifts.



Core Child

A sipher born particularly close to a planet's core amidst the heat, may have a particular kind of connection to such places. You have resistance to fire damage.

Additionally, you are able to superheat yourself for one minute as a bonus action. While superheated, your skin glows red, and your unarmed attacks do fire damage. Any creature which touches you or which hits you with a natural weapon or unarmed attack automatically takes 1d6 fire damage. Once you have superheated yourself, you cannot do so again until you finish a long rest.

Earthmeld

You have a burrowing speed of 10 feet. As long as it has not been manipulated with psionic powers, you can use your burrowing speed to move through sand, loose earth, loamy soil, or mud, but not solid rock. You do not naturally leave any sort of tunnel behind, but you can attempt to create a 5-foot by 5-foot wide tunnel in earth or soil by spending extra time and effort shoring up and adding support. This reduces your burrowing speed to 5 feet every 15 minutes.

Energy Bolt

Choose an energy type from acid, cold, fire, and lightning. As an action you can muster a bolt of planetary energy and make a ranged attack with a range of 30 feet. This attack counts as a natural weapon for you. On a hit, the bolt does damage equal to 1d8 + your Dexterity modifier.

Hivebound

Some siphers are more connected to the hivemind than others. You can tap into the hivemind to gain advantage on an Intelligence, Wisdom, or Charisma saving throw. You cannot use this feature again until you finish a long rest.

Planetary Invocation

As an action you can touch a creature and channel planetary energy. The target regains

hit points equal to your level. You can use this feature a number of times equal to your proficiency bonus. Your number of uses resets when you take a long rest.

Tremorsense

As long as you are in contact with the ground, you can sense vibrations and use them to pinpoint the location of anything that is moving and also in contact with the ground within 30 feet of you.

Sipher Paragon

Upon reaching 10th level, you become a personification of the ideals of your people. You gain one of the following paragon gifts.

Planetary Connection

Prerequisite: *Core Child*

You gain immunity to fire damage.

Hivemind Expertise

Prerequisite: *Hivebound*

Whenever you would make an ability check, you can use this gift to tap into the hivemind and gain an expertise die on the roll. You can use this gift a number of times equal to your proficiency bonus and regain all uses upon completing a long rest. Additionally, you gain proficiency with Intelligence saving throws. If you already had proficiency, you instead gain an expertise die.

Warded Mind

Your connection to the hivemind allows you to better ward yourself against psychic attacks. You gain proficiency in Wisdom saving throws (if you already had proficiency, you instead gain an expertise die) and gain an expertise die on all Intelligence, Wisdom, and Charisma saves to resist psionic abilities.

Sipher Culture

Many philosophies must instill a sense of community and cooperation while pushing back against inherent selfish instincts. Siphers must strive in the opposite direction, learning how to be confident in themselves and their own self-worth as something more than a part of a whole. Siphers are honest, hardworking, and clever when working in a group under the comforting umbra of their hivemind. At an individual level, however, they are often plagued with insecurities, feeling small and unsure without their community behind them. This most often leads siphers who leave their people to settle in cultures that are incredibly close-knit, with pragmatic or well-meaning goals.

Siphers are encouraged to take pilgrimages outside of the hivemind, to become more confident in their own abilities and to absorb new knowledge and culture to eventually bring back home. Often this leads them to take up voidrunning in order to experience a wide and exciting breadth of what the universe has to offer in a relatively short time. Siphers looking to prove their own abilities could hardly ask for a better chance, despite the dangers.

Traditionally, siphers and the planets they live on share a mutually beneficial relationship: the siphers harvest excess energy from unstable planetary cores, keeping the planet running smoothly, and are in turn able to use that energy to support thriving underground networks. The hivemind is often responsible for mass migrations of siphers to planets that need help and for incredible technological discoveries occurring simultaneously on separate planets.

Suggested Cultures

While you can choose any culture for your sipher character, the following cultures are linked closely with this heritage: belter, technotronic, urbanite, virtual.

Languages & Cultures

Each cultures has its own language. Any voidrunner from that culture automatically knows that language.

Culture

Cultures from the same world can be utterly different, and cultures that developed galaxies apart can be beyond comprehension to each other. Your character's culture represents how they were raised, the type of community they grew around, and how they lived. Presented in this section are various cultures to choose from when building your character that have been designed to capture as wide of a scope of common science fiction upbringings as possible. As a Narrator, feel free to mix and match the features of these cultures as you see fit to better represent the cultures unique to your setting.

Artificial

Cultures composed entirely of artificial beings are unusual, but they are not unknown. In some cases, organic beings evolve to integrate themselves with technology before eventually completing the transformation to a fully robotic society. Others might be enclaves of androids who have deliberately created their own spaces, free from the prejudices of organic species–or, worse, opposed to them and dedicated to their destruction–and yet others may have somehow evolved as robotic people from the very start. There are even stories of artificial civilizations which abduct and assimilate beings from other cultures, turning them into machines. Of course, one does not need to be artificial to grow up in an artificial society; some organic beings may prefer the company of robots.

Characters raised in the artificial culture share a variety of traits in common with one another.

I Know A Back Door. Your lifelong familiarity with robotics and computers gives you an intuitive sense of how they work. You get an expertise die when using hacking tools.

Pattern Recognition. You are so used to an environment where everything is ordered and in its place that something unusual sticks out to you like a sore thumb. You gain an expertise die on Investigation checks and initiative rolls.

Which Origins To Use?

The heritages and cultures you include in your game depend very much on your setting.

The origins in the *Voidrunner's Codex* are appropriate for a futuristic setting, while the origins in the *Adventurer's Guide* are appropriate for a pre-industrial magical world. This book contains a pre-industrial culture to represent characters who come from less technologically advanced worlds. However, you may wish to include some or all of the heritages and cultures from the *Adventurer's Guide*.

Mixing It Up

The cultures in the *Adventurer's Guide* do not include access to the Science skill or proficiency with computers, space vehicles, or starship weapons, which may put such characters at a disadvantage. The following rule applies to characters from cultures from the *Adventurer's Guide* and other fantasy-specific rulebooks:

> ***Cultural Upgrade.*** Characters may optionally exchange one tool proficiency granted by their culture for space vehicles or computers, one weapon proficiency (except simple weapons) for starship weapons, and one skill from Arcana, Culture, History, Medicine, Nature, or Religion for Science. This represents their (or their culture's) exposure to science and technology from beyond their own world.

Keeping It Sci-fi

If you are playing in a sci-fi only setting with no magic, we recommend using the heritages and cultures in this book, which include a broad range covering many non-magical origins. However, if you wish to use heritages and cultures from the *Adventurer's Guide* (or any other fantasy rulebook) in a non-magical setting, any supernatural ability, spell, or magical power granted by a trait or feature works as normal but is considered to be psionic in nature.

Surrounded By Tech. You gain proficiency in computers and Engineering, and an Engineering specialty in *robotics*.

Languages. You can read, sign, speak, and write Common and Machine.

Backwater

Not every world is a sparkling jewel of dazzling skylines and dizzying society galas, filled with elites and the underclass that supports them and supported by shipyards and places of great commerce. Sometimes it's because the world has so little to offer; others times what the world had to offer has already been taken. Whatever the case, there are backwaters.

Most citizens of backwaters spend their lives scrounging and scavenging to make a few credits while the void hangs over their heads, shining in the night and tantalizingly out of reach. A lot of backwater brats spend their time trying to gather the parts of a ship or the creds to at least buy a ticket off their rock. Some even make it.

Spaceports and criminal enclaves are the only place to really find excitement on a backwater—or a valuable job. There are far more credits to be had working a counter at the spaceport as a facilitator than scavenging, while running messages and merchandise pays even more—if one is smart and fast enough to stay a step ahead of the law.

But whether they're running, or scrounging, or kissing up to tourists, the goal for would-be voidrunners is getting off this rock and seeing what is out there to see. Because until then they're stuck, hanging out with childhood friends, doing odd jobs, and staring up at the stars when everyone around them is looking at the ground.

Characters raised in the backwater culture share a variety of traits in common with one another.

Blastin' Rats. You gain proficiency with rifles and land vehicles and gain an expertise die on checks to repair them, even if you do not have the appropriate tools.

Eye for Parts. Whether you're at a spaceport, on a space station, or visiting an alien world, you know how to find parts and components for ships, weapons, and armor, as well as where to get the right parts at the right price. So long as you have two hours to work through junk yards and consignment shops, you can get almost any part or material component for 15% below market value.



Tightened Belt. On backwater worlds supplies can be scarce. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

Versatile Skill. Living in a lonely world where the population tends to be very condensed into pockets of civilization means you often need to be self-sufficient just to make it through the day. You gain proficiency in Survival and one other skill of your choice.

Languages. You can read, sign, speak, and write Common and one other language.

Belter

Shipyards need a lot of things to keep voidrunners moving: raw materials for hulls, fuel for generators, and countless other necessities. And they need it all in bulk, because ships are large and plentiful. That's where Belters come in.

Mining planets for their unique mineral contents and rare materials is something most societies accomplish well before the beginning of an industrial era. By the space age, though, a lot of those minerals are already in use, and the ecological damage of tearing new supplies out of your own world can cause socio-political upheaval and strife. All this is why most societies start mining uninhabited—and largely uninhabitable—rocks drifting in space.

Bouncing around the accretion disks of countless stars in the night sky are belters: people raised on starships and space-stations that are designed to land on a particularly large asteroid and act as a central hub and workstation for the processing of ores, crystals, and any other materials the asteroid might have that are worth taking. Life as a belter is one of cramped quarters, loud noises, and families doing their best to live in a dangerous and difficult profession. There are endless stories about atmo leaks, reactor breaches, and monsters just outside the bulkhead told to children at bedtime, after a long day of playing tag in narrow corridors or hide-and-seek in the ore-processing center.

When not planted on an asteroid, the behemoth ships drift slowly to stardock to deliver their cache of goods or toward the next asteroid in the belt to hollow it out in turn. This travel time gives belters plenty of time in between to try and live something resembling a normal life with their loved ones. Characters raised in the belter culture share a variety of traits in common with one another.

All Hands on Deck. From an early age you got to know the machines of your asteroid hopper, and as you grew up you were instructed on their care and maintenance. You gain proficiency in the Engineering skill and space vehicles. In addition, when you undertake the Repair journey activity, you count your result as one higher. Critical failures become failures, failures become successes, and successes become critical successes. If you roll a critical success, you can remove an additional critical malfunction of your choice.

Gauge Threat. Growing up on asteroid hoppers and the space stations where you dropped your cargo, you learned how to pick out the petty toughs from the actual threats. You can use an action to make an Insight check against a DC equal to the target's passive Deception check score (or an Engineering check in the case of androids and other constructs) against a creature you can see within 60 feet. On a success, you learn the creature's Challenge Rating (or level in the case of a creature with character levels).

Vent-Rat. As a child and young adult you got skilled at hiding in cramped spaces, particularly if you were boarded. You gain an expertise die when making a Stealth check in cramped spaces and can move at full speed while squeezing.

Languages. You can read, sign, speak, and write Common and one other language.

Drifter

Some voidrunners grew up hearing stories of their ancestors who lived on a planet once upon a time. This could be as recent as within the last decade or so, with parents being able to recall

exactly where and how they lived, or as distant as an era before their elders' elders. Massive evacuations from planetary-scale destruction, catastrophic failure of the environment or civilization, or warfare that bombarded the entire planet could all be the cause. More peaceful tales involve ambitious plans of migrating to a habitable planet in a different galaxy, establishing colonies, or scientific expeditions expected to last generations.

Many young drifters spend their entire lives never coming into contact with land, so learning how to work spaceships and space stations is a matter of duty and obligation. Such voidrunners are utterly at home in space, making them valuable assets for any voidrunner crew.

Given that adventuring provides a chance to break from the routine life and duty, many drifters jump at the opportunity to leave their home ship or station, whether as an act of rebellion or as a sanctioned representative of their floating colony. Characters raised in the drifter culture share a variety of traits in common with one another.

At The Ready. You developed the habit of keeping your tools on your person for quick access. You are proficient with a tool of your choice. Taking the Use an Object action to use this tool is a bonus action for you.

Familiar Operations. Living in a space colony means you are well-versed in such systems. You gain proficiency in your choice of computers or Engineering, and with space vehicles. You also gain an expertise die on checks with the chosen skill that involve working with your home ship or station or similar system.

In addition, being born into a life in the cold blackness has made you mentally resilient. You gain an expertise die on checks to resist becoming rattled or suffering a level of strife

System Hotwire. Your familiarity with starships and space stations allows you to optimize their systems. Choose two deck types. Up to three times per long rest, when you make a system maneuver through those decks, you can reduce the power point cost of the maneuver by 1, to a minimum of 0. You can change your chosen deck type over the course of a long rest.

Void Native. You know how to maneuver easily with little gravity. Zero-g does not count as difficult terrain for you. When you make a Dexterity check to maneuver in zero- or low-gravity conditions, any rolls under 10 count as 10 instead.

Languages. You can read, sign, speak, and write Common and two other languages.

Enlightened

In the wide, beautiful, and uncaring cosmos, the only thing we can control is ourselves. The "enlightened" cultures who follow this path center a contemplative and intellectual lifestyle in balance with galactic events. For them, the main objective in life is self-cultivation. At their best, enclaves of this culture are truly spiritual and practice contemplation as a liberative practice and support their allies on their mutual quest for liberation. At worst, these enclaves believe that their way is "the true way", leading them to be self-righteous, aloof, or even colonialist or tyrannical. The truth is frequently somewhere between.

The people of this culture generally have a mature disposition towards science. In their view, science is a worthy path of investigation, but technology is to be subordinated to the correct way of living. Craftsmanship among the enlightened is often highly artistic, accentuating or blending in with the features of nature. Ruins of enlightened cultures feature beautiful stonework and woodwork merged seamlessly with their high tech, practically whispering the story of certain enclaves who used their technology to transcend the mortal coil (or become extinct due to a perilous final mistake). Empires of this culture often do not shy away from using behavior control technology to enforce adherence to "the way."

Characters raised in the enlightened culture share a variety of traits in common with one another.

Defensive Training. Self-cultivation also includes the practice of meditation and martial arts. Choose one of the following:



Student of the Body: Choose one 1st degree combat maneuver from any tradition. Once per short rest, you can use this combat maneuver without spending exertion.

Student of the Mind: You learn one psionic reflex. Your psionic ability for this trait is your choice of Intelligence, Wisdom, or Charisma.

Inner Path. Your people value cultivating the intellect and spirit, so you can always find your way in life. Choose two from History, Insight, Nature, Religion, Performance, or Science. You have proficiency in the chosen skills.

Artisan. You have proficiency in a musical instrument or artisanal tools.

Languages. You can read, sign, speak, and write Common, plus three other languages.

Honorbound

In a fleeting and inhospitable cosmos, all that matters to some is having the strength to live and die with honor. On a small scale, honorbound cultures adapt extremely well to harsh environments—their enclaves are found even on the remotest planets. On a larger scale, the honorbound culture may be but one culture within a larger civilization. In this case, it is likely followed by a particular subset of the population, most often the warrior class.

For the honorbound, duty is a priority in all things. The particulars vary between individual communities, but they often focus on honesty, valor, and a sense of fairness. Compassion and charity towards the weaker or less fortunate is a great virtue among the rich, strong, and powerful, and all are expected to fulfill their roll to the utmost. Even the most mundane work brings its own kind of honor if done with diligence.

Those who are found violating the community's terms of honor are expected to feel an equal amount of shame (often along with their families) and to make public shows of remorse and recompense, such a performing community service or making a large donation to a righteous cause or religious institution. The more prominent the member of the culture, the more substantial their reparations to their people must be. Many such cultures espouse the idea of

death before dishonor, and to willingly dishonor oneself is to become a pariah at best.

Characters raised in an honorbound culture share a variety of traits in common with one another.

Gentler Pursuits. While combat and physical capabilities are important to your culture, there is little respect for one who spurns intellect and beauty. You are proficient with your choice of either Culture, Performance, two musical instruments, or two artisan's tools.

Peak Performance. You have trained relentlessly to become a paragon of physical capability. Choose two from Athletics, Acrobatics, or Intimidation. You are proficient with the chosen skills.

Save Face. You are careful not to show weakness, lest your capabilities or dedication be questioned. If you miss with an attack roll or fail an ability check, you can gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum +3), possibly changing a failure into a success. Once you use this trait, you cannot do so again until you finish a short or long rest.

Weapon Training. You have been taught the ways of combat from an early age. You gain proficiency with 2 martial weapons of your choice and with starship weapons.

Languages. You can read, sign, speak, and write Common, plus one other language.

Imperium

Duty, diligence, and sacrifice. While they are important to any civilization, they are the central conceits of most empires. Such civilizations seek to expand their borders to fuel their growing needs, which in turn expands its borders and increases the cost of governance, repeating the vicious cycle. However, this "progress" does not come without cost from its people. Soldiers, civilians, and even entire worlds may fall securing resources for the ever-teeming masses of the empire. It is the greatest hope of the imperial leadership that star charts will, some day within their lifetime, show that the empire has no borders. That all will have been welcomed into it—either through diplomacy or the barrel of a blaster.

Full citizens in the heart of such an empire live quite comfortably, and though there are always discrepancies in wealth and power even the near-destitute enjoy comforts and luxuries unheard of in distant colonies. Medicine and education, relatively safe streets at night, a judicial system that generally works for them rather than against them—all are taken for granted as a base living standard. Regardless, every adult citizen must be prepared to join when conscription begins on their world. After all, sacrifices must be made for the greater good.

Characters raised as an imperium subject share a variety of traits in common with one another.

Conscript. All citizens must register for the draft and receive basic training packets and educational courses on blaster safety, as well as basic vehicle skills. You are proficient with pistols and rifles. You also have proficiency with land, air, and space vehicles.

Sheltered Education. Those at the safe center of empires often have privileged access to fine teachers and the opportunity to follow academic interests that might otherwise be too impractical. You gain proficiency in History and either Culture, Nature, Performance, or Religion.

Station in Society. As a citizen of the empire you benefited from some measure of station that those outside your society did not. When interacting with merchants from a sector associated with your empire, you are able to use your station to secure a 10% discount on most goods and services.

Languages. You can read, sign, speak, and write Common and one other language.

Mercantile

Some cultures embrace the principles of trade and commerce almost to the exclusion of all else. Everything is a transaction, and everything has a price. In such societies, trading houses or corporations reign supreme, and the rules of commerce supersede other ethical considerations. Such rules encourage honesty in trade, as adherence to contracts is the foundation of a mercantile civilization, and the punishments for breach of contract are amongst the most severe in such jurisdictions.

Members of mercantile societies are often expert hagglers, and highly accomplished businessfolk, with an excellent grasp of legislation and an almost instinctual ability to estimate the value of anything.

Characters raised in a mercantile culture share a variety of traits in common with one another.

Accumulated Wealth. You start play with twice the credits you ordinarily would.

If you are creating a character of higher than 1st level, this feature does not affect your starting wealth

Expert Trader. Negotiation is a fundamental skill. You gain proficiency in Culture, Insight, and Persuasion.

Quick Valuation. You can readily determine the value of any object by examining it for one minute.

Languages. You can read, sign, speak and write Common and two other languages.

Militant

Despite their endless variety, all humanoid races have a tendency for war. Militant cultures are steeped in traditions which value glory and honor and proudly display both whenever possible. In battle they follow their chosen warrior code to the hilt, and take pride in hopeless causes and valiant struggles between equals.

Militant cultures place the military at the center of society, venerating warriors above all others. Military prowess is taught from an early age, and military victory is rewarded while failure is often punished. Naturally, even militant societies need non-warriors to function, but such individuals are not treated with the same respect that those who choose the path of war do, often regarded as lesser citizens despite their importance to the running of the state.

These cultures can be violent in nature, with many disputes resolved by force of arms. Insults often result in duels, and vendettas between individuals and families can last decades.

Characters raised in a militant culture share a variety of traits in common with one another.

Dueling Challenge. You can issue a challenge of single combat to a single creature you can see who can hear and understand you. If that creature accepts your challenge, you enter a duel with them. When engaged in a duel, you gain an expertise die on attack rolls against your designated foe. If any other creature attacks your foe, or assists you in any manner, you no longer gain that expertise die.

Military Traditions. You are proficient in History, and gain a specialization in military history. You are also proficient with light armor, starship weapons, one martial weapon of your choice, and your choice of land, air, or space vehicles.

Languages. You can read, sign, speak and write Common and one other language.

Pre-Industrial

Even in a densely populated galaxy teeming with space travelers, many worlds exist which have not yet joined that stellar community. Some may not even know that life even exists beyond their own horizon, while others may have been visited by life from beyond the stars–even if they don't realize it.

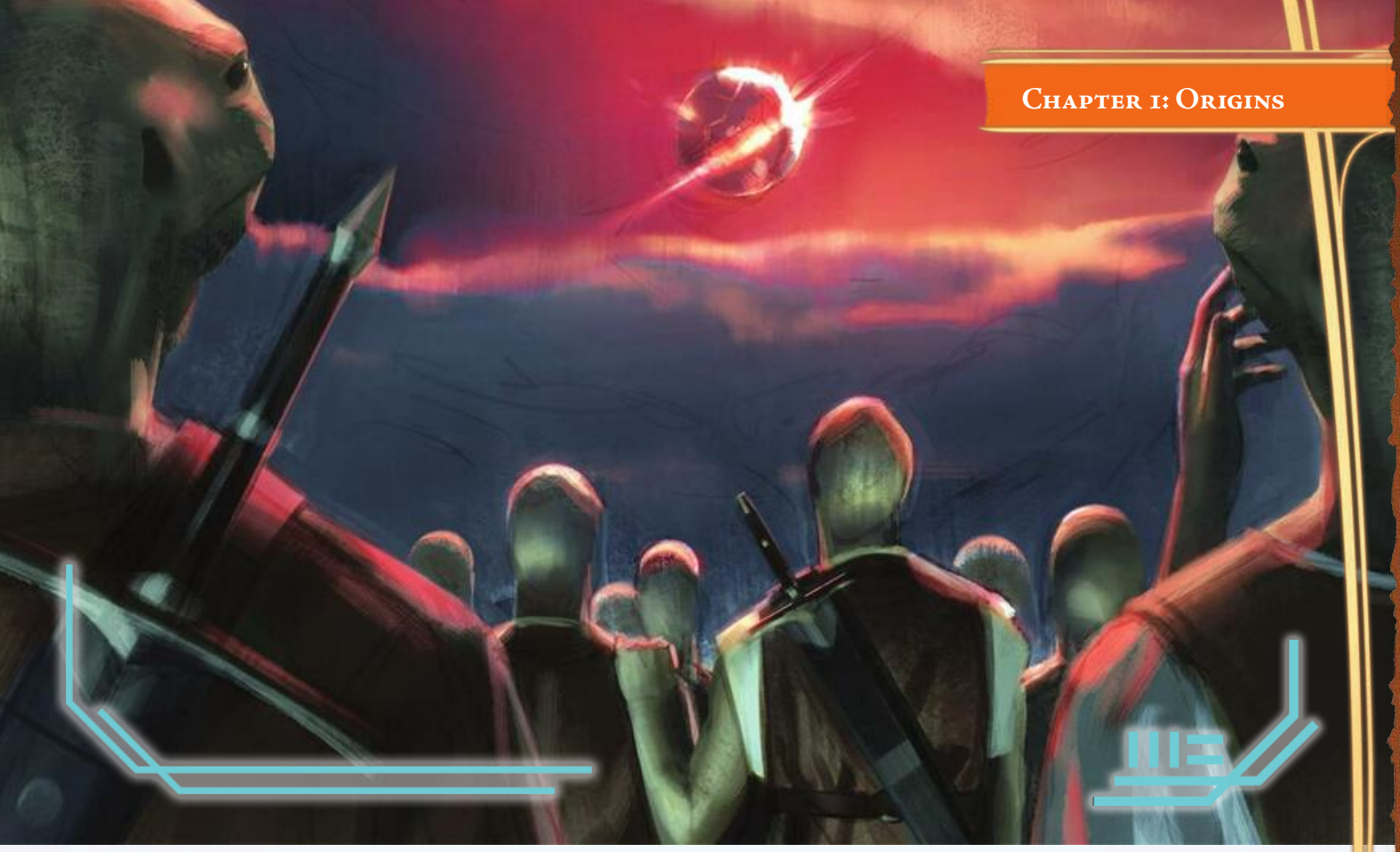
Pre-industrial cultures are characterized by a lack of machines, limited production, and agricultural economies. Some are little more than simple villages and collections of farms; others may boast cities and palaces–these societies range from humble groups of hunter-gatherers to renaissance-era civilizations. Feudal governments and monarchies are common in such societies, but other forms of leadership can be found, including theocracies, republics, and other more unusual arrangements.

When a character hails from such a society, the wonders of voidrunning may be overwhelming at first, but many folk adapt and embrace their new life, and throw themselves into adventure with wild abandon.

Characters raised in a pre-industrial culture share a variety of traits in common with one another.

Rural Life. You are proficient in Animal Handling, Nature, and Survival. Additionally, you are proficient in your choice of an artisan's tool, a musical instrument, or smith's tools.

Simple Cooking. You gain an expertise die on saving throws made to resist the effects of poisons.



Temporary Expert. You pick up new skills quickly. Each time you gain a level, you may choose to lose proficiency in one skill or tool and gain proficiency in a different skill or tool in its place. You cannot trade a skill proficiency for a tool proficiency, and vice versa.

Weather Sense. After observing an area for 1 minute, you can predict the weather in this terrain within the next 24 hours. You cannot foresee non-natural changes, but you can use an action to make an Insight or Perception check to notice them.

Languages. You can read, sign, speak and write Common and one other language.

Rebel

Across the vast expanses of space and time, those with a lust for power have often oppressed and subjugated others. The rebel culture represents those that have been raised not necessarily on a tyrannized planet, but in the midst of an active organization working towards liberation. What is a calling or vocation for some becomes the environment their children grow up in. Even at a young age, members of such organizations are expected to pull their own weight and sometimes even take dangerous risks for the cause. Rebel cultures could include the survivors of a destroyed world, frontier settlers resisting forced annexation by ruthless stellar corporations, or independent colony worlds fighting against occupation.

Such folk typically value pragmatism, collectivism, and self-sacrifice. Conflict and loss are a part of daily life. Practical skills are valued, while those with a less tangible benefit are often viewed as a waste of time. This perspective is often reinforced by a lack of formal education. As a result, those raised in rebel cultures often become soldiers, spies, smugglers, technicians, and diplomats. Rather than form their own settlements, some of these organizations are located within a capital city or other crucial location so that they can better strike at their enemies.

Some rebel organizations maintain traditional family groups, while others collectively raise children. Some eschew family identity altogether—an adaptation that insulates members from the emotional toll of constant loss. While rebels are nearly always portrayed as terrorists by their oppressors, the reality is often more nuanced. Some adhere to codes of conduct, while others will use any means necessary to achieve their ends.

In rare cases, a rebel culture might succeed in overthrowing their oppressor only to become the dominant power themselves, maintaining the traditions and training considered key to their success.

Characters raised in a rebel culture share a variety of traits in common with one another.

Beacon of Hope. Once per long rest, if you have inspiration, you can use your reaction to transfer it to another ally within 30 feet.

Born Fighter. Raised in near-constant conflict, you gain an expertise die to resist the frightened and rattled conditions. Additionally, you are proficient with pistols, rifles, and one martial melee weapon of your choice.

Versatile. Your people are adept at mastering skills necessary to survive. Choose two from Athletics, Science, Stealth, and Survival. You are proficient with the chosen skills as well as space vehicles or computers.

Languages. You can read, sign, speak, and write your native language, Common, and two other languages of your choice.

Rustic

A rustic society is usually so by choice. It emphasizes nature and natural aesthetics over technology, embracing the world around them and seeking to preserve it. Such communities may live in caves, treehouses, or wooden cabins, and while technology may be used where necessary, it is often eschewed or discouraged. However, it would be a mistake to believe these people are less 'advanced' than others, and when needed they are as at home amongst the stars as anybody else.

Natural Movement. You gain your choice of either a climb speed or a swim speed equal to your base Speed.

Hidden Technology. You are adept at making technology blend into the surroundings. You can hide a number of items equal to your proficiency modifier which you are carrying and which each weigh 5 pounds or less about your person; these items will not be noticed unless you are searched, in which case the searcher must make an Investigation check opposed by your Sleight of Hand check to discover them.

Outdoor Living. You have proficiency in Survival and Nature, and one set of tools.

Languages. You can read, sign, speak and write Common and one other language.

Stoic

Stoic societies place high value on reason and discourage reactionary thinking. While members of a stoic culture can appear unfeeling and dispassionate, this is usually the result of behavioral control and emotional suppression.

Those brought up in a stoic culture are often highly trained in scientific principles, and value knowledge and expertise. Society is emphasized over the individual, and personal glory or aggrandization is frowned upon, as is the unnecessary accumulation of wealth and material possessions.

Stoic cultures are generally law-abiding and non-violent. However, while pacifism is a desired trait, self-defense is regarded as a logical and necessary practice both on an individual and a societal level.

Defensive Training. Self-cultivation includes effective countermeasures. Choose one of the following:

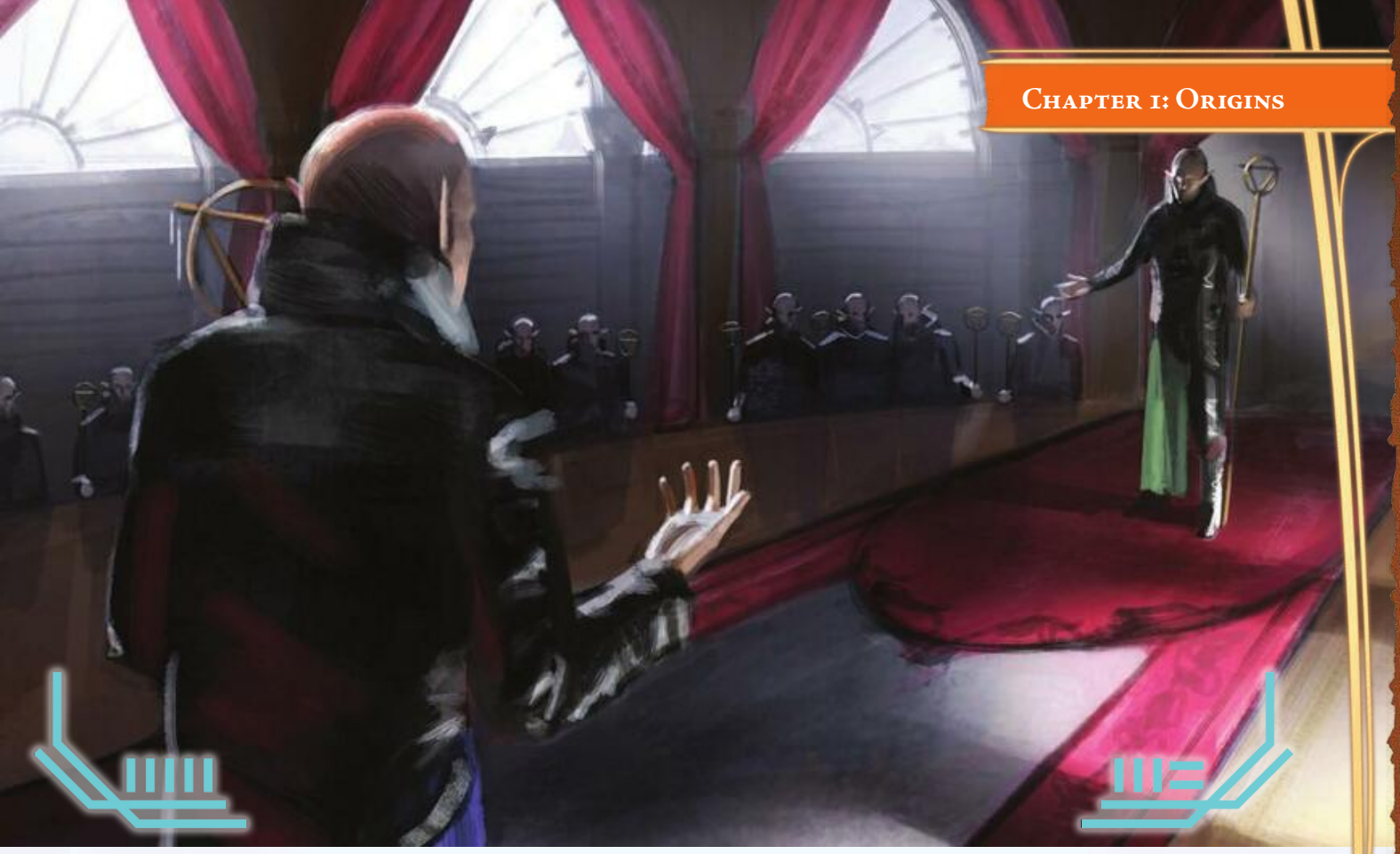
Student of the Body: Choose one 1st degree combat maneuver from any tradition. Once per short rest, you can use this combat maneuver without spending exertion.

Student of the Mind: You learn one psionic reflex. Your psionic ability for this trait is your choice of Intelligence, Wisdom, or Charisma.

Unshakable. You are immune to the effects of the rattled condition and gain an expertise die on saving throws made to resist being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

Scientific Upbringing. You have proficiency in Science and with computers.

Languages. You can read, sign, speak and write Common and one other language.



Technetronic

In a cosmos of infinite possibilities, sometimes the most rewarding path is to seek an innovation, or line of study to call your own; to focus one's life work on technological research and advancement. Entire enclaves have answered this call, making it a way of life, devoted to a specific project. Perhaps the community is focused around the development and care of artificial intelligence, or maybe they seek to develop a galaxy-shaking medicine. Still others may be pursuing more ambitious goals, such as the secret of eternal life or unlimited energy.

Technetronic enclaves might be the descendants of scientific exploration teams previously sent on generation ships to far corners of the galaxies or stationed in remote locales; others, however, form spontaneously and teach their children in the ways of their mutual interest. These in particular often see their work as a religious calling. Whether the inspiration that brought them together is attributed to destiny, the work of a deity, or the voice of the universe, such folk see each innovation as a tribute to a higher cause.

Cultures with these values often raise their children communally, taking shifts to alternately care for the children, devote themselves to their craft, and attend to the regretfully mundane requirements of survival. In light of this last issue, some settlements or groups of this culture seek out or are given funding by factions who seek their focused skills. While the cost of innovation is steep, the spectacular works are undeniable. Many of the Fleet's finest vessels and technologies have their origins in technetronic think-tanks.

As a group, members of this culture honor both general-use technology (robotics, computers, starships), as well as the obscure, such as tech specialized to the geological or astronomical conditions unique to a given planet, including tectonic stabilizers, geothermal power plants, gamma ray dampeners, or subspace living quarters. As their family structure is communal, it is uncommon for an individual to follow the interests of their parents (if they even know who they are). Instead, many take up a facet of the work practiced by their people. Those whose interests lie elsewhere can appeal to be allowed to travel to a more suitable technetronic enclave if they are fortunate, but others never find such welcome. It is these that most commonly become voidrunners, finding that their knowledge (if not love) of science makes them valued crewmates.

Characters raised in a technetronic culture share a variety of traits in common with one another.

Enclave Specialization. You have grown up learning a particular scientific approach, as much a part of your identity as the color of your eyes. You gain proficiency with your choice of computers and one other specialist tool and your choice of land, air, or space vehicles. Also, you gain proficiency with Science and one of your choice from Engineering, Medicine, or Nature.

Hereditary Expert. You gain two specialities from Science or the skill you chose from Enclave Specialization. In addition, you know the related jargon so well, you can always use it to assert something confidently. When you use either Deception or Persuasion to make a point related to these specialties, you gain your expertise die from the specialty and use your choice of Intelligence or Wisdom for your ability check.

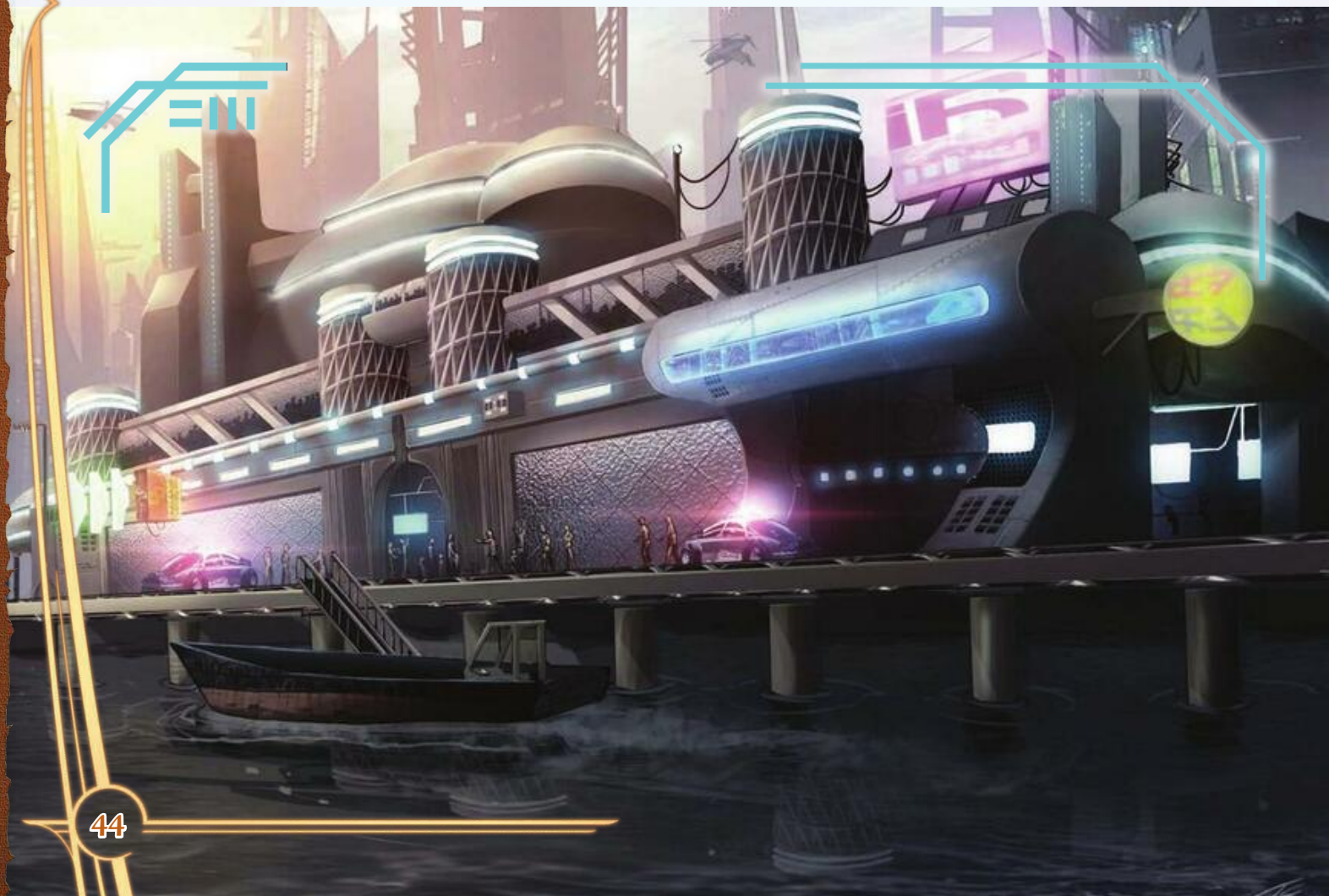
Ingrained Expertise. You gain an expertise die on Science checks, to a maximum of 1d10, exceeding the usual limit on expertise die.

Languages. You can read, sign, speak, and write Common, Machine, and one other language.

Union

Not all galactic civilizations are oppressive empires or backwater desert planets. Unions, federations, and republics often arise as peaceful worlds join together for the betterment of all. While such cultures are not perfect, they do aspire to represent the best that they can be. Usually democratic, defensively strong but without expansionist drives, union societies generally provide for their members, and most people have their needs met, their education provided, and are accustomed to good healthcare, reliable infrastructure, and fair policing. Some regard this as the goal of all civilizations–while it may not quite be a utopia, it is perhaps the closest a galactic society can achieve.

Unions can range in size from a single planet or two to entire galactic civilizations which encompass thousands of worlds. Bureaucracy



can be a high overhead in larger unions, and progress can be slow, but most folk are relatively content. That's not to say there are not exceptions–poor worlds sometimes slip through the net, criminals take advantage of the opportunities such a culture provides, and politicians can be opportunistic and self-centered–but at least the union's shared ideals remain intact.

Characters raised in a union culture share a variety of traits in common with one another.

Broad Education. Your education was thorough and broad. You gain proficiency in two of the following: History, Nature, Religion, or computers.

Diverse Worlds. Accustomed to meeting beings from other worlds, you are proficient in Culture.

Good Healthcare. You had ready access to excellent healthcare. Your hit point maximum increases by one hit point per character level and you gain an expertise die when making saving throws against an illness or disease.

Languages. You can read, sign, speak, and write Common and one other language.

Underclass

There are a lot of shining jewels among the stars: planets with power and prestige, where high rises almost reach low orbit and private satellite hotels hold operas behind massive windows so the privileged elite get to hear the finest set of pipes to ever sing against a backdrop of distant worlds. And every single one of those beautiful places and dazzling sights, spinning in the void and casting sparkling ships into the distance… has the underclass. Doing the hard work, the real work, that lets that one person spend their life in leisure. Toiling in mines, working machinery, even polishing the fancy cutlery that's worth more than their life to the person paying their wages.

Close-knit families, whether brought together by blood or circumstance, are vital in such communities, often living together to save on rent. Those unable to work the demanding work available often provide childcare so that those parents able to can seek employment, either in one of the shining high-rise buildings, or off-world entirely. Such children also raise themselves and each other, to an extent, building the connections and relationships necessary to survive such a hardscrabble environment.

Characters raised in the underclass culture share a variety of traits in common with one another.

Faceless. Few truly see those of your social standing as individuals, and you've learned to use this to your advantage. You gain an expertise die to Deception, Persuasion, Stealth and disguise kit checks made to pose as a servant (such as custodial crew, wait staff, or the like), likely granting you access to areas where you would otherwise be unable to access, and to move unobtrusively through such spaces (though doing so still likely requires an appropriate uniform or other prop). Additionally, you gain an expertise die on Stealth checks to blend into crowds.

Good in a Pinch. You are used to defending yourself by whatever means available. You are proficient with improvised weapons.

One Step Ahead. Growing up on the wrong side of everything has taught you to be hyper aware of authority figures. You gain an expertise die to Insight and Perception checks made to spot active-duty law enforcers, such as police and security, and to discern plainclothes police, undercover security, and the like as being in disguise.

Pull Together. Relying and being relied upon by your community makes you adept at lending a hand. You can perform the Help action as a bonus action.

Languages. You can read, sign, speak, and write Common and one other language.

Urbanite

Populations of sufficiently advanced civilizations often converge in cities, where some of the best and most lucrative opportunities are concentrated. A city's size can be as big as the delta at the mouth of a river to sprawling across the entire surface of a planet, covering the natural terrain with tiers of infrastructure. Growing up in the city is exciting, but potentially also difficult. Everyone is in a rush, trends change and morph at the blink of an eye,

and often there are more mouths than there are resources. Those that are raised in such an environment find themselves in constant competition with those around them, whether it's earning a scholarship to private school, being the pioneer of the latest trend, or merely being the first at a crosswalk.

Nevertheless, people look out for one another, and many find a family of like-minded individuals if the one they were born into does not accept you. Voidrunners from this environment often find that the skills they learned in childhood have prepared them to take advantage of every opportunity the galaxy gives them.

Characters raised in the urbanite culture share a variety of traits in common with one another.

Crowd Proficiency. Choose one of the following skills: Deception, Persuasion, Sleight of Hand, or Stealth. You gain proficiency in that skill. Additionally, you have an expertise die on checks to use the chosen skill on or while in a crowd, such as pickpocketing in a packed train or asking around a teeming tourist attraction for directions.

Opportunistic. You are quick to act when the opportunity presents itself. Once per long rest, you can add an expertise die to your initiative roll or move up to your Speed as a bonus action.

Pseudo-Polyglot. Pick two languages you do not know. You cannot speak, write, or sign in these languages, but you can understand and read them. You also gain an expertise die to Culture or Insight checks to discern what is being said in a language you are unfamiliar with.

Starting Line. Your family or upbringing determined what kind of opportunities you had when young, though you may have chosen a different crowd. Choose one of the following:

Boarding School: You are proficient in your choice of either Culture or History.

Street-Roamer: You are proficient in your choice of either Insight or Survival.



Trade Institute: You are proficient in your choice of either Engineering, or two tools.

Urban Exposure. You're used to the stressors of city life. You gain an expertise die on saving throws against environmental effects such as intense heat, smog, or bright lights.

Languages. You can read, sign, speak, and write Common and one other language.

Virtual

Despite the vastness of space separating individuals, communities, and civilizations, invisible webs of data connect them. Some societies use these networks for purely utilitarian purposes, while others build entire worlds within them, giving rise to virtual cultures.

Virtual cultures represent highly advanced societies that have blurred the lines between virtual and physical worlds. Commonly, virtual cultures are composed of physical life forms, organic or synthetic, that have integrated digital overlays or worlds into their daily existence using technology that connects an individual's consciousness directly.

Some virtual cultures are composed of synthetic intelligences, existing almost entirely within a virtual space and inhabiting robots or cloned shells when they need to interact with the physical world. Individuals from other virtual cultures have eschew their bodies in favor of their digital worlds, perhaps leaving them in nutrient tanks to be cared for by automatic systems, robotic caretakers, or members of a different caste, species, or social class.

Rarely, the inhabitants of some virtual cultures might not even realize that they exist within a simulation, either because they're connected from birth or because their synthetic consciousness was born there.

Virtual cultures are often superficially egalitarian, although many possess deep socioeconomic divides beneath the surface. They tend to be fast-paced, as the ability to access data at the speed of thought creates the expectation of instant access. Most also emphasize leisure, creativity, and individualism. Other than computer skills, no single skill set is prized, and most individuals are free to pursue whatever interests them. Sometimes the replication of actual social, political, and economic systems in some virtual environments can cause them to differ significantly.

Many virtual cultures have loose familial bonds, and some dispense with traditional family structures entirely, with communal childrearing leading to cohorts based on shared interests or other qualifiers forming. In some large and particularly advanced civilizations, virtual cultures might exist as a subculture within a broader society, developing as an escape from or a rebellion against existence within physical space.

Regardless of the circumstances, individuals raised in virtual cultures are often disinterested in physical space, given the limitless possibilities of their virtual homes. Their intuitive ability with computer systems, and data, means individuals from virtual cultures are often highly prized by other cultures, who employ them as software engineers, hackers, and virtual artisans.

Characters raised in a virtual culture share a variety of traits in common with one another.

Digital Literacy. You are proficient with computers and gain an expertise die on checks using them and hacking tools.

Information Overlay. You can navigate and access data much faster than others. During a short or long rest, you may choose to become proficient with one skill, weapon, or tool of your choice. You remain proficient with your chosen skill, weapon, or tool until you choose another.

Neural Interface. In addition to your normal starting gear, you begin play with a set of hacking tools that are integrated into your brain or neural processor, all of which you are proficient with. Assuming that you have the proper credentials, these tools allow you to access a network through purely mental commands, although you still need physical proximity to an access point for certain procedures.



Languages. You can read, sign, speak, and write Common and Machine.

Warped

The vicinity of a black hole is a strange place. Just like stars, black holes can have planets–entire systems–orbiting them, and civilizations can rise on some of these worlds. However, the effects of the black hole make these cultures a little different. Visitors to those worlds often suffer hallucinations, their sleep disturbed by nightmares, but those native to such regions have adapted.

People from a warped culture can often seem unnerving to others. They talk with strange cadences, and sometimes seem to address people who aren't there. They have odd mannerisms, and can twitch unnervingly, seemingly at random. The warped claim they can see ghosts, but it is debatable whether these are real or some kind of shared hallucination.

Characters raised in a warped culture share a variety of traits in common with one another.

Mindwarps. Nobody quite understands how warped minds work. Creatures attempting to make Intimidation or Persuasion checks vs. a creature from a warped culture do so at disadvantage.

Ghostly Allies. The ghosts which the warped interact with are able to impart information. You may ask the Narrator one yes/no question, which they will answer truthfully. Once you have used this feature you cannot use it again until you take a long rest.

Warped Psionics. Choose one psionic reflex. You are able to use this reflex even if you have no psionic class features. Once you have used this feature you cannot use it again until you take a long rest.

Languages. You can read, sign, speak, and write Common and one other language.

Background

How have you spent your life in the cosmos so far? What choices did you make—or were made for you—to end up here? Backgrounds detail what your character's life was like before they took up voidrunning, their earlier jobs, crafts, and passions. While those listed here are tailored to a sci-fi setting, those listed in *Adventurer's Guide* are also appropriate for voidrunners. As a Narrator, feel free to mix and match these features, as well as those from the *Adventurer's Guide* to create unique backgrounds for your setting.

Additionally, some backgrounds grant the services of certain people, such as cadets or acolytes. These are listed in the Nonplayer Characters sections of either Chapter 9: Alien Bestiary or the *Monstrous Menagerie*. In the case of the latter, some skills may need to be tweaked for a futuristic setting.

Academy Graduate

You have joined the Fleet to explore, understand and share. There are a multitude of jobs required to allow such large scale space exploration and as an academy graduate you can perform all of them reasonably well. Be it performing impromptu repairs on a space cruiser or engaging in first contact, you have studied it to perfection.

What brought you to the Fleet? What kind of task do you specialize in? What do you have to find venturing into the vast unknown?

Ability Score: +1 to Intelligence and one other ability score.

Skill Proficiencies: Choose two from Engineering, History, Medicine, Nature, and Persuasion.

Weapon Proficiencies: You are proficient in starship weapons.

Tool Proficiencies: Choose two from computers, multi-scanners, and space vehicles, plus one additional tool of your choice.

Languages: You can read, sign, speak, and write any two additional languages of your choice.

Suggested Equipment (Cost 60 credits): fleet uniform, personal communicator (badge), tactical baton.

Feature: Fleet Rank. You hold military rank in the Fleet, whether you are in active duty or in the reserves. You can use the Fleet's vast resources under request, though such use is scrutinized by your superiors. Minor information or replacement equipment is expected, but access to more powerful equipment (such a starship) or classified information will be harder to justify and may be outright denied without further explanation.

Adventures and Advancement. In the course of your voidrunning, if you engage with alien civilizations in a respectful and



peaceful manner, you might achieve a promotion. If you do so, use of your fleet rank feature becomes easier and, at the Narrator's discretion, you might be awarded command over your own starship.

Connection and Memento. Roll 1d10, choose, or make up your own.

Academy Graduate Connections

1.	Your fiercely optimistic teacher who restored your faith in the Fleet.
2.	Your hotshot pilot buddy who never backs down from a challenge.
3.	Your old flame from the Academy days, a relationship not quite over.
4.	The mentor who helped you understand what the Fleet is actually about.
5.	The leader of that first mission when you lost everything you once held dear.
6.	Your former best friend who worked behind your back to outrank you.
7.	The fearsome-looking stranger you convinced to enlist.
8.	A retired Fleet officer who always seems to know what you need.
9.	Your idealistic friend who'd rather quit the Academy than lower their moral standards.
10.	A demanding teacher or officer who was too hard on you because they understand your true potential.

Academy Graduate Mementos

1.	A picture of your class, taken on graduation day.
2.	A recording of your first commander's launch speech on your first star journey.
3.	A datapad filled with your old academy notes.
4.	Your deceased friend's emblem.
5.	A scar that marks where your original limb ends and where your cloned replacement begins.
6.	A piece of debris from your most monumental failure.
7.	A piece of physical art from an alien civilization.
8.	A written promise to a fellow officer you must keep.
9.	A medal you received, even though you didn't deserve it.
10.	A poem that invokes a strong feeling of hope towards the future, done in beautiful caligraphy.

Celebrity

Whether you're a celebrated chef, musical superstar, or popular influencer, you're famous. Your name and face are across billboards, advertisements, and merchandise galore, and people love—and love to hate—you for it.

Did you come to the public's attention by winning a famous cooking competition, putting out an innovative new album, or just being wealthy and controversial? Did you step gracefully down from the pedestal you were put on, or were you pushed? Do you want to return to prominence or would you prefer a quiet retirement?

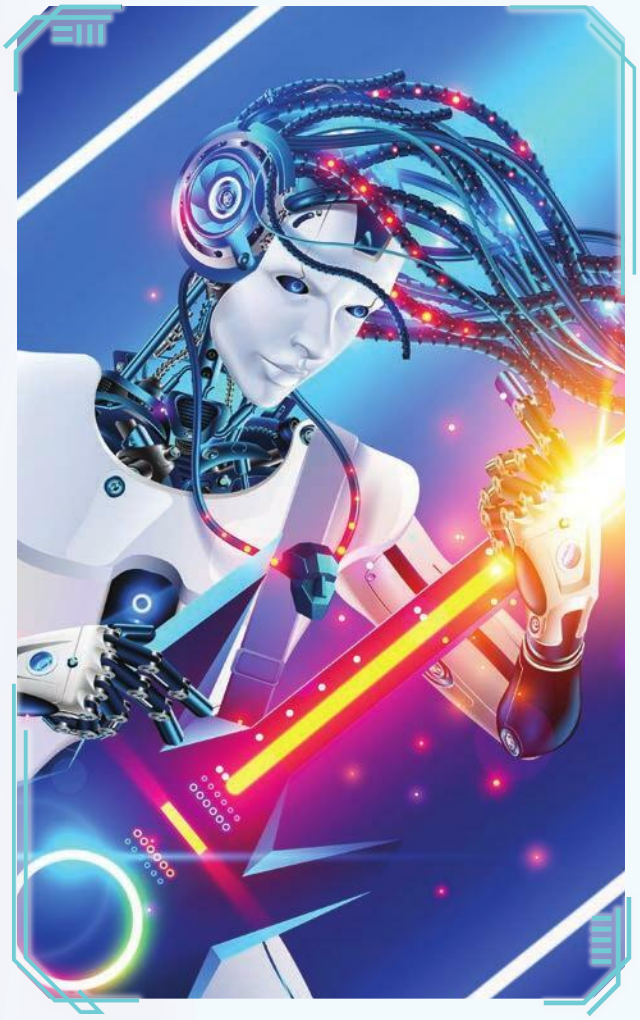
Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Performance and either Insight or Persuasion.

Tool Proficiencies: Any one artisan tool or musical instrument, disguise kit.

Suggested Equipment (Cost 32–80 credits): Any instrument, costume, disguise kit.

Feature: Star Power. Unless you put active effort into disguising yourself, you're instantly recognized on your home planet, as well as a number of settled planets equal to half your Charisma modifier (round down). These locations must have access to the network that made you famous. Work with the Narrator to make sure your selections make sense for the story being told. While at one of these locations, you and your companions are treated to a rich lifestyle by a fan, as long as you indulge them with appearances at parties and the like. Being recognized can be a double-edged sword, however. There may be no such thing as bad publicity, but there's no end of bad intentions.



Adventures and Advancement. You might not be actively pursuing the limelight right now, but you still have influence that grows with every mission you undertake. Powerful figures will seek you out to endorse or decry certain people or policies as the media clamors for your opinions. The more you accept these jobs and lean into your role, the more well known you become until your face is seen across the galaxy. You gain the benefits of your Star Power feature on every settled planet.

Connection and Memento. Roll 1d10, choose, or make up your own.

Celebrity Connections

1.	Your old manager who gave you your big break.
2.	A former bandmate who split to go solo after a fight.
3.	The powerful king- or queenpin to whom you owe money.
4.	A childhood friend who has always supported your career.
5.	Your head of security, who once saved your life.
6.	A rival performer who has sworn retaliation for a slight, either real or perceived.
7.	A tabloid writer who you have fed scandalous—and perhaps untrue—information to.
8.	An aspiring star, eager for your guidance.
9.	Your grasping parents, who have always tried to profit from your fame.
10.	Your career-politician sibling who feels you are tarnishing their image.

Celebrity Mementos

1.	A packet of fanmail from your most fervent supporters.
2.	An article of clothing—socks, undergarment, or the like—that you refuse to perform without wearing.
3.	The small pet that kept you company on tour or set.
4.	A letter from someone claiming to be a distant relation, asking for assistance.
5.	An outlandish, iconic costume you often performed in and are always recognized while wearing.
6.	A letter criticizing your early work that you keep as spiteful inspiration.
7.	A fantastically-crafted, non-magical tool of your trade, such as a spatula, instrument, or accessory.
8.	A tattoo you got on a whim that you're beginning to suspect has great significance.
9.	A half-finished manuscript, song, or concept that could relaunch your career—if only you could find the inspiration to finish it.
10.	A glowing review of your work from a respected critic.

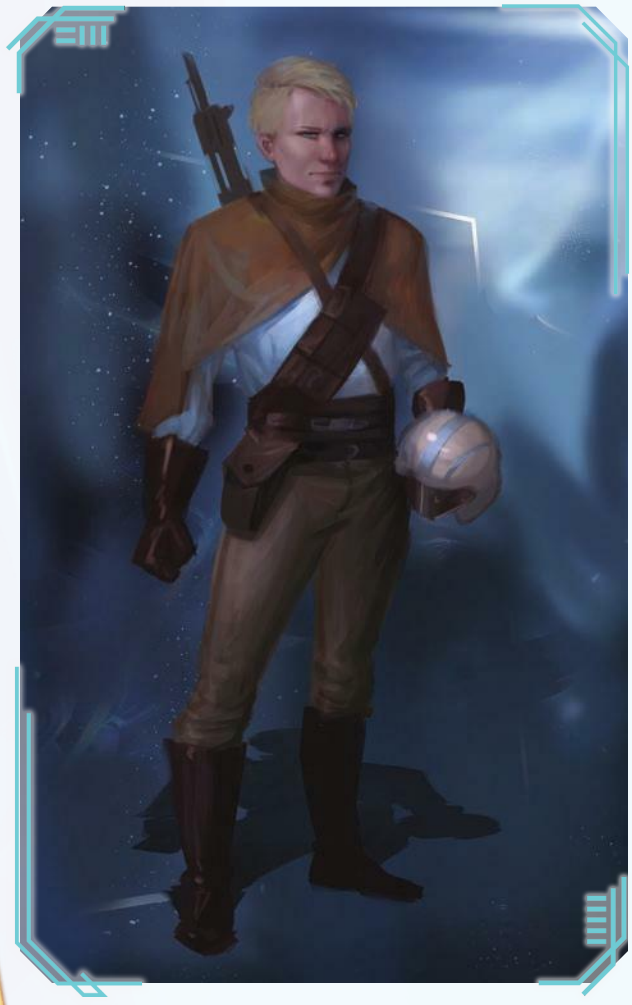
Clone

You were born yesterday.

Well, maybe not yesterday, but you do not have a full history the way that others do. Any memories you may have are implanted, and skills and knowledge pre-programmed via advanced genetic engineering and DNA splicing. There's not much stigma about clones, but they can inspire a little jealousy at times, being slightly 'better' at many things than naturally born individuals.

The person from whom a clone is copied is known as the 'template.'

Who are you a clone of, and why? Did you escape from a facility or were you cared for as you learned about the world? Why are you off adventuring, away from those who created you? Are you a single clone, or were there many of you–even an army?



Ability Score Increases: +1 to each of any two ability scores.

Skill Proficiencies: Choose any two skills. Additionally, you gain an expertise die when using your choice of one of those two skills.

Tool Proficiencies: Choose any one tool or vehicle proficiency.

Suggested Equipment (Cost 0 credits): Basic clothing.

Feature: Rapid Healing. Your genetic makeup allows you to heal slightly faster than most others. When you spend a hit die to recover hit points, you recover an extra hit point per die.

Adventures and Advancement. You were a clone of somebody–your template–and they may decide to seek you out, either to know you, or to destroy you. Alternatively, the facility which created you may seek to recover you.

Connection and Memento. Roll 1d10, choose, or make up your own.

Clone Connections

1.	Your template, who may either resent you or seek a connection with you.
2.	The profiteering head of the facility which created you.
3.	Another clone, identical to yourself, out there adventuring too.
4.	A bounty hunter who has been tasked by your template to eliminate you.
5.	An evil version of yourself, doing crime in your name.
6.	The scientist who created you then mysteriously disappeared.
7.	Your old military squad, also all clones of the same template.
8.	A relative of your template who sought to replace a loss.
9.	A loan shark who holds you responsible for your template's debts.
10.	A detective who is convinced you are responsible for crimes committed by your template.

Clone Mementos

1.	Your ID tags from the clone army you deserted from.
2.	A barcode tattooed onto your neck. You haven't been able to decipher it.
3.	A photo of a family you never had.
4.	A mysterious phrase encoded into your thoughts and dreams. What does it mean?
5.	A small unopened box with a cipher lock which the person you were cloned from gave you.
6.	A recurring nightmare somehow linked to your template's past..
7.	A datapad with a list of a dozen other identical clones to yourself.
8.	A chip in your brain. Nobody knows what it's for, and removal is too risky to attempt.
9.	The deed to a house once owned by your template.
10.	An overwhelming craving for the taste of malt candy, a sweet tasty treat.

Convict

You have done time. Quite a lot of time, in fact; enough to fully acclimate to the life of a prisoner, whether you deserved it or not. Your time incarcerated has shaped you as an individual and it is highly unlikely that you bear much resemblance to the person you were before you went inside.

What was your supposed crime? Were you innocent, guilty, or something in between? Has your time in custody made you vengeful? Cynical? Traumatized? Merciful? Determined to make the most or your freedom? How do you feel about the prospect of going back inside? How do you view your current freedom? Were you released, or did you escape?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Insight and either Athletics, Intimidation, or Sleight of Hand.

Languages: One of your choice



Suggested Equipment (Cost 6 credits): Common clothes, crowbar, light blade.

Feature: Prison Lessons. Incarceration affects different people differently. Choose one of the following options.

Hardened Reputation. You gain an expertise die on Intimidation checks against other former prisoners, criminals, and others who know how tough those who have served time can be.

Cell-Dwelling Scholar. You spent your time locked up reading anything you could get your hands on, but had a particular interest that you studied over all others. You gain a skill specialty of your choice from either Arcana, Culture, Engineering, History, Nature, Science, or Religion.

Adventures and Advancement. You may occasionally meet someone you knew from your time as a prisoner or one of the parties who put you there. They will be interested to see how you are using your freedom. Depending on how you

play your cards, you may acquire the services of up to 8 **bandits** who may form the start of a new gang or an organization devoted to something less nefarious, depending on the example you set.

Connection and Memento. Roll 1d10, choose, or make up your own.

Convict Connections

1.	Your old cellmate, who insisted they were innocent.
2.	The cruel guard who made your time incarcerated even more miserable.
3.	The leader of the prison gang you joined or avoided joining at all costs.
4.	The attorney who swore they'd get you released.
5.	The (perhaps former) friend that you took the fall for.
6.	The greedy guard who smuggled contraband for you.
7.	The prison "fixer" who knew how to get whatever illicit goods you wanted.
8.	The only other member of your escape team who made it out.
9.	The cop who busted you.
10.	The one person who always visited you.

Convict Mementos

1.	Your old shackles.
2.	A prison shiv you managed to keep hidden and took with you when you left.
3.	A copy of your sentence.
4.	A set of parole papers.
5.	A copy of the decree that freed you.
6.	The remnants of your old prison uniform.
7.	A piece of jewelry, returned to you on release.
8.	A letter from a mysterious party promising freedom in exchange for a small favor.
9.	A hand-drawn map to riches given to you by your dying cellmate.
10.	The tattoo or brand you were marked with.

Detective

You are a detective, called to investigate and solve mysteries—including crime and unexplained phenomena. Gumshoes such as yourself often skirt the law and deploy subterfuge to obtain truth and justice. After all, what lurks in the dark may hunt you, too.

Who do you work for? You might be a freelance private investigator, a police inspector, an independently wealthy "genteel detective", or a fixer for a rich patron. Your line of work often comes with painful memories, such as tragic collateral damage or a case you couldn't crack. How do you respond when your investigations bring those memories back?

Ability Score Increases: +1 to your choice of Intelligence or Wisdom, plus one other ability score.

Skill Proficiencies: Investigation, and either Deception, Perception, or Stealth.

Tool Proficiencies: Computers, hacking tools, thieves' tools.

Suggested Equipment (Cost 29 gold): Data wafer, flashlight, handcuffs, plastic mirror, synthetic rope (50 feet), traveler's clothes.

Feature: On The Case. You gain an expertise die when making Investigation or Insight checks.

Adventures and Advancement. Your employer, practice, precinct, or patron provides you with as much detective work as you could desire, including administrative work during your downtime.

After you crack an important case, big names will seek you out to have you on retainer—to have you at their beck and call. If you accept this high profile patronage, you acquire a yearly retainer fee, which accrues wealth yearly and allows you to live a rich lifestyle.

Connection and Memento. Roll 1d10, choose, or make up your own.



Detective Connections

1.	A childhood friend now with the Fleet—who sends leads and warnings when able.
2.	A kindly neighbor who often sends you meal kits and leftovers.
3.	The librarian, hacker, or barkeep who flirts with you for free but provides information at a price.
4.	The coroner or mortician who is like an aunt or uncle to you.
5.	A government official who owes you a favor for your discretion in a previous case.
6.	A suspicious person—they've been tailing you for weeks.
7.	The one who got away—now engaged to a celebrity.
8.	The crime boss who once addressed you in public by your full name.
9.	The waiter or barkeep who keeps confidence when you ask "highly specific questions"—and often has some answers.
10.	The murder victim whose case you were once assigned. But if they're dead, why do you see them around town?

Detective Mementos

1.	A (perhaps unhinged) idea board linking conspiracy theories, people of interest, and miscellaneous evidence.
2.	A flask of hard liquor you've ascribed a name and personality (like "Clarissa" or "Hamilton").
3.	A photo album (physical, digital, or hologram) showing good times and bad with your late partner.
4.	A letter reminding you of your 3,000 credits of gambling debt.
5.	An unknown Tiny-sized alien creature—kept in a glass jar.
6.	Your lucky hat.
7.	Your adorable sidekick, a pet **rat** or similar creature from an alien world.
8.	The amulet bearing a cryptic symbol you seem to see at every turn.
9.	The deed to an old, profoundly damaged starfighter… It's beyond busted, right?
10.	A personal computer with evidence in a murder investigation, highly encrypted.

Devotee

You are a follower of a religious movement, whether new or ancient. Your devotion to the faith is anything but casual, representing years of service and training as a disciple or for ordination.

Your religion might be common or obscure, open or insular. Some traditions disparage science as an aberrant way of thinking, while others inflate scientific discoveries into eschatological dogmas. What are the tenets of your movement? What pushed you out of a cloistered future and into adventure? As a voidrunner, do you seek to win converts to the cause, to fulfill a secret mission, or simply to do that which is kind and just?

Ability Score Increases: +1 to your choice of Charisma or Wisdom, plus one other ability score.

Skill Proficiencies: Religion, and either Arcana, Insight, Performance, or Persuasion.

Tool Proficiencies: Any one artisan tool or musical instrument.

Language Proficiencies: You can read, sign, speak, and write an additional language of your choice.

Suggested Equipment (Cost 37 credits): Acoustic guitar, sacred amulet, traveler's clothes.

Feature: Convene the Flock. You can use your religious training to convene a spiritual space, such as to meditate, deliver a sermon, or discuss occult matters. When you do, determine the size and effectiveness of the gathering with a Wisdom or Charisma check using one of your devotee skill or tool proficiencies. In a public livestream or while in a city, capital ship, or other highly populated area, on a result other than a natural 1, you attract a crowd of people no smaller than your Charisma or Wisdom score (whichever is better).



Adventures and Advancement. Certain attendees of your flock might come to you in a moment of crisis, seeking help for spiritual matters, interpersonal problems, unexplained phenomena, or the like.

Solving these problems spreads word of your activities, which popularizes your outreach and mission, granting you a following of your own. You gain the free service of up to 4 devotees (use the stats for an **acolyte**), and when you convene your flock the minimum size is multiplied by your character level.

Connection and Memento. Roll 1d10, choose, or make up your own.

Devotee Connections

1.	Your beloved mentor, whose murder remains unsolved.
2.	A (supposed) member of your tradition's hierarchy, who digitally delivers you anonymous commands.
3.	An enemy of the faith—the hacker, serial killer, or terrorist who targets people or places sacred to you.
4.	The orphan you mentor, who now sees you like a parent.
5.	A Fleet cadet who is a devoted fan of your teachings.
6.	A rival devotee of another faith (friendly or otherwise).
7.	A religious superior whose unfounded libel puts you at odds with the hierarchy.
8.	A mysterious person who attends most all your gatherings—but disappears without a word.
9.	A former devotee you once admired—now a washed-up has-been.
10.	An entity you've seen in sacred visions, who at times gives you messages when nobody else is around.

Devotee Mementos

1.	A prismatic crystal skull.
2.	A thick leather-bound tome of scripture and prophecies, centuries old.
3.	Your credentials of ordination—a certificate, ornamental lamp, sacred staff, or the like.
4.	An alien artifact that looks like a symbol of your faith, made from an unknown material.
5.	A set of oracle cards, bag of runes, crystal ball, or other occult divination device.
6.	A traditional tea set, complete with a tea said to soften even the hardest hearts.
7.	The (possibly unhinged) manifesto, theological work, or self-help program written by you or your predecessors.
8.	Three flasks of holy water (real or feigned).
9.	Ceremonial regalia, conferred to you by your predecessors on the faith's homeworld.
10.	The tapestry of tattoos covering almost your entire body.

Diplomat

It doesn't matter how far apart the worlds are or how many peoples live in the cosmos, communication is still key when it comes to peaceful coexistence. As such, individuals prepared to engage with outsiders are always well-valued. As a diplomat, you are a representative of a world, company or culture to the stars beyond. You act to present the ways of your people in a positive light and further their interests, and learn about the ways of other people either as a form of knowing your enemy or as a means of achieving empathy.

Why did you decide to deal with people in a sensible and effective way? Why did you choose words as your main weapon? What kind of lines did you swear not to cross? What kind of lines have you already crossed?

Ability Score: +1 to Charisma and one other ability score.

Skill Proficiencies: Persuasion and Insight.

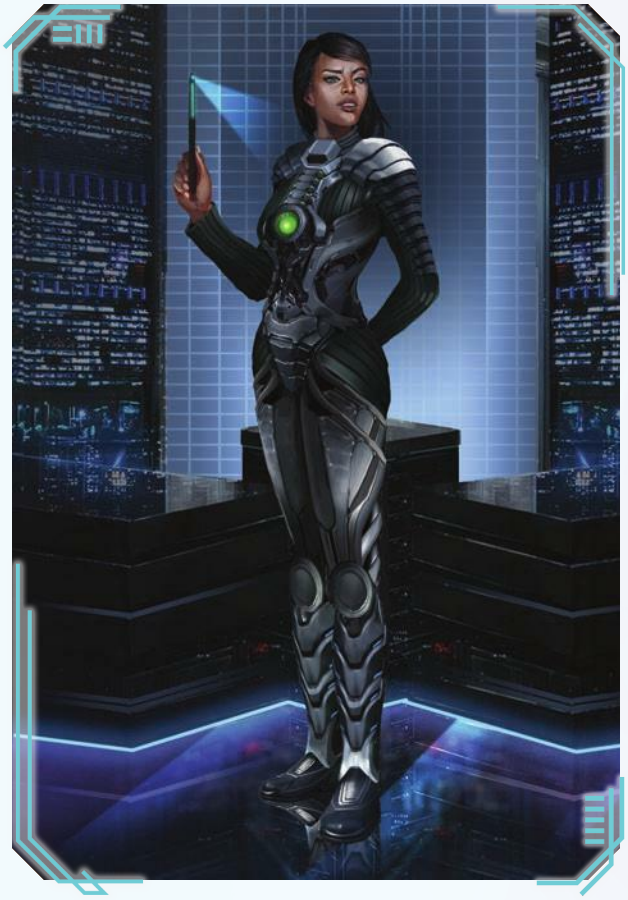
Tool Proficiencies: Computers and space vehicles.

Languages: You can read, sign, speak, and write an additional three languages of your choice.

Suggested Equipment (Cost 20 credits): formal clothes, a book on the culture you're currently studying, signet ring, a data wafer expressing the goodwill of your country or employer.

Feature: Diplomatic Language. Even if you don't know a creature's language, if you can listen to their speech (or engage with their communicatory means, if it's not a speech-based language) for one hour you can make out enough of their language to understand simple meaning. You can't grasp elaborate ideas, but you can get the gist of what they're saying. Your own communication is much more limited-basically "yes" and "no", adjusted for tone.

Adventures and Advancement. As you learn about more cultures and travel across space, your name becomes known. Your growing fame (or infamy) in diplomatic circles causes



you to be invited for social events such as concerts, birthday dinners and art exhibits. Certain planets might want to hire you as an attaché for special jobs or even get you as an official diplomatic representative.

Connection and Memento. Roll 1d10, choose, or make up your own.

Diplomat Connections

1.	A family member who helps you connect with your roots.
2.	A diplomat from another planet who dislikes you, but also respects your judgment.
3.	A small-time bureaucrat who owes you a favor.
4.	An old flame who brings bad memories of a job gone sour.
5.	The only survivor of that one time your mistranslation caused a war to escalate.
6.	A snotty intergalactic reporter who keeps misquoting you.
7.	Your old boss who'd do anything to get you back in their employ.
8.	A criminal after a secret you have yet to realize you know.
9.	Your loyal childhood friend who still keeps tabs on you.
10.	The tutor who could never get you to learn that one language.

Diplomat Mementos

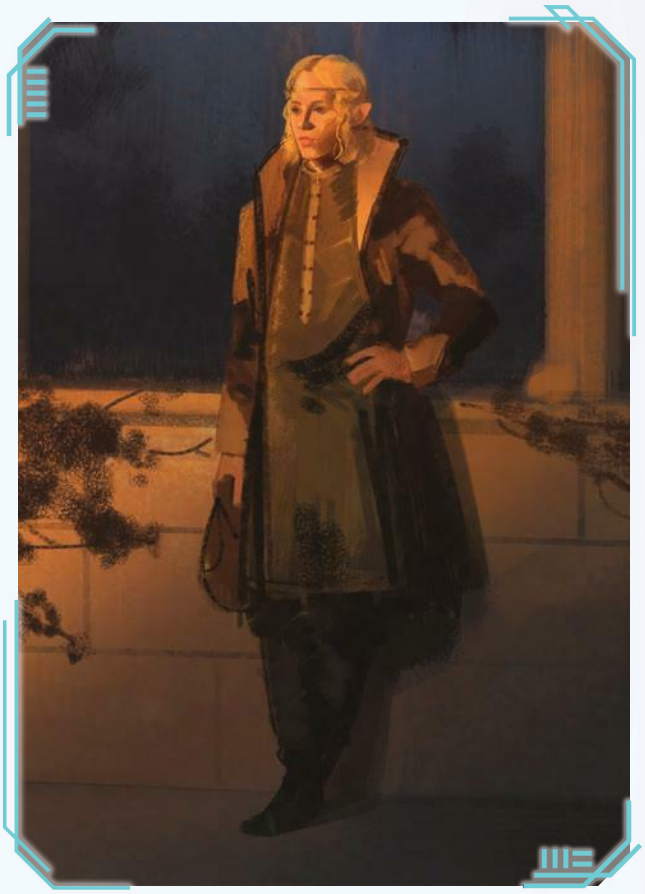
1.	Your diploma in a wooden frame.
2.	A video recording of your family, congratulating you for your recent achievements.
3.	A trinket from a distant civilization you visited once.
4.	A verbal tic you can't seem to shake, acquired from another culture.
5.	The most charming accent this side of the cosmos.
6.	A fancy outfit stained with wine.
7.	An antique diplomatic passport, from before digital processing.
8.	A datapad filled with notes on several different civilizations.
9.	An audio recording of an inspiring speech.
10.	A very impressive hat.

Employee

Countries, planets, federations, the Fleet—they all think they hold power with their big decisions and lofty ideals. You know who is really boss because you worked under them. Corporations stretch their reach throughout the galaxy, entrenching their products and agents into every life activity. Their end goal is always the same: profit. You know because that was your end goal as well before you finally left their employ.

Why did you quit corporate life? What kind of riches did you leave behind? What field were you in? Which previous colleague do you hope to never see again?

Ability Score: +1 to Charisma and one other ability score.



Skill Proficiencies: Deception and either Engineering, Intimidation, or Persuasion.

Tool Proficiencies: Computers, and either land or space vehicles.

Languages: You can read, sign, speak, and write an additional language of your choice.

Suggested Equipment (60 credits): formal clothes, individual computing device, any game set.

Feature: Ruthless Work Ethics. You still remember how your old bosses used to think, with an eye towards results and no concern towards the wellbeing of others. When you are involve in a group check, if you succeed, you can transform another character's failure into success, but that character must spend a hit die.

Adventures and Advancement. It's more likely that your corporate past is going to bring you trouble as you adventure more and more. Life as a voidrunner might put you against the corporation itself, and is more than likely to force you to face the consequences of choices you made back in the company days. Worse, your exploits might intrigue the company enough that they want you back. And no one knows better than you that they don't take no for an answer.

Connection and Memento. Roll 1d10, choose, or make up your own.

Employee Connections

1.	Your former secretary who is still with the company.
2.	That one client you didn't screw over.
3.	A former boss who doesn't completely hate you.
4.	The HR consultant who helped you finally quit.
5.	Your office rival who dreads you ever coming back.
6.	A sleazy former colleague who has some dirt on everyone—for a price.
7.	The family of a deceased coworker, the most decent fellow in the company.
8.	A corporate mentor who barely remembers you.
9.	That guy who started the rumors on you.
10.	That product you worked on for years and is now a big deal everywhere you look.

Employee Mementos

1.	A dirty check you vowed to never cash in, but can't seem to throw away.
2.	The strongly worded resignation letter you never sent.
3.	An old fashioned pen you got as a gift for your first major success.
4.	A piece of company memorabilia.
5.	The habit of fixing your tie when you're nervous.
6.	A fake tan which is still all the rage among corporate employees.
7.	Your old company ID card, with a red CANCELED stamp covering half of it.
8.	The abysmally ugly tie you wore to your first day at work.
9.	An audio recording of your last company meeting.
10.	Crippling anxiety attacks when you enter a crowded office.

Gambler

You haven't met your match at dice or cards. A career of high stakes and daring escapades has taught you when to play close to the chest and when to risk it all—but you haven't yet learned when to walk away.

Are you a brilliant student of the game, a charming master of the bluff and counterbluff, or a cheater with fast hands? What turned you to a life of adventure: a string of bad luck, or an insatiable thirst for risk?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Deception, and either Insight or Sleight of Hand.

Tool Proficiencies: Gaming set (dice set, playing cards set).

Suggested Equipment (Cost 16 credits): Fine clothes, dice set, playing card set.



Feature: Lady Luck. Each week you may attempt a "lucky throw" to support yourself by gambling. Roll a d6 to determine the lifestyle you can afford with your week's winnings (1–2: poor, 3–5: moderate, 6: rich).

Adventures and Advancement. Once you've had more than your fair share of lucky throws, you attract the attention of richer opponents. You add +1 to all your lucky throws. Additionally, you and your friends may be invited to exclusive games with more at stake than money.

Connection and Memento. Roll 1d10, choose, or make up your own.

Gambler Connections

1.	The mentor you have now surpassed.
2.	The duelist who will never forgive you for fleecing them.
3.	The legendary gambler you aspire to beat.
4.	The friendly rival who always keeps you on your toes.
5.	The noble who publicly accused you of cheating.
6.	An ink-stained academic who wants you to test a risky theory about how to beat the house.
7.	The gang leader who would rather kill you than pay up.
8.	The kid who strives to emulate you.
9.	The cardsharp rival who cheats to win.
10.	The rival who won something from you that you want back.

Gambler Mementos

1.	Gambling debts owed you by someone who's gone missing.
2.	Your lucky coin that you've always won back after gambling it away.
3.	The deeds to an alien-infested duranium mine, a mansion on a remote, abandoned planet, and several other valueless properties.
4.	A pawn shop ticket for a valuable item—if you can gather enough money to redeem it.
5.	The hard-to-sell heirloom that someone really wants back.
6.	Loaded dice or marked cards. They grant advantage on gambling checks when used, but can be discovered when carefully examined by someone with the appropriate tool proficiency (dice or cards).
7.	An invitation to an annual high-stakes game to which you can't even afford the ante.
8.	A two-faced coin.
9.	A torn half of a card—a long-lost relative is said to hold the other half.
10.	An ugly trinket that its former owner claimed had hidden psionic powers.

Miner

You worked underground, mining rare elements or energy. Life as a miner is hard, even with all the technology available today, and it rarely pays well. You feel at home beneath the surface, and have learned not to fear the dark.

What were you mining? Why did you leave? Who employed you? Did you witness any tragedy, and if so how was it handled?

Ability Score Increases: +1 to Constitution and one other ability score.

Skill Proficiencies: Engineering and Survival.

Tool Proficiencies: Multi-scanners and land vehicles.

Suggested Equipment (Cost 177 credits): Flashlight, gas mask, multitool.

Feature: Danger Sense. You are accustomed to dangerous environments and know how to negotiate them. You gain an expertise die on skill checks made to detect a trap or hazard.

Adventures and Advancement. Hardship breeds strong bonds, and you feel a connection to those you left behind. Perhaps you may get the opportunity to return and make their lives better in some way, or get revenge on the organization which exploited you.

Connection and Memento. Roll 1d10, choose, or make up your own.



Miner Connections

1.	The cruel overseer who made your life hell.
2.	A fellow miner who left at the same time you did.
3.	A fellow miner who was supposed to leave, but somehow got left behind.
4.	A corporate lackey who you know was hiding equipment faults which led to accidents.
5.	A miner who was seriously injured in a terrible accident.
6.	The supervisor who framed you for theft and had you drummed out of the job.
7.	An engineer who made a terrible mistake with mining equipment.
8.	A trader who used to collect shipments from the mine.
9.	The miner who stole valuable minerals and is now on the run.
10.	The strange local who insisted the mine had secrets best left undisturbed.

Miner Mementos

1.	A glowing rock made of a rare element.
2.	The file which proves the mining company was ignoring safety protocols.
3.	The ID tag of a fellow miner who was killed in a terrible accident.
4.	Your old mining helmet which sports dents from falling rocks.
5.	The tattoo which you and your fellow miners were given by the company.
6.	A sturdy pair of workboots which have served you well for years.
7.	The contract, which has not yet expired, which compels you to work for the company for several more years.
8.	A strange alien artifact you discovered in the mine. You don't know what it is.
9.	A set of coordinates you found impossibly carved into the rock a mile beneath the surface.
10.	A terrible scar caused by a mining accident but which the company denies any responsibility for.

Pilot

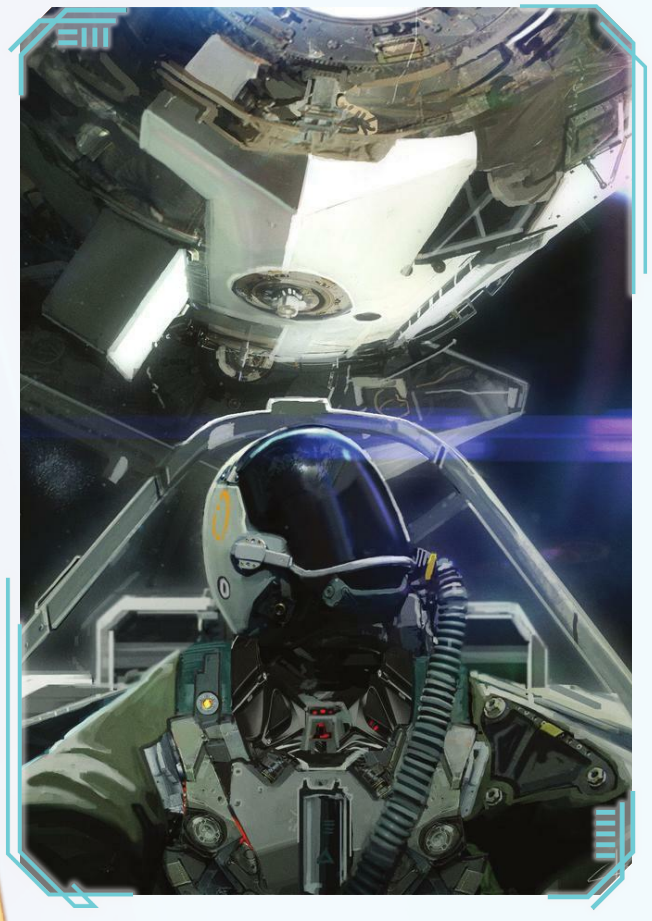
Whether you've been acing dogfights or dutifully lugging cargo, your working life has been spent strapped into the cockpit of a tin can as it blasts its way between the stars. You feel at home at the helm, and whether your particular tin can was glamorous or not you still have countless successful missions under your belt.

What drew you to the life of a pilot? Were you flying military craft for the Fleet or maybe for some more nefarious agency? Were you transporting people or cargo, or flying into the unknown? Did some disaster clip your wings? Do you still long to lift off? Is there some craft you've always wanted to fly or are you just happy so long as you're at the helm?

Ability Score Increases: +1 to Constitution or Dexterity and one other ability score.

Skill Proficiencies: Perception and either Acrobatics, or Performance.

Tool Proficiencies: Air vehicles, space vehicles, and engineer's toolbox



Weapon Proficiences: Starship weapons.

Suggested Equipment (Cost 20 credits): uniform, flashlight, first aid kit.

Feature: Piloting Instincts. With your experience as a pilot you know how to anticipate and power through challenges behind the control column. You gain an expertise die on saving throws made while piloting a flying vehicle.

Adventures and Advancement. You may be flying for voidrunners now, but whatever organization you flew for before may want you for a special job, or they might go after you for wrecking their ship with your hot-rodding. An accomplished pilot is useful for any number of endeavors and you may find your services are desperately needed. Your pilot's credentials may even be able to get you jobs that can take you and your allies off-world.

Connection and Memento. Roll 1d10, choose, or make up your own.

Pilot Connections

1.	A mechanic who used to repair your ship that you grew close with.
2.	Your former captain who commanded a vessel you piloted.
3.	A fellow pilot buddy who washed out due to a single bad mistake.
4.	A kid you mentored who always wanted to grow up and be a pilot.
5.	An ace pilot for the other side who you clashed with but now see as an old friend.
6.	A wingman who you flew with on numerous missions.
7.	A co-pilot who made a critical error and blamed you, losing you your job.
8.	A former lover who couldn't handle the long-distance relationship but stayed your friend.
9.	A former employer that fired you after you learned and protested over what they were smuggling on your ship.
10.	A diplomat you personally transported for several years.

Pilot Mementos

1.	A pebble from every world you've set foot on.
2.	A lever head from the first ship you ever flew that you always install into whatever you're flying.
3.	A picture of a lost love that you clip onto your viewscreen.
4.	A retro bobblehead toy you like to put on your dashboard.
5.	An old fashioned pilot's jacket that belonged to your ancestor.
6.	An embarrassing tattoo you and your buddies got during flight training.
7.	A handful of bizarre colorful collectables you bought off-world (you're not entirely sure what they are.)
8.	A tangled bit of wreckage from a ship you crashed.
9.	Pilot's lounge passes for every major spaceport.
10.	A toy spaceship you played with as a child, the same type of ship you later flew.

Preserver

In an age of near-infinite interconnectivity, it is easy for the nuances of a particular culture to be lost, for languages to fall out of use, and crafting or foundry techniques to no longer be passed down in favor of a more generic, mass-produced version. Whether you have been given this responsibility by your people, trained for it by a mentor, or have taken it upon yourself, you seek to preserve features of your culture, (and perhaps that of others). Some who walk this path specialize in a specific facet, such as craftsmanship, dance, or literature, while others are generalists. Many serve as researchers, teachers, or performers, while some choose a more martial path, showing the strength of their culture through the fame their victories bring. Regardless, these folk are not by definition primitive or superstitious, merely respectful and protective of their ancestors and traditions.



Did you choose a life of adventure to teach the galaxy of the beauty of your culture, or did some other circumstance drive you forth? What is your favorite part of the culture you preserve—and what is the least? Have you sought to unite the ideals of your culture with those of others, or do you see it as your duty to pass along the knowledge unchanged?

Ability Score Increases: +1 to your choice of Intelligence or Wisdom and one other ability score.

Skill Proficiencies: Culture and one other skill of your choice, which represents the knowledge you bear.

Tool Proficiencies: One artisan tool of your choice and one musical instrument.

Suggested Equipment (Cost 10–87 credits): musical instrument, any set of artisan's tools except alchemist's supplies, traveler's clothes, pen and notebook.

Feature: Bearer of the Flame. You are almost universally respected by those of your culture (or those whose family

once was) and are expected to share your knowledge with them—teaching traditional arts, performing religious ceremonies, and the like. In exchange, such communities (which may be neighborhoods, districts, settlements, or similar groups) will provide you and your companions food, lodging, and a moderate lifestyle.

Alternately, the Narrator may say that you have similarly caught the interest of other such groups, such as academic institutions or fellow historians, and can gain the same benefit from them.

Adventures and Advancement. Once you have made a name for yourself, people may approach you out of respect for your specialized knowledge. After aiding such folk, whether by helping in preservation methods of their own, shielding them from persecution, or recovering lost artifacts and the like, you may be granted access to restricted archives (such as those necessary for a DC 25 knowledge check) and files. You may also be asked to speak on your culture by academies and other institutions of learning.

Connection and Memento. Roll 1d10, choose, or make up your own.

Preserver Connections

1. An elder and storyteller of your people, now in their twilight years.
2. An activist or diplomat of your people—who is sometimes leery of you.
3. A mentor who you owe a favor to, ever since "that one time."
4. A young fan of an ancient form of videogame your people produced, who looks to you as a role-model.
5. The spouse and child of a late colleague, who you were asked to look out for.
6. The leader of an obscure band that performs your people's cultural music.
7. Your childhood best friend who has turned their back on your culture's teachings
8. A fellow researcher that specializes in the early computers your people made, eager to share their knowledge.
9. Your rival, who always seems to get ahold of information just before you can.
10. A professor who rejects your culture's traditions.

Preserver Mementos

1. The deed to the family farm back on your homeworld.
2. A print or replica of a famous piece of art from your culture.
3. A book detailing the practices of a defunct cult from your planet that revered a prophesied "Summer of Love."
4. A recreation of a traditional weapon you have been trained in. For you it's a one-handed simple melee weapon (choose blade or baton) that deals 1d6 bludgeoning, piercing or slashing damage, as appropriate.
5. Your first successful attempt to utilize an ancient crafting technique.
6. A data wafer containing a language-learning course for a language from your homeworld.
7. Your late grandparent's ceremonial battle armor.
8. A game set or videogame console developed on your homeworld.
9. A faithful animal companion, native to your planet (use stats for **mastiff**).
10. A sprig of a special plant from your homeworld.

Salvager

Salvager, picker, vulture, or treasure hunter, whatever you call yourself, you've made a living off of going through wrecked and decommissioned ships and structures and taking the best of it.

Did you choose this life, or were you forced into it by circumstance and hard living? Were you part of an organized crew of government



contractors methodically breaking down wrecked crafts in space, a solo picker scrabbling over the best pieces, or a self-proclaimed treasure hunter looking for mysterious in long-abandoned ruins?

Ability Score Increases: +1 to Wisdom and one other ability score.

Skill Proficiencies: Engineering and Investigation.

Tool Proficiencies: Land, water, and space vehicles, computers, multi-scanners, engineer's toolbox.

Suggested Equipment (Cost 18 credits): Chemical light stick (5), common clothes, earplugs, entrenching tool, flashlight, plastic mirror, spraypaint, synthetic rope (50 feet).

Feature: Multitasker. You've developed a keen eye for useful material and pick it up almost without thinking. While traveling you can undertake two journey activities instead of one, as long as one of them is Salvaging.

Adventures and Advancement. No matter where you go, you don't forget your roots. Salvagers are usually among some of the most vulnerable of a given population, and either are or live with young children, the elderly, the unhomed, and the impoverished. The more you lend aid to such folk, the more the whisper network about you grows, even from port to port. Often overlooked, a child or beggar may come to you with important information they overheard. Furthermore, you can consult the whisper network yourself. If you roll lower than a 15 on an Investigation check to gather information while in a space port, capital ship, or city, your roll is treated as a 15.

Connection and Memento. Roll 1d10, choose, or make up your own.

Salvager Connections

1.	The cruel opportunist who supposedly rescued children like you from the streets, but in reality sent you into wrecks to salvage in exchange for your supper.
2.	A former crewmate who stole a choice piece of loot from you.
3.	The skinflint mentor who taught you the trade.
4.	A customs official who is convinced you're part of a smuggling operation.
5.	A fellow urchin you grew up with, who has resurfaced as a person of wealth.
6.	The kindly elder who raised a gaggle of orphans, yourself included.
7.	A fellow treasure hunter who trusted your instincts—and dogged your steps trying to take advantage of them.
8.	A Fleet officer who enabled the training that let you leave a life of scavenging.
9.	The retired voidrunner who traveled with your crew, sharing stories that inspired you to follow in their footsteps.
10.	The dodgy pawnbroker who has put you in contact with prospective buyers.

Salvager Mementos

1.	A trinket you long ago salvaged but can't bear to get rid of.
2.	A strange device from a wrecked ship. You sometimes hear it humming at night.
3.	A memento, such as a ring, you were left holding when you were discovered as a foundling.
4.	An academic textbook you pulled from a decommissioned Fleet craft that fascinates you with its contents.
5.	The small animal you rescued while on a job.
6.	A data wafer containing half-realized plans for a revolutionary ship design.
7.	A gaming set from an older crewmate who claims it's especially lucky.
8.	A data wafer that only holds an unknown set of coordinates.
9.	A worry stone or similar item you take on every job.
10.	A commendation for bravery from the Fleet

Socialite

Far from the tawdry confines of the limelight, you wield another form of social power. One ruled by bloodlines and good breeding and a complicated hierarchy of rules and manners you've lived among since birth.

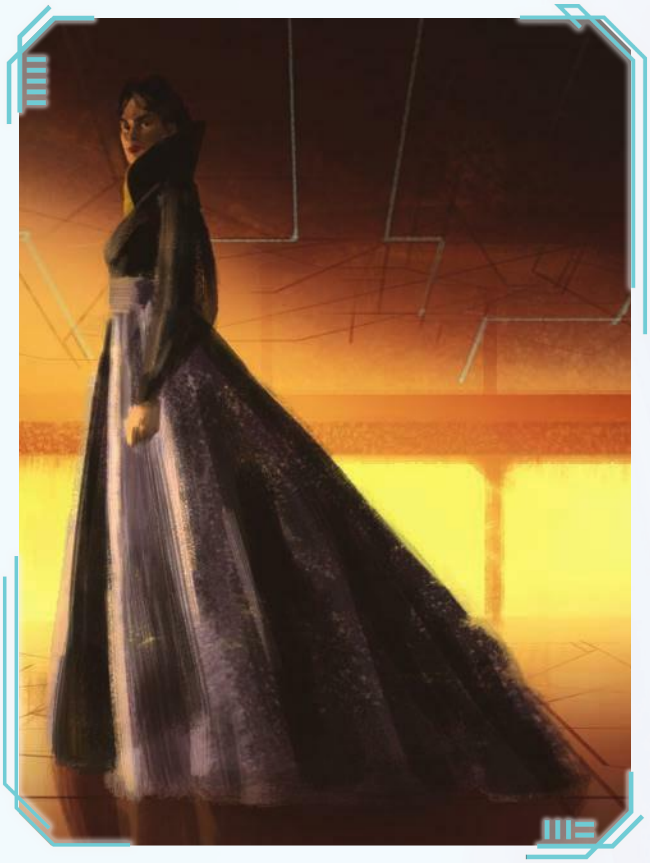
Just how highly does your family rank among the rich and powerful? What secret societies and powerful friends can you call on? What lengths will you be told to go to in order to protect your family's good name?

Ability Score Increases: +1 to Charisma and one other ability score.

Skill Proficiencies: Culture, History, and either Insight or Persuasion.

Tool Proficiencies: One gaming set.

Suggested Equipment (Cost 21 credits): fine clothes, gaming set, signet ring.



Feature: Well-Connected. You don't know every old money family in the galaxy, but you do know a friend of a friend most of the time. On most settled planets such families will offer you (and your companions, if they comport themselves properly) a rich lifestyle, as well as assistance, such as weapons repairs, invitations to upscale parties, and the like. Be cautious, however, as being associated with certain families may carry a degree of risk.

Adventures and Advancement. Since you insist on gallivanting about, your family (and perhaps those they are allied with) will expect you to be useful on occasion: discreetly settle a score, keep a certain scandal from reaching the press, serve as a representative of your family's interests at a political or social event. If you continue to advance the agenda of the rich and powerful you gain the free service of 4 **cadets** from a private security firm. Additionally, you and your group will find yourselves invited to exclusive clubs and gatherings, opening doors to opportunities and clientele you would otherwise never have access to.

Connection and Memento. Roll 1d10, choose, or make up your own.

Socialite Connections

1.	The stern parent whose approval you could never win.
2.	A rakish older sibling who was disinherited.
3.	A muckraking reporter constantly trying to catch you in a scandal.
4.	One of your family's staff, who snuck you sweets in between lessons.
5.	A spiteful rival who smeared your name in public, leading to your fall from grace.
6.	The tutor who could always coax the best out of you.
7.	An elderly relative who makes frivolous demands of your time.
8.	The child of a member of your family's staff with whom you grew up and possibly had a romance with.
9.	The mysterious old sage who approached your family to tell them you had a gift.
10.	An old school chum you're always having to bail out of trouble—sometimes literally.

Socialite Mementos

1.	A locket containing the hologram of a lover your family forbade you from seeing.
2.	A signet ring or other piece of jewelry that represents your family.
3.	The diary of a black sheep relative, anonymously mailed to you.
4.	A jeweled fan or other trinket you were given the night you were first introduced to high society.
5.	A letter from an unknown person claiming to know your family's dark secret, which you may or may not be aware of.
6.	An extremely fashionable set of clothing, especially designed for you.
7.	A small item, such as a golden die or other game piece, that allows you entry to an exclusive, elegant club.
8.	A discreet tattoo or brand that marks you as a member of a secret society.
9.	A token of affection from an older suitor looking for a second spouse.
10.	Your letter of acceptance into the Fleet, which you've taken pains to keep a secret.

Soldier

You're a hard-bitten veteran accustomed to long voyages, short supplies, and hostile environments. A career as a voidrunner seems like the logical next step.

Were you a battlefield soldier in a war between worlds? A mercenary or security guard? Were you a front-line grunt, an officer, or a specialist such as a medic or an engineer? Did you retire with honor or in disgrace, or do you still serve?

Ability Score Increases: +1 to Strength and one other ability score.

Skill Proficiencies: Athletics, and either Engineering or Intimidation.



Tool Proficiencies: One type of gaming set.

Languages: One of your choice.

Weapon Proficiencies: You are proficient with 2 martial weapons of your choice.

Suggested Equipment (Cost 5 credits): Uniform, common clothes, 7 days rations.

Feature: Military Bearing. Soldiers recognize their own. Off duty soldiers are usually willing to trade tales and gossip with you. On duty soldiers, while not obeying your orders, are likely to answer your questions and treat you respectfully on the off chance that you're an unfamiliar officer who can get them in trouble.

Adventures and Advancement. You will occasionally run into old comrades, some of whom may need favors. If you perform a few celebrated martial deeds your old military outfit (or a new one) is likely to offer you an officer's rank. You gain the free service of up to **8 troopers** . Your new commanders will occasionally give you objectives: you will be expected to act independently in order to achieve these objectives.

Soldier Connection

1.	Your old commanding officer who still wants you to rejoin.
2.	The commander who callously sent your unit into a slaughter.
3.	Your shady war buddy who can get their hands on anything with no questions asked.
4.	Your best friend who went missing on the battlefield.
5.	The comrade who saved your life at the risk of their own.
6.	The ghost who haunts you.
7.	The superior officer you punched (for abusing civilians? For insulting your honor? For preventing you from looting?)
8.	The scary experimental war construct you accompanied on a dangerous mission.
9.	The psyknight who was always giving inspiring speeches.
10.	The enemy officer who captured you.

Soldier Mementos

1.	A broken horn, tooth, or other trophy salvaged from an alien critter's corpse.
2.	A trophy won in a battle (a tattered banner, a ceremonial sword, or similar).
3.	A gaming set.
4.	A letter from your sweetheart.
5.	An old wound that twinges in bad weather.
6.	A letter you're supposed to deliver to a dead comrade's family.
7.	A horrifying memory you can't escape.
8.	Your old uniform, still pressed neatly and ready for use.
9.	The letter which discharged you dishonorably from the military which you still read every day.
10.	A medal for valor.

Space Pirate

The void beyond is as thrilling to some as the seas were in the distant past. Some cross this black void so as to explore it, to find riches in distant planets, to brave frontiers. You know these people well—they're your prey. Space pirates make a living of attacking other spaceships and taking their cargo (and often the ships themselves!) as spoils. It's a crude life, but definitely an exciting one. You used to be a space pirate, but now you find yourself without a crew.

Why did you decide to pillage out in space? What was the worst act of violence you have ever committed? Why are you no longer a pirate? What happened to your crew?

Ability Score: +1 to Strength or Dexterity and one other ability score.

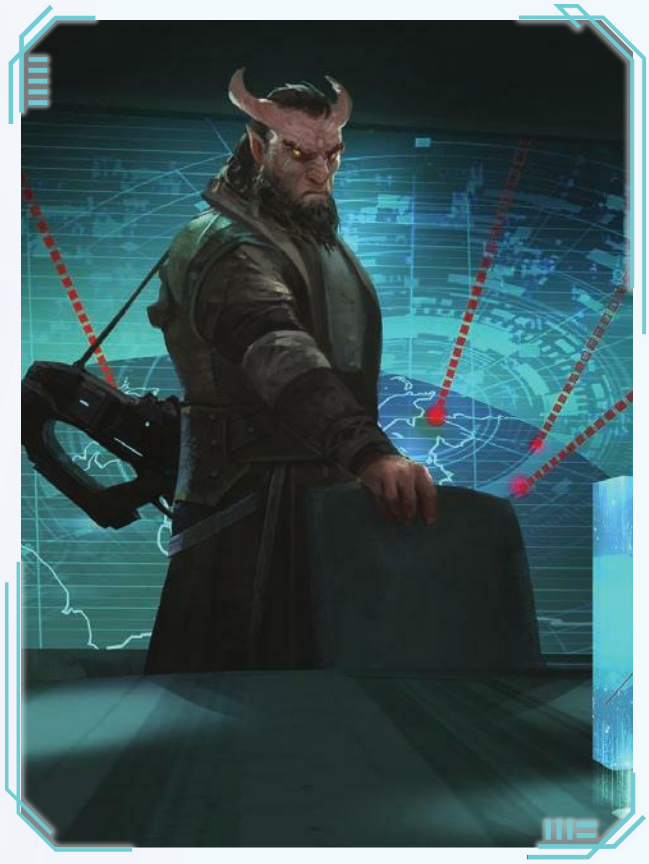
Skill Proficiencies: Deception, Intimidation.

Tool Proficiencies: Engineer's toolbox, weapon and armor maintenance tools, space vehicles.

Weapon Proficiences: Starship weapons.

Languages: You can read, sign, speak, and write an additional language of your choice.

Suggested Equipment (Cost 35) : antiseptic, fine clothes, stun stick, pistol.



Feature: Rough Living. You know how to make do with very little, even in open space. You can go a number of days equal to half your Constitution modifier without suffering any fatigue from lack of Supply.

Adventures and Advancement. Aside from the violence and greed, life as a voidrunner is not that different from life as a pirate. With a few adventures under your belt, perhaps enough money to get your own pirate ship, you might even consider: why not? On the other hand, your old crew might have different ideas, and any survivors from previous raids definitely have grudges of their own.

Once you have won enough fame, through either legal or illicit means, your name becomes synonymous with high adventure (and potentially a handsome reward). Your reputation means informants are eager to bring you news of potential targets and also brings you the services of 8 aspiring crewmates (use stats for a **bandit**).

Connection and Memento. Roll 1d10, choose, or make up your own.

Space Pirate Connections

1.	An old crewmate who abandoned pirating and joined the law.
2.	Your old captain and mentor, who hates your guts for leaving.
3.	A rival who can't get over you surpassing them.
4.	A space officer who never managed to catch you.
5.	The most annoying of all your previous crewmates, who owes you a favor.
6.	A survivor from one of your attacks, who holds a grudge.
7.	The most dirty fixer in all of the galaxy, the only person you ever trusted.
8.	The family you found but chose to lose.
9.	A planet that still considers you a criminal.
10.	A treasure you were never able to find, but you know it's out there.

Space Pirate Mementos

1.	Your old WANTED digital ad, with a bounty on your head.
2.	A datapad with designs for your pirate logo.
3.	A bloodstained picture of someone you wish you could see again.
4.	The wrecked remains of the first blaster you ever shot.
5.	A star chart leading to a haul that was tricked away from you.
6.	Broken shards of a weapon that almost killed you.
7.	An unopened pack of cigarettes you mean to return to a special someone.
8.	A broken space compass.
9.	An old scar that still stings.
10.	A strange item you found on a raid, possibly valuable but never identified.

Student

You come from an academic background, and are a graduate from college or university. As such you hold a qualification (the equivalent of a degree or higher) in a specific subject, and are generally considered an expert in that topic.

What is your area of expertise? What was the learning institution like? Is that subject still your passion, or was your education more the choice of somebody else?

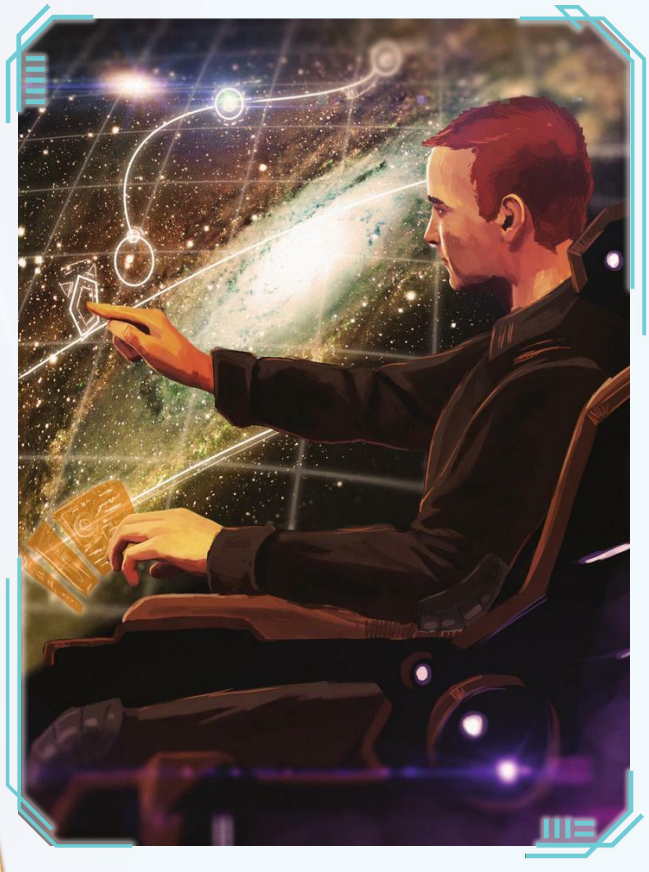
Ability Score: +1 to Intelligence and one other ability score.

Skill Proficiencies: Choose two from Engineering, History, Medicine, Nature, and Persuasion. You gain proficiency in both, and a specialization in one of them.

Tool Proficiencies: Choose one from computers, multi-scanner, and medical pouch.

Languages: You can read, sign, speak, and write one additional language of your choice.

Suggested Equipment (Cost 125 credits): individual communication device, portable computing device.



Feature: Qualified. You have a qualification in your chosen area of expertise. When in a non-hostile urban area, you are able to gain access to major educational institutions during normal working hours in order to perform research or access specialized equipment.

Adventures and Advancement. In the course of your studies, you may gain higher level qualifications and greater recognition in your field, or even publish a text. Those who are dedicated to the same academic field as you will recognise your name.

Connection and Memento. Roll 1d10, choose, or make up your own.

Student Connections

1.	Your charismatic lecturer who turned out to be a famous explorer.
2.	Your roommate with whom you shared many experiences but have not heard from in a long time.
3.	An old flame with whom things went very wrong. There is little love lost between you.
4.	The student who you went out of your way to help tutor.
5.	The dean who reprimanded you for your lazy work ethic but who admired your natural talent.
6.	A colleague who helped you cheat on your exams.
7.	The college bully who still hasn't gotten their comeuppance.
8.	The brilliant student who had to leave the college after a scandal.
9.	The friend who went on to join the intelligence services.
10.	A demanding teacher who was too hard on you because they understand your true potential.

Student Mementos

1.	Your college notebooks which you insisted on writing in by hand.
2.	A photograph of yourself in your graduation clothes. You don't know who that stranger is you have your arm around.
3.	A letter of recommendation from your old professor.
4.	A textbook written by a scientist whose research has fallen into disgrace..
5.	The qualification certificate and medal of which you are so proud
6.	A pile of student debt you have yet to pay off.
7.	The scandalous novel you borrowed from your roommate. You never did give that back!
8.	The university jacket, emblazoned with its logo, which doesn't really fit you any more.
9.	A piece of mysterious rock which you 'borrowed' from a university lab.
10.	The letter an old flame left you when they suddenly disappeared from your life.

Destiny

In addition to the destinies found in the *Adventurer's Guide*, voidrunners may select from the following destinies.

Exploration

Some beings are born to travel amongst the stars, to explore worlds and galaxies hitherto unknown, and go places that nobody has yet been. To them, the discovery of a new culture, a fascinating life form, or a stellar phenomenon, is what life is all about.

Source of Inspiration: Discovery. You seek out new worlds and new civilizations. You gain inspiration whenever you discover something new and significant.

Set foot on a planet new to you, make first contact with a new species.

Inspiration Feature: Veteran Traveler. You are used to new and unusual environments. For the next hour you get an expertise die on saving throws to resist environmental effects and encounter elements.

Fulfilling Your Destiny

You fulfill your destiny of exploration when you make a truly momentous discovery.

Discover a legendary planet that nobody believed existed, travel through time, travel further than anybody has traveled before.

Fulfillment Feature: Explorer of Legend. Your discovery is one which will guarantee your legacy. Whether it be a creature, culture, or planet, it is named after you. Your Prestige rating increases by 2. Additionally, whenever you make a Charisma check against a creature which could have heard of your exploits and understand their importance, you have advantage.

Reason

The most important thing to you is logic and rationality. You seek this ideal at all times, and strive to avoid excess emotion. Everything can be explained, and all things in the universe must follow logical patterns.

Source of Inspiration: Logical Thinking. You apply your rational thought processes to every problem. You gain inspiration when you critically succeed at an Intelligence check or successfully save against the charmed, confused, frightened, or rattled conditions.

Inspiration Feature: Application of Reason. For the next hour you gain an expertise die whenever you make an Intelligence check.

Fulfilling Your Destiny

You fulfill your destiny of reason when you overcome the limits placed upon you by the vagaries and uncertainty of emotion and make a major sacrifice which is logical but emotionally painful.



Willingly face near-certain death for the benefit of the many, choose a logical action over the life of a loved one.

Fulfillment Feature: Calm Rationality. Whatever the circumstance, you act with equanimity and care. Whenever you make an ability check, you may treat rolls of less than 10 as being a roll of 10.

Victory

Victory is everything–whether in warfare, academia, or sport, all that matters is your triumph over your foes or competitors, no matter the cost.

Source of Inspiration: Triumph. You seek to overcome others at all costs. You gain inspiration whenever you defeat a worthy foe in a contest or battle.

Inspiration Feature: Direct Conflict. For the next hour you gain an expertise die whenever you make an opposed check against another creature.

Fulfilling Your Destiny

You fulfill your destiny of victory when you finally achieve your ultimate victory.

Defeat a long-time foe against whom you have had multiple clashes, win the gold medal or championship in a major tournament, lead an army to victory.

Fulfillment Feature: The Sweetness of Victory. Your victory will be spoken of for years to come. Your Prestige rating increases by 2 points. Additionally, you have advantage on all Intimidation checks and as a bonus action you can force a creature within 30 feet of you which can see, hear, and understand you, to make a Wisdom saving throw against a DC equal to your Intimidation check. On a failure, the target is rattled until the end of its next turn.



CHAPTER 2:

Voidrunning Classes

Voidrunners are the adventurers of the spacefaring age: mercenaries, smugglers, and problem solvers with a spaceship. The universe can be a dangerous place so why not hire a crew to go brave the unknown? Presented in this section are new character classes designed for spacefaring journeys, exciting planetary exploration, and conflicts on a cosmic scale!

Psion. The psion is able to bring the power of the mind to bear, using mental powers to manipulate energy and matter, or to telepathically connect with others. Choose the path of the prophetic Auger, the memory altering Mindshear, the lifeforce-attuned Voidmender, or the matter manipulating Warstorm.

Psyknight. A stoic warrior trained in the psionic and martial arts. Choose from the nimble and artful Soulknife, the unyielding force that is a Praetor, or the indomitable Auditor.

Scientist. The scientist is a skill focused analyst proficient at determining a creature's weaknesses. Specialize as a rough and ready Engineer, a highly educated Expert, a digitally adept Hacker, a maverick Inventor, or the lifesaving Medic.

Scout. The scout is an adroit specialist and cunning fighter. Choose from the charismatic Envoy, the free spirited Scoundrel, the nefarious Miscreant, the tech-savvy Scammer, the debonair and stealthy Spy, the quick-talking Smuggler, the dogged Sleuth, or the daring Star Pilot.

Trooper. The trooper is a powerhouse: a weapon specialist that can obliterate whatever stands in their way. Choose from the versatile Armiger, the downright dangerous Demolitions Expert, the dedicated Bounty Hunter, the tireless Gunner, or the covert and deadly Operative.

Psion

- *The keridani closes her insectoid eyes in focused concentration. A moment later her eyes fly open and she points. "There. That one there." A holographic overlay outlined one particular enemy ship visible in the viewport. "Take that one out and their defense will fall apart."*
- *Thrantz knows even his most menacing grimace won't dissuade the chatty sipher sitting next to him from talking his ears off. Instead, he interrupts with a calm but abrupt, "You should go take a cold shower…now." The sipher opens, then closes their mouth and blinks his big eyes before getting up to leave. "I should go take a cold shower," they parrot as they leave. "Now."*
- *Laser bolts, sirens, and flashing lights from pursuing law enforcement complete the chase scene. The fleeing speeder's tail drifts left, exposing its broadside, and a young hurroc woman in the passenger seat extends her arm, palm out, at her pursuers. Several laser bolts that should have hit her strike an unseen barrier instead, as do the lead officer's vehicle seconds later.*



The gift, burden, and personal power that is psionics can be unwieldy for the uninitiated. Once tapped, the pool of psychic energies seems to flow of its own accord, resistant to efforts to control or direct it. To master it, one must master the self, and that can be the most difficult of tasks to achieve.

Psyche Unleashed

When the mind's eye opens, a psion begins their journey towards self improvement, but the accidental triggering of a psychokinetic push in the wrong place at the wrong time might have dire consequences. And even when such an unleashing of psychic power actually ends up doing good rather than causing disaster, those that witness it (including the psychics themselves) may react in fear.

In the best case scenario, the burgeoning psychic has someone they can trust and a mentor they can seek out or study under. In the worst case, fear of these uncanny powers can drive many negative behaviors, even from the well-meaning.

Self-Empowered

Psions direct their thoughts, master their emotions, and temper their bodies. They are at the pinnacle of self actualization. Sometimes a psionicist's powers are mistakenly attributed to dark, sorcerous ways or ancient religions. In truth, psionics is powered by an internal force, willed into being, cultivated through effort, and mastered by self discipline.

Creating a Psion

A psion's personality often informs their psychic abilities and vice versa. You may be an athlete who excels in altering your physiology and augmenting your strength and speed. You might be an intellectual whose impatience with the incompetence of others has led you to habitually transfer your thoughts directly into their heads.

Your psionic powers and abilities set you apart from others. As you create your psion, consider how this may have affected you. Did you hide your psychic talent? Do you still? What was your psionic awakening moment? Did it occur in early childhood or later in life? Were you supported in your efforts or shunned for your uncanny nature? Are your psychic talents more intellectual, sensory, or visceral in nature?

Class Features

As a psion you gain the following class features.

Hit Points

Hit Dice: 1d6 per psion level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per psion level after 1st

Table: Psion

Level	Proficiency Bonus	Features	Blast Damage	Discoveries Known	Reflexes Known	Psionic Points	Power Rating
1st	2	Psionic Blast, Psionic Powers	1d8	—	1	4	I
2nd	2	Cognitive Discoveries, Mental Discipline (1), Unassailable Ego	1d8	1	1	5	I
3rd	2	Psion Archetype	1d10	1	2	6	I
4th	2	Ability Score Improvement, Demanding Excellence (1)	1d10	1	2	6	II
5th	3	Psionic Effort	1d12	2	3	7	II
6th	3	Enhanced Blast (1)	1d12	2	3	7	II
7th	3	Psion Archetype feature	2d8	2	3	9	III
8th	3	Ability Score Improvement	2d8	3	3	9	III
9th	4	Demanding Excellence (2), Enhanced Blast (2)	2d10	3	4	10	III
10th	4	Guarded Mind (1)	2d10	3	4	10	IV
11th	4	Mental Discipline (2)	2d12	3	4	11	IV
12th	4	Ability Score Improvement, Enhanced Blast (3)	2d12	4	4	11	IV
13th	5	Mental Fortitude	3d8	4	5	13	V
14th	5	Self Evolution	3d8	4	5	13	V
15th	5	Enhanced Blast (3), Psion Archetype feature, Guarded Mind (2)	3d10	4	5	14	V
16th	5	Ability Score Improvement	3d10	5	5	14	VI
17th	6	Demanding Excellence (3)	3d12	5	5	15	VI
18th	6		3d12	6	6	16	VI
19th	6	Ability Score Improvement	3d12	6	6	17	VII
20th	6	Space & Mind	3d12	6	6	18	VII

Proficiencies

Armor: Light armor, medium armor

Weapons: Simple weapons, medium mauls, tk gauntlets

Tools: None

Saving Throws: Constitution, Intelligence

Skills: Arcana, plus three from Animal Handling, Athletics, Insight, Investigation, Perception, Religion, and Stealth

Equipment

You begin the game with 200 credits which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear, or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Pensive Sage's Package (cost 137 credits):** anti-inhibitive (2 uses), backpack, data wafer with historical lore, medium shock maul, canvas armor, focusing agent (2 uses), nano-bandage, notebook and pen, rations (10 Supply), psychic crystal (totem), two-person tent
- **Commercial Telepath's Package (cost 115 credits):** personal communicator, slugger, synthweave, fine clothes
- **Field Medic's Package (cost 185 credits):** antiseptic (5 uses), anxiety medication, blanket, 2 data wafers (medical journals), first aid kit (15 uses), flashlight, hyperweave armor, medium maul, handgun and 5 standard ammunition cartridges (20 ea.), smelling salts, sleeping bag, tactical case, two-person tent, universal airhypo

Psionic Powers

At 1st level you have learned to tap into your reservoir of psychic energy to manifest and channel psionic powers.

Reflexes

At 1st level, you learn certain fundamentals of psionics. Level 0 psionic powers, called reflexes, can be channeled without spending psionic points. You learn one reflex of your choice from the psionics powers list. You learn additional reflexes of your choice at higher levels, as shown in the Reflexes Known column of the Psion table. Whenever you gain a level in this class, you can replace one of the psychic reflexes you know with another reflex from the psionics powers list.

Psionic Points

The Psion table shows the total number of psionic points you have. To use one of your psionic powers, you must expend a number of points equal to its level. When you finish a short rest, you may expend one or more hit dice to regain some of your energy. You gain a number of psionic points equal to the result, up to your total psionic points. You regain all spent psionic points when you finish a long rest.

Psionic Powers Known of Level I And Higher

You know one level I psionic power of your choice from the psionic powers list.

Whenever your power rating increases, as shown in the Power Rating column of the Psion table, you learn one new power of your choice. This power must be of a level less than or equal to your power rating.

Additionally, when you gain a level in this class, you can replace one power you know with a different power of your choice. This power must also be of a level less than or equal to your power rating.

Psionics Ability

There are many paths to mental mastery. Choose Intelligence, Wisdom, or Charisma to be your psionics ability. Once you make this choice, you cannot change it. You use the chosen ability whenever a power or feature refers to your psionics ability. In addition, you use that ability modifier when setting the saving throw DC for a psionic power or feature and when making an attack roll with one.

Psionics save DC =
8 + your proficiency bonus + your chosen ability modifier

Psionics attack modifier =
your proficiency bonus + your chosen ability modifier

Psionic Focus

You can use a psionic focus, such as a psychic crystal, for any of your powers. This enables you to concentrate on one additional power you know, as long as the sum of the powers' levels is less than or

equal to your power rating. If you have to make a check to maintain concentration, roll for both powers individually.

Psionic Blast

Starting at 1st level you learn to direct your mental energies as a focused blast. Choose a damage type from the following list: cold, fire, lightning, psychic, or thunder. Your Psionic Blast deals damage of the chosen type, also called your primary damage type. Once this choice is made it cannot be changed. You can use an action to strike a creature you can see within 30 feet. Make a ranged psionic attack against the creature, dealing 1d8 damage plus your psionic ability modifier of the chosen type. The damage dealt increases as you gain Psion levels, as shown in the Blast Damage column of the Psion table.

Cognitive Discoveries

At 2nd level you gain one cognitive discovery of your choice. As a psion, much of your exploration is inward facing. However, sometimes being aware of your surroundings is exactly what is needed to reach the next level of psionic mastery. Your discoveries are detailed at the end of the class description. The Discoveries Known column of the Psion table shows when you learn more cognitive discoveries. If you gain a bonus discovery, it does not count against your Discoveries known.

Psionic Speciality

When you reach 2nd level and again at 11th level, you can choose a psionic discipline to specialize in: dynakinetic, kinesthetic, telekinetic, or telepathic (see Chapter 5: Psionics). All psionic powers belong to one or more of these disciplines. As your psionic power grows, your focused dedication allows you to manifest more strongly within one discipline over the others. You gain the following benefits from this focused specialization:

- You learn one power from this discipline. This power does not count against your number of powers known.
- Once per long rest you can manifest a power you know from this discipline without expending points from your reservoir as long as that power's level doesn't exceed your current power rating. You must still expend points for any surge options you wish to apply.



Unassailable Ego

At 2nd level, the ability to transform reality with the power of your mind requires removing any self-imposed limits or doubts. It requires a measure of belief that borders on blind faith. Choose one of the following features.

Ambition

You believe you are born for greatness and nothing must stand in your way; the rules that pertain to most don't apply to you. You gain proficiency with History and Intimidation or an expertise die if you already have proficiency.

Order

You believe you must always follow a strict code, whether that be religious or legal. Whatever the consequences, the ends justify the means. You gain proficiency with Culture and Investigation or an expertise die if you already have proficiency.

Selflessness
You believe your powers must be used in service to a greater purpose. You gain proficiency with Medicine and Religion or an expertise die if you already have proficiency.

Psion Archetype

At 3rd level, you choose a psion archetype that reflects the journey upon which you have embarked. Psion archetypes are detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th and 15th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Demanding Excellence

At 4th level, and again at 9th and 17th level, choose one of the following skills: Insight, Perception, Persuasion, or Religion. You gain proficiency with the chosen skill. If you are already proficient, you gain an expertise die in that skill instead.

Psionic Effort

Starting at 5th level, you may use a bonus action to expend one or more hit dice to gain a number of psionic points equal to the number of hit dice you expended.

Enhanced Blast

At 6th level choose two of the following improvements to your Psionic Blast feature. A level prerequisite refers to your level in the psion class.

You may choose one additional improvement from this list at 9th level, and again at 12th level and 15th level. Unless otherwise noted, these effects are cumulative. When you gain a level in this class, you can choose one of the improvements you know and replace it with another improvement that you could learn at that level.

Blast Accuracy
You gain an expertise die to your Psionic Blast attack roll. You can choose this enhancement multiple times, improving the expertise die each time.

Blast Alternator
Each time you use your Psionic Blast, you can choose to inflict a damage type based on your Unassailable Ego choice: force (Order), necrotic (Ambition), or radiant (Selflessness).

Blast Multiplier
Prerequisite 9th level

When you make a Psionic Blast attack, you can make a second Psionic Blast attack at a different target.

Blast Output
Your Psionic Blast deals additional damage equal to your proficiency bonus.

Blast Radius
You can pick a spot within range instead of individual targets. Make an attack roll against each creature within 10 feet of that spot and apply damage to each target successfully hit as normal; however., your damage it halved.

Blast Range
Your range increases by 30 feet.

Blast Response
When a creature you can see within 30 feet deals damage to you, you can use your reaction to make one Psionic Blast attack against it.

Guarded Mind

At 10th level, you gain resistance to psychic damage. Additionally, choose one of the following conditions: charmed, frightened, poisoned, rattled. Once between long rests when you would suffer the chosen condition, you can choose to ignore it instead.

At 15th level you can use this feature with all of the listed conditions.

Mental Fortitude

At 13th level, you gain an expertise die on concentration checks and can use a psionic focus to channel up to 3 powers simultaneously. The sum of the power levels must be less than or equal to your power rating.

Self Evolution

At 14th level, you gain proficiency in Wisdom and Charisma saving throws.

Space & Mind

At 20th level, your mental power is unparalleled and you transcend the barriers between space, matter, and mind. With only a thought, your consciousness can travel the cosmos, taking your physical form along with you. As an action you can teleport instantly to any location in the universe. Once you have used this feature, you cannot do so again until you have finished a long rest.

Cognitive Discoveries

If a cognitive discovery has prerequisites, you must meet them to learn it. You can learn the discovery at the same time that you meet its prerequisites. A level prerequisite refers to your psion class level.

Buoy Spirits

You use your empathic resonance to uplift your companions' spirits as they travel. Once per region (or planetary system), allies can gain an expertise die for one journey activity they undertake.

Empty Mind

You are able to clear your mind of emotional distraction. Any psionic attempt to read or detect your emotions automatically fails, and Insight checks against you are made at disadvantage.

Energy Conservation

You can forgo your Supply requirement for a number of days equal to your Constitution modifier. Once you use this feature you cannot do so again until you complete a long rest at a haven.

Into the Void

Prerequisite: Suspended Breath

You can survive in the void of space for a number of minutes equal to your Constitution modifier. Once you use this feature you cannot do so again until you complete a long rest at a haven.

Meditative Rest

When you take a long rest, you can choose to meditate instead. You remain conscious during the rest, although you may not undertake strenuous actions.

Psychic Isometric

You learn one of the following psyknight isometrics, which counts as a cognitive discovery for you: Diplomatic Intervention, Faceless Mask, Mystic Hunter, Haptic Feedback. You can take this discovery more than once, each time learning a new psychic isometric.

Sense Disturbance

You can always choose to use your psionics ability when making Perception checks and determining your passive Perception. You also gain an expertise die on checks made to detect or identify hidden emotions, imminent danger, and psionic or other supernatural powers.

Speed of Thought

Prerequisite: 3rd Level

When you manifest a reflex that requires 1 action, you can use 1 bonus action instead.

Suppress Hunger

Prerequisite: Energy Conservation

You can share your ability to forgo Supply requirements with others, dividing the number of days between yourself and the chosen creatures.

Suspended Breath

Once between long rests, you can go without breathing for up to one hour.

Psion Archetypes

Psion archetypes are paths of self revelation, each a journey towards becoming one's true self through discipline, training, exploration, and reflection.

Augur



Augurs are empathic visionaries, able to see the unseen and part the swirling mists of the future. Psions that travel this path often speak of living two lives: one in the present, another in the myriad of possible futures.

Seeker's Vision

At 3rd level, when you take this archetype you can sense the whereabouts of things you seek. Once between rests you can use an action to focus your thoughts on a specified target to instantly determine whether the target you seek is within 30 feet.

Object. Name or describe in detail an object familiar to you. You detect the closest example of a certain type of object (for example an instrument, item of furniture, compass, or vase).

Animal or Plant. Name or describe in detail a specific kind of beast or plant. You detect the closest example of the targeted type.

Creature. Name or describe in detail a specific creature type familiar to you. You detect the nearest creature of that type.

By spending psionic points, you can extend your search in the following ways:

Extended Detection. You can spend 1 additional psionic point to seek a target within 1,000 feet and determine direction and distance to the sought target.

Extended Duration. You can spend 2 additional psionic points to channel this feature for up to 1 hour, and you have advantage on Investigation checks to find a hidden target when it is within 30 feet.

Greater Detection. You can spend 2 additional psionic points to increase your range to 5 miles, and you are drawn to the target, as if it is calling to you. You can pinpoint its location (including its current trajectory if it's traveling), and can continue to do so if channeling this feature. You can locate a specific or unique object, provided that you have observed it within 30 feet at least once.

World-Wide Detection. You can spend 3 additional psionic points to increase your range to planetary, and you can locate a specific or unique creature known to you, provided that you have observed it within 30 feet at least once.

Beginner's Luck

Also at 3rd level, you gain proficiency with all gaming sets and an expertise die when playing them for stakes.

Deja Vu

At 7th level, certain actions you take or observe feel familiar, as if you have experienced them before. Upon completing a long rest, you gain three expertise dice: a d4, a d6, and a d8. You can use your reaction to grant an expertise die to any d20 roll made by you or a creature within 120 feet. You must use the dice in ascending order. Any remaining dice are lost when you begin a long rest.

The Future is Now

At 15th level, through the force of your psionic will, you can peer into and attempt to alter the immediate future. Once between short or long rests, you can use your reaction to force one die of a rolled result to be rerolled. This result can be an ability check, an attack roll, a damage roll, expended hit dice, an initiative roll, a saving throw, or even a roll on a random table. You can choose to whether to use the reroll or the original roll.

Mindshear

The mindshear psion is a master telepath, not simply capable of communicating by mental linkage, but able to draw out private thoughts, remove and replace memories, and even manipulate a creature's sense of the here and now.

Inconceivable

At 3rd level, you gain an expertise die to Deception, Intimidation, and Persuasion checks.

Towering Intellect

Also at 3rd level, the following level II powers count as level I powers for you: *enervate*, *mirage*, and *push thought*, and you can manifest *telepathic messaging* as a reflex.

Bend Will

Starting at 7th level, you can assert control over a target's mind by using an action. The type of creature you can target is based on your psion level, as shown on the table below.

Table: Bend Will

Level	Target
7th	One beast
9th	One humanoid
17th	One creature

The target makes a Wisdom saving against your psionics save DC. On a failure, the creature is charmed by you as long as you are channeling this feature. If the target's saving throw is successful or the effect ends for it, it is immune to this feature for 24 hours. If it is engaged in combat with you or creatures friendly to you, it has advantage on its saving throw. You can channel this feature for 1 minute. The channeling limit increases with your power rating: 10 minutes at a rating of IV, 1 hour at V, and 8 hours at VI.

Until the charmed condition ends, you establish a telepathic link with the target while you are in the same planetary system. You can use an action to give the creature a command. Alternatively, you can assume direct control over the target. Until the end of your next turn, you experience the world as it does, gaining the benefit of any special sense it has. You decide all of the target's actions on its turn, and it does nothing you do not allow it to. While doing so you are blind and deaf to your own body's surroundings. If the creature is killed or falls unconscious while you are controlling it, you suffer a level of strife. While a target is directly controlled in this way, you can also use your own reaction to make it use a reaction.

The effect ends if you or your companions do anything harmful towards the target. Each time the target takes damage, it makes a new saving throw, ending the effect and breaking your concentration on a success. The target knows it was charmed by you when the effect ends. Once you have used this feature you cannot use it again until you finish a long rest.

Cognitive Dissonance

At 15th level, you can telepathically fill a creature's mind with beliefs and attitudes in direct opposition to its typical thinking. Once between long rests you can spend an action to target one creature within 30 feet. The target makes a Wisdom saving throw against your psionics ability DC. On a failure, the creature takes 9d10 psychic damage and becomes confused until the beginning of your next turn. A target that succeeds on its saving throw takes half damage and is slowed rather than confused.

You can use your reaction to channel this feature for up to 1 minute; while you are channeling, any creature that failed its initial saving throw makes an additional saving throw at the beginning of each of your turns or remains confused and suffers 1d10 psychic damage.

By spending psionic points, you can enhance the effects of this feature in the following ways:

Additional Target. You spend 1 psionic point to target one additional creature within range.

Increased Range. Your range for this ability increases to 60 feet.

A creature that is immune to being charmed is immune to this feature.

Voidmender

Voidmenders are those who study the effects of psionic power on the living body, with a focus on healing and restoration.



Lend Health

When you choose this archetype at 3rd level, you learn to share a portion of your physical well-being with another creature. You can use a bonus action to touch a creature and grant it 1d4+1 temporary hit points. You lose a number of hit points equal to those healed but regain 1 hit point at the beginning of each of your subsequent turns, up to the amount initially lost. This psionic regeneration ends early if you fall unconscious. You can use this feature a number of times equal to your proficiency bonus, and regain all expended uses whenever you finish a long rest.

Accelerate Healing

At 3rd level, you learn to psionically enhance a creature's natural ability to heal. Whenever you use this feature, choose one of the following options:

- As a bonus action, you may target one creature within 60 feet and cause its body to regain hit points equal to 1d4 + your psionics ability modifier. The number of hit points regained increases by 2d4 each time your power rating increases.
- You spend 10 minutes meditating over up to 6 targets within 30 feet. Each target you meditate over in this way regains hit points equal to 2d8 + your psionics ability modifier. The number of hit points regained increases by 1d8 each time your power rating increases.
- As an action, you can expend two uses of this feature to touch a creature and remove one disease or condition afflicting it. Choose from blinded, deafened, paralyzed, or poisoned. At the Narrator's discretion, some diseases may not be curable by this feature.

You can use this feature a number of times equal to your Constitution modifier, and regain all expended uses whenever you finish a long rest.

Bedside Manner

Also at 3rd level, you can ease a creature's pain and suffering just by spending time with it. As a downtime activity or during a short or long rest, you can reduce the duration of a short-term mental stress effect by 1d6 days or temporarily relieve a long-term mental stress effect for the next 2d4 days.

At power rating II, you can use this feature to wholly remove a short-term mental stress effect; at power rating III, you can remove a long-term mental stress effect. At the Narrator's discretion, some mental stress effects might not be relieved or removed by this feature. You can use this feature a number of times equal to your Wisdom modifier, you regain all expended uses whenever you finish a long rest.

Transfuse Vitality

At 7th level, you can heal a creature you touch by transferring and magnifying life essence from another source. On the round you manifest this feature, and as an action on subsequent turns while channeling it, you can make a ranged psionic attack against a creature within 15 feet. This attack automatically hits a willing donor. On a hit, you deal 1d6 necrotic damage and a chosen creature you can see within 15 feet regains hit points equal to the amount of necrotic damage dealt. You can spend psionic points, up to a number equal to your proficiency bonus, to increase the necrotic damage dealt by 1d6 per psionic point spent. You can channel this feature for 1 minute.

You can use this feature a number of times equal to your Constitution modifier, you regain all expended uses of whenever you finish a long rest.

Reconstitute Life

At 15th level you can bring the dead back to life. You can spend 1 hour focused on harmonizing a dead creature's lifeless body with its departed consciousness. Provided the target's soul is willing and able to return to its body, and has not been dead for more than 1 year, it returns to life with all of its hit points. This feature requires a psychic crystal worth at least 25,000 credits, which is consumed in the process.

This feature cures any poisons and diseases, closes all mortal wounds, and restores any missing body parts that affected the target at the time of death. Once you use this feature you cannot do so again until you finish a long rest.

Warstorm

Warstorm psions are those who master the manipulation of objects, matter, and energy. As the moniker suggests, warstorms are particularly adept at waging war. However, some dedicate their efforts to defending a cause, while others are simply in search of self perfection, seeking worthy opponents against whom they might sharpen their skills.



Blaster

When you take this archetype at 3rd level, the range of your psionic blast increases to 60 feet.

Energization

Additionally at 3rd level, you learn to momentarily transform matter into energy and back again. You can use a bonus action to transmute a melee weapon, piece of ammunition, natural weapon, or unarmed strike which you can see into a specific energy type of your choice, inflicting damage of the chosen type on a hit, as well as an additional effect as shown on the following table. The energy reverts to its original matter immediately after a successful hit or at the beginning of next turn, whichever comes first. You can use this feature a number of times equal to your psionic ability modifier. Your expended uses reset when you finish a long rest.

Table: Energization

ENERGY TYPE	EFFECT
Fire	Deals an additional 1d6 fire damage and ignites flammable materials requiring an action and a free hand to put out.
Cold	Deals an additional 1d6 cold damage and delays the target's initiative count for its next turn by a number equal to the additional cold damage done. Its initiative remains at the new value for the remainder of the encounter.
Lightning	Deals an additional 2d4 lightning damage, which increases to 3d4 lightning damage if the target is wearing metal armor and disarms a creature wielding a metal weapon if they fail a Strength saving throw vs. your psionics save DC.
Force	Deals an additional 1d4 force damage and pushes a Medium or smaller sized creature back 10 feet.
Psychic	Deals an additional 1d4 psychic damage and causes the target to suffer disadvantage on its next attack.

The damage from this feature increases by 1 die when you reach 7th, 12, and 15th level in this class.

Willful Endurance

Also at 3rd level, whenever you finish a long rest, you gain a number of temporary hit points equal to your psion level.

Vortex

At 7th level, you can create a vortex of wind and energy that captures creatures and objects within it. You use an action to form a vortex within 30 feet of you and direct it to move up to 30 feet. When a creature shares its space with the vortex for the first time during this movement, that creature makes a Strength saving throw. On a failure, the creature is carried inside the vortex, taking 1d6 bludgeoning damage for each 10 feet it is carried, and falls prone into the nearest unoccupied square at the end of the movement as the vortex dissipates. The vortex can carry either one Large creature, two Medium creatures, or up to four Small or smaller creatures.

Storm Quake

At 15th level, your psychic control over elemental energies can produce a force of devastating destruction. Once between long rests, you can use an action to target a point on the ground within 500 feet. You create a psychokinetic disturbance in a 50 foot radius centered on that point, and an intense tremor of force rips through the area, pummeling anything that comes in contact with it. You can channel this feature for 1 minute.

The ground in the affected area becomes difficult terrain as it warps and cracks. When you manifest this feature, each creature in the affected area must succeed at a Dexterity saving throw against your psionics save DC or take 1d6 force damage and be knocked prone. At the end of each of your turns until channeling ends, choose one of the following effects to wreak havoc within the area.

Electrical Storm. Each creature makes a Dexterity saving throw, taking 6d6 lightning damage on a failed save or half damage on a successful save.

Crushing Gravity. Each creature makes a Strength saving throw or takes 3d6 force damage and is knocked prone.

Thunderclap. Each creature makes a Constitution saving throw or takes 2d6 thunder damage and is deafened for 5 minutes.

Tremors. Each creature makes a Dexterity saving throw or or takes 4d6 bludgeoning damage and is knocked prone.

Psyknight

- *The elderly hurroc woman speaks calmly into the darkened corridor before her. "You'll have to do better than that to sneak up on this old woman, my friend." Even as she hears a rasping, "I am no friend to you!" in response, a scaled creature closes the distance from the deep shadows in one impossible leap, a starglaive flashing to life in its hands. But she has already drawn and activated her own weapon, parrying the attack with time to spare.*
- *A hooded auditor crouches over a charred corpse. The small settlement, or what remained of it, smolders around him. Scorch marks from heavy laser fire indicate the use of low tech, short range weapons, consistent with those used by native inhabitants of the planet, but his intuition tells him otherwise. He stands quickly and mounts his hoverbike, racing against time and fate.*
- *The sipher grins impishly, but her eyes are filled with steely resolve. Her short-cropped hair does little to cover the tops of her slightly pointed ears, not to mention the two rows of stud-like horns that run along the top of her head. Facing an enemy twice her size, she stands undaunted, bathed in the pink glow of energy emanating from her twin psychic daggers.*



Not all those who feel the draw of psychic energies walk the ascetic and esoteric path of the psion. There are those with psionic talent that cultivate the more physical and visceral expressions of psionic power. These psyknights combine the mental disciplines with rigorous physical and martial training. In an age of laser guns and starship battles, psyknights prefer face-to-face conflict resolution, whether via diplomatic means or by more aggressive negotiations with their iconic starglaives.

Forged Talent

When a psyknight first becomes aware of their psionic abilities, it often manifests in uncontrolled and unpredictable outbursts. Some are discovered early on by mentors and organizations capable of giving them the knowledge, tools, and intense training needed to transform their raw talent into precision instruments of psionic power. Others are largely self-taught, attending the less structured but equally challenging school of hard knocks. While psyknights may vary in their formative training, one thing remains constant: their growth in power and mastery is a direct reflection of the effort they put in. When faced with tests, trials, or tribulations, psyknights push themselves to the edge of, and often right past, their physical limits.

Tempered Weapons

With an intuitive sense of kinesthetic psionics, psyknights find they can quickly gain mastery with close combat armaments. Unlike psions, psyknights excel at melee combat. Such is their reputation as living weapons that psyknights claim some victories without a single shot fired or sword drawn.

Creating a Psyknight

A psyknight is a quick study of both martial and intellectual pursuits and must be quick on their feet in more ways than one to pass various the tests and trials that help unlock their psionic abilities. As you create your psyknight, think about some of the early challenges you faced and overcame. Were they designed and administered by a disciplined organization that recruited you at a young age? Or did the ordered chaos of the universe send them your way at just the right time in just the right place?

Consider too, your motivations. Did you learn to suppress or control your power to prevent harming yourself and those around you? Perhaps you lashed out against an attack on someone you love. How you respond to your early experiences can shape the psyknight you will become.

Class Features

As a psyknight, you gain the following class features.

Hit Points

Hit Dice: 1d10 per psyknight level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per psyknight level after 1st

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, blades, starship weapons

Tools: Space vehicles

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, Insight, Perception, and Sleight of Hand, Stealth

Equipment

You begin the game with 200 credits which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Confidence Artist's Package (cost 177 credits):** backpack, camouflage canvas armor, flashlight, jolt pistol and shock energy battery (20), lighter (30 uses), multitool, sleeping bag, one-person tent, 2 light polearms
- **Master Duelist's Package (cost 186 credits):** blanket, earplugs, dueling sword (medium force blade), lighter (30 uses), mirrored synthweave armor (2 pockets), smelling salts, tactical maul
- **Wayward Drifter's Package (cost 139 credits):** backpack, first aid kit (15 uses), flashlight, psychic crystal, first aid kit (15 uses), leather armor, light blade

Emergent Psionics

At 1st level, you have expanded your mind, and your latent psionic powers have begun to manifest in meaningful ways.

Psionics Ability

While mastering control of their psychic talent takes effort and discipline, a psyknight's connection to it is intuitive and natural. Wisdom is your psionics ability for your powers. You use your Wisdom whenever a power of feature refers to your psionics ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a psionics power or feature and when making an attack roll with one.

Psionics save DC =
8 + your proficiency bonus + your Wisdom modifier

Psionics attack modifier =
your proficiency bonus + your Wisdom modifier

Psychic Impulse

Also at 1st level you gain the following abilities. Once you have used any ability granted by feature, you can't use this feature again until you finish a long rest.

Psychic Detonation. When an enemy moves to flank you, you can use your reaction to send a concussive force outward; enemies in flanking positions make a Strength saving throw or be knocked back 5 feet.

Mind Share. As a bonus action you can share a brief thought of up to 10 words with one person you know or can see within 60 feet.

Snap Reflex. If you use your reaction to make an attack of opportunity, you can immediately make a second attack against the same target.

Gut Feeling. You gain an expertise die on your next Perception check.

Table: Psyknight

Level	Proficiency Bonus	Features	Isometrics Known	Reflexes Known	Powers Known	Power Rating	Maneuvers Known	Maneuver Degree
1st	2	Emergent Psionics, Psionic Guard, Psychic Isometrics, Kinetic Burst	1	—	—	—	—	—
2nd	2	Combat Maneuvers, Psionic Powers, Code of Conscience	1	1	1	I	2	1st
3rd	2	Extra Effort, Psyknight Archetype	1	1	2	I	2	1st
4th	2	Ability Score Improvement, Starwielder Tactics (2)	2	1	2	I	3	2nd
5th	3	Extra Attack	2	1	3	I	3	2nd
6th	3	Psyknight Archetype feature	2	2	3	I	4	2nd
7th	3	Starwielder Tactics (3)	3	2	3	I	4	2nd
8th	3	Ability Score Improvement	3	2	3	II	5	2nd
9th	4	Psyknight Archetype feature	3	2	4	II	5	2nd
10th	4	Sixth Sense	4	2	4	II	6	3rd
11th	4	Starwielder Tactics (4)	4	2	4	II	6	3rd
12th	4	Ability Score Improvement	4	2	4	II	7	3rd
13th	5	Glaring Recognition	5	3	5	II	7	3rd
14th	5	Psyknight Archetype feature	5	3	5	III	8	4th
15th	5	Starwielder Tactics (5)	5	3	5	III	8	4th
16th	5	Ability Score Improvement	6	3	5	III	9	4th
17th	6	Master Wielder	6	3	6	III	9	4th
18th	6	Starwielder Tactics (6)	6	3	6	III	10	4th
19th	6	Ability Score Improvement	7	3	6	III	10	4th
20th	6	Beyond Death	7	3	6	IV	11	5th

Psionic Guard

Whether by subconscious telekinetic shield or heightened dodge reflexes, at 1st level you learn psionic defensive techniques. Choose one of the following options.

Foreseeing Guard

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Wisdom modifier + your Dexterity modifier.

Unseen Shield

While you are wearing armor, you replace your Dexterity modifier with your psionics ability modifier for AC.

Psychic Isometrics

At 1st level, you gain one psychic isometric of your choice. Your isometrics are detailed at the end of the class description. The Isometrics Known column of the Psyknight table shows when you learn more psychic isometrics. If you gain a bonus isometric, it does not count against your isometrics known.



Kinetic Burst

Starting at 1st level you can use a bonus action to direct a burst of psychokinetic force at a creature or object within 30 feet. Make a ranged psionic attack against the creature, dealing force damage equal to 1d4 + your Wisdom modifier. Each time your power rating increases (at levels 8, 14, and 20), your Kinetic Burst damage increases by 1d4. You can use this feature a number of times equal to your proficiency bonus, regaining spent uses when you complete a long rest.

Code of Conscience

Transcending the physical nature of one's own body requires an unwavering strength of will. By aligning with a core set of values, you narrow your focus and solidify your will. At 2nd level, choose an option from the following.

The High Road

You value life and peace, understanding that powers used irresponsibly can cause great harm. As an action you can expend one of your hit dice and roll it. An adjacent creature you can touch recovers a number of hit points equal to your roll. You cannot gain hit points yourself by using this feature. Additionally, you gain an expertise die with Persuasion checks.

The Steep Climb

You value knowledge and power, trusting in and relying on no one but yourself to excel; others are but footholds to boost you ever higher. As a bonus action you can expend one of your hit dice and roll it. The next attack you make does additional damage equal to your roll. Additionally, you gain an expertise die with Intimidation checks.

The Axis of Balance

You value the natural ebb and flow of the universe, respecting the danger of upsetting the cosmic balance and seeing past the constraints of a binary morality. As an action you can expend one of your hit dice and roll it. You recover a number of hit points equal to your roll. Additionally, you gain an expertise die with Insight checks.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions from the following list: Ace Starfighter, Blazing Starglaive, Mindful Body, Mirror's Glint, Rapid Current, Razor's Edge, and Tooth and Claw. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Psyknight table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same level from a tradition you are proficient with.

Psionic Powers

Beginning at 2nd level, your true psychic aptitude has become evident and your training allows you to harness your psionic talent.

Reflexes

At 2nd level, you learn certain fundamentals of psionics. Power level 0 psionic powers, called reflexes, can be used without spending psionic points. You learn one reflex of your choice from the psionic powers list. You learn additional reflexes of your choice at higher levels, as shown in the Reflexes Known column of the Psyknight table. Whenever you gain a level in this class, you can replace one of the psychic reflexes you know with another reflex from the psionics powers list.

Psychic Exertion

You gain access to a reservoir of psychic energy. Your access to this energy is represented by your exertion pool. You spend 1 exertion point for each psionic point required to fuel a psionic power or feature.

Psionic Powers Known of Level I And Higher

You know one level I psionic power of your choice from the psionic powers list.

The Powers Known column of the Psyknight table tells you how many psionic powers you know. Whenever this number increases, you learn one new power of your choice. This power must be of a level less than or equal to your power rating.

Additionally, when you gain a level in this class, you can replace one power you know with a different power of your choice. This power must also be of a level less than or equal to your power rating.

Psionic Focus

You can use a psychic crystal as a psionic focus for any of your powers.

Extra Effort

At 3rd level, your exertion pool increases by 1 exertion point. At every third psyknight class level (6th, 9th, 12th, 15th, 18th) your pool increases by an additional exertion point. In addition, you regain use of an expended Psychic Impulse feature at the end of a short rest.

Psyknight Archetype

At 3rd level, you choose a psyknight archetype that results from your hours of training and dedication. Your choice grants you features at 3rd level and again at 6th, 9th, and 14th level.

Starwielder Tactics

Psyknights integrate psychic powers into their combat styles to great effect. Some tactics use exertion points, and if a tactic requires a saving throw you use your psionics save DC.

At 4th level, you learn two starwielder tactics of your choice from the list below. You learn one additional tactic at 7th level, and again 11th, 15th, and 18th level. Some tactics have requirements, such as a minimum psyknight level or another starwielder tactic. You must meet those requirements before you choose that starwielder tactic.

A level prerequisite refers to your psyknight level.

At the Speed of Thought

Prerequisite: 7th level

You can take one additional bonus action or reaction on your turn. You can use this feature once between long rests.

Starglaive Expert

Prerequisite: 10th Level

Choose one of the following starglaive types: blades, mauls, or polearms. You treat all starglaives of that type as though you were attuned to them.

Starglaive Master

Prerequisite: 15th Level, Starglaive Expert

You treat all starglaives as though you were attuned to them.

Hurl Object

You telekinetically hurl a nearby object at your foe in order to distract them. Use a bonus action and spend 1 exertion point. The target must make a Wisdom saving throw. On a failed save, attacks against the target gain an expertise die until the start of your next turn.

Instant Stand

When you are knocked prone you can use your reaction to spend 1 exertion point to instantly stand again.

Knockdown Blast

You spend 1 exertion and use your bonus action to knock a creature to the ground with a wave of psychic force. The target makes a Strength saving throw against your psionics save DC or is knocked prone. The size creature you can affect with this feature is shown on Table: Knock Prone.

Table: Knock Prone

Psyknight Level	Size
1–10	Medium or smaller
11–16	Large
17–20	Huge

Plyometric Leap

Spend 1 exertion point and use your bonus action. Until the end of your turn, your jump distances increase 15 feet vertically and 30 feet horizontally. You can further increase these distances by +5 feet per exertion point spent.

Positional Sense

You are acutely aware of who is occupying space immediately adjacent to and surrounding you. Other creatures cannot gain expertise dice by flanking you.

Preturnatural Awareness

You gain an expertise die to initiative checks.

Preternatural Escape

You can spend 1 exertion to use the disengage action as a bonus action, moving so fast that you appear to be a blur.

Psychic Choke

Prerequisite: 10th Level, The Steep Climb

You can squeeze the breath out of a humanoid target you can see within 30 feet of you. Use an action and spend 1 exertion point. The target must make a Constitution saving throw against your psionics save DC. On a successful save, the target is unaffected by the attack but is aware of your attempt. On a failed save, the target is paralyzed and levitated 5 feet into the air until the start of your next turn, and suffers bludgeoning damage equal to 1 + your psionic ability modifier.

While you are choking your target, you may not move, you must maintain line of sight with your target, attacks against you are made with advantage, and you make saving throws at disadvantage.

Psychic Push

You spend 1 exertion and use your bonus action to push a Large or smaller target within 30 feet in a direction of your choosing. The target makes a Strength saving throw or is pushed a distance depending on its size as shown on Table: Push.

Table: Push

Size	Distance
Tiny	20 feet
Small	15 feet
Medium	10 feet
Large	5 feet

Telekinetic Parry

When you are hit by a melee attack, you may use your reaction to spend one or more exertion points. Your AC against the triggering attack increases by the number of exertion points that you spend, negating the attack if your new AC is one which would have cause the attack to miss you.

Trust Your Instincts

Prerequisite: The High Road

You clear your mind, and enter a calm state, allowing your psionic energies to wash over you. As a Bonus Action, you can gain advantage on your next ability check or attack roll. Once you have used this tactic you may not use it again until you have taken a short or long rest.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

At 5th level, you can attack twice instead of once whenever you take the attack action on your turn.

Sixth Sense

At 10th level, you gain the ability to sense danger before it happens. You gain advantage on initiative checks and your passive Perception increases by 2.

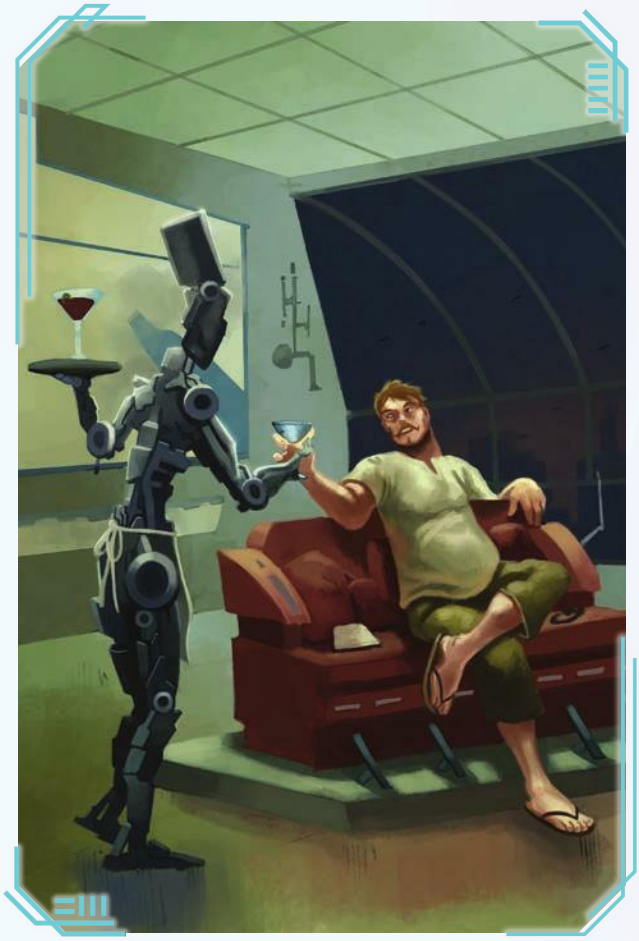
Glaring Recognition

By 13th level, the code by which you live visibly leaves its mark on you and impacts your social interactions. Your eyes and complexion reflect the deep emotions gathered within as you strive to control every aspect of your core being.

Illumination (The High Road). Your eyes give off a soft glow, exuding peace and comfort. You gain darkvision within 30 feet, and you gain an expertise die on Persuasion checks. If you already had darkvision, its range increases by 30 feet.

Flames (The Steep Climb). Blazing fire seems to smolder in your eyes and burn in your veins, making you feverish to the touch. You gain resistance to fire damage and an expertise die on Intimidation checks.

Mystery (The Axis of Balance). Like dark pools reflecting the infinite night sky, your eyes are impossible to fathom. You gain truesight within 5 feet and an expertise die on Insight checks.



Master Wielder

At 17th level, power both awesome and terrible is at your fingertips. Choose one of the following:

Bladed Victory

Your combat skill is unparalleled. You can use your action and forgo your bonus action and reaction to leap, flip, sunder, and strike in quick succession all over the battlefield performing a bladed victory. While performing a bladed victory your Speed doubles, and your movement does not provoke opportunity attacks until the start of your next turn.

While performing a bladed victory you may move, make an attack against a single target, move, and attack a second target. You may repeat this process until you have no movement speed remaining. You cannot attack any target more than once, and you must move at least 5 feet between attacks. Once you use this feature you cannot do so again until you finish a long rest.

Crushing Weight

Your powers of telekinesis know no bounds. When you use this feature you exert an invisible force of pressure that can counter a starship's engines or crumple a blast door like a sheet of paper. As an action you can spend 1 or more exertion and make a ranged psionic attack against an object you can see. On a hit, you deal 1d12 force damage for each point of exertion that you spend.

Alternatively, you can choose to do no damage but instead to halt a vehicle or starship which is not moving at FTL speed. Spend exertion equal to the ship's grade (minimum 1 exertion). The ship's speed is reduced to 0 until the start of your next turn.

Impervious Defense

While wielding a starglaive you can use a bonus action and spend 1 exertion point to enter a defensive state of mind. Your starglaive moves so fast, it forms a translucent sphere 5 feet in diameter centered on you until the start of your next turn. Neither matter nor energy can penetrate your shielding sphere, your speed is halved, and you cannot benefit from your extra attack feature, but you can otherwise move and take actions as normal.

Beyond Death

At 20th level you are at the apex of your training. Your martial skills are honed to perfection, and your psionic power is formidable. You have finally learned how to overcome even death itself.

When you die, except when you die of old age, you return to life, fully healed, the next day. Optionally, you can choose not to return to life, and instead pass into the next world.

Psychic Isometrics

When you gain access to a new psychic isometric, choose one of the following. You can learn the discovery at the same time that you meet its prerequisites. A level prerequisite refers to your psyknight level.

Cognitive Discovery

You learn one of the following Psion Cognitive Discoveries which counts as a Psychic Isometric for you: Into the Void (Prerequisite: Suspended Breath), Sense Disturbance, Suspended Breath. You may take this Isometric more than once.

Diplomatic Intervention

You can spend 1 exertion point and use an action to reduce the effects of strong and harmful emotions within 10 feet. You choose which of the following effects to apply to each sentient organic creature within the area.

- A target suffering the charmed or frightened condition makes a new saving throw against the DC of the effect that caused the condition and gains a bonus equal to your Wisdom modifier on the roll.
- A target that has hostile feelings towards creatures of your choice makes a Charisma saving throw or its hostile feelings are suppressed until the end of your next turn. This suppression ends early if a target is attacked or sees its allies being attacked.

Faceless Mask

You have honed your ability to conceal your presence from others. You gain an expertise die on Stealth and Performance checks made to disappear into a crowd.

Haptic Feedback

Prerequisite 3rd level

You gain tremorsense with a range of 10 feet. You may take this isometric a second time to extend the range of your tremorsense to 30 feet.

Mind and Body

You double your Strength score when determining your carrying capacity and the weight you can lift, push, or drag. In addition, during a short rest, you can participate in strenuous activity (e.g. scouting the area, physical exercise, combat training or sparring, etc.) for up to 30 minutes and still gain the benefits of the rest. During a long rest, you can participate in strenuous activity for up to 1 hour, and your required sleep time is halved. You still require 8 hours of rest, but you only require 4 hours of actual sleep.

Negate Fall

When you fall, or jump down, from a height and spend 1 or more exertion points you may treat the falling distance as 30 feet less for each exertion point that you spend.

Mystic Hunter

When tracking a creature that can use psionics, you can attempt to do so by focusing on the psychic energy it leaves in its wake, allowing you to use your psionics ability for any ability checks made to track it.

Psychic Tradeoff

Whenever you would suffer the enervated condition, you may choose to gain a level of strife or fatigue instead.

Psychic Rejuvenation

You can spend an action to use your psionic energy to heal willing ally within reach. Spend one or more of your ally's hit dice. Your ally recovers hit points equal to the total you roll on the expended hit dice.

Purge Toxins

Prerequisite: 3rd Level

You gain resistance to poison damage and an expertise die on saving throws against being poisoned. Additionally, as an action you can spend 2 exertion points to negate and end one poison affecting you. If more than one poison is affecting you, you negate one poison you know is present (otherwise you negate one at random) and can negate additional poisons with the same action by spending 1 additional exertion point per poison.

Endure Elements

For one hour you may ignore environmental effects caused by heat or cold. This feature does not protect you from damage. Once you have used this feature you may not do so again until you have taken a long rest.

Suggestive Words

Prerequisite: 3rd Level

As an action you make a short suggestion to a creature within 10 feet who can hear and understand you. The target makes a Wisdom saving throw against your psionics save DC.. On a failed save, it follows your suggestion to the best of its ability. If the suggestion would harm the target or its allies, they target automatically succeeds in its saving throw.

You can use this isometric a number of times equal to your proficiency bonus. You regain all spent uses when you finish a long rest.

Psyknight Archetypes

Each psyknight learns to command their martial and psionic in ways unique to themselves, but there are archetypes within which psyknights master specific techniques.

Auditor

Auditors are psionically trained law-enforcement agents. Combining potent combat training with expert investigation skills, most people know to behave when an auditor enters the room.



Watchful Eye

When you choose this archetype at 3rd level, you gain an expertise die when making Insight or Investigation checks. Additionally, you gain a specialty in each.

Psychic Interrogation

At 6th level you are adept at getting the truth out of suspects. Ask a simple yes-or-no question of a living creature within 10 feet and which can understand you and spend 1 exertion. The target makes a Wisdom saving throw against your psionics save DC, and on a failed saving throw is compelled to answer the question truthfully.

Speak With The Dead

At 9th level, you are able to read the psychic impressions left by the dead. You may speak with a recently dead creature and ask it up to three questions. The creature must have died within the past 24 hours. You may ask any questions, but the corpse is not obligated to tell the truth, and cannot provide information that it would not have been aware of when alive. Once you have used this feature you cannot use it again until you have finished a long rest.

Detect Lie

Beginning at 14th level, your innate psychic insight and empathic senses are so finely-tuned that it becomes impossible to lie to you without you knowing it. You automatically know when a creature is not telling the truth. This feature does not give you any other information regarding the truth.

Praetor

Praetors are trained in traditional institutions from an early age to serve as guardians and enforcers. As you follow this path, you enhance your natural athleticism with psychic strength and the power of your will.

Construct Starglaive

There are energy weapons, and there are starglaives. When you choose this archetype at 3rd level, you learn to construct a starglaive at no cost, a custom energy weapon harmonically attuned to your psionic energies via the use of a psychic crystal. The psychic crystal in the weapon can serve as your psionic focus. When you construct this weapon, you may choose the type of damage it causes from the following list: fire, cold; you may also choose from radiant (if you chose The High Road as your Code of Conscience), necrotic (if you chose The Steep Climb), or force (if you chose The Axis of Balance).

If you lose your starglaive or it is destroyed, you may construct a replacement; this process takes one month. You can only attune to one starglaive at a time, and any starglaive you create using this feature cannot be attuned to by anybody except you.

You are always considered proficient with a starglaive you have constructed.

Preternatural Defense

At 6th level your bond with your starglaive is so instinctive that missile deflection does not require a conscious choice. You add your proficiency bonus to your AC against ranged attacks as long as you are wielding a starglaive and are able to make attacks with it.

Starglaive



Weapon, rare (requires attunement; cost 10,000 credits)

Crafting Components: psychic crystal, psyknight's Construct Starglaive feature

This customized hilt contains a specially attuned psychic crystal which fuses plasma and force energies into a deadly, superheated blade. A starglaive ignites from the hilt upon activation, shaped from fields of shimmering force energy and infused with vibrantly glowing plasma. The blade casts bright light in a 10 foot radius and dim light for another 10 feet. Dropping, throwing, or otherwise being disarmed of the starglaive immediately deactivates it (although some psyknights are able to learn techniques which allow them to throw an ignited starglaive). The color of a starglaive's blade is based on the damage type it inflicts.

Attunement. Due to the many intense energies surging through a starglaive, and the inherent dangerousness of the weapon, a creature not attuned to a starglaive has disadvantage on all attack rolls using this weapon. Only creatures with 3 or more psyknight levels may attune to a starglaive.

Properties. The starglaive is a medium blade and does 1d12 damage of the type selected when you constructed the weapon, has the defensive (medium), parrying, and finesse properties, and weighs 1 lb. Attacks made with a starglaive ignore the parrying property of melee weapons that don't have an energy augment.

Cutting. A starglaive blade can cut through metal, rock, or other heavy duty material up to 2 feet thick at a rate of 2 feet per round.

Damage Type	Starglaive Color
Cold	Blue
Fire	Red
Force	Yellow
Necrotic	Green
Radiant	White

Starglaive Variants

In addition to blades, starglaives also come in maul and polearm variants. These variants replace the starglaive's cutting ability with the following.

Mauls. A starglaive maul has the breaker property.

Polearms. Starglaive polearms have the two-handed and reach properties.

Greater Starglaives

Some starglaives are greater than others. These legendary weapons grant a bonus to attack and damage rolls.

Starglaive	Rarity	Bonus	Cost (cr)	Level Prerequisite*
Starglaive	Rare	–	10,000	Psyknight 3
Greater Starglaive	Rare	+1	15,000	Psyknight 7
Superior Starglaive	Very Rare	+2	19,500	Psyknight 11
Supreme Starglaive	Legendary	+3	24,000	Psyknight 15

** Crafting a greater starglaive requires a higher level pre-requisite than a standard starglaive. This prerequisite is also the minimum psyknight level needed to attune to the weapon.*



Focused Physiology

Starting at 9th level, your exertion cost to manifest psionic powers of level II and higher within the kinesthetic discipline is reduced by 1 point (minimum 1).

Overwhelming Presence

At 14th level, your power and reputation are such that your very presence on the field of battle is enough to inspire an enemy to surrender. Your Prestige rating increases by 1, and when you take an action to make an Intimidation or Persuasion check and offer a target enemy creature with a Challenge Rating lower than your psyknight level the opportunity to surrender, you can add your Prestige rating to the roll. On a success, the target surrenders or attempts to flee (Narrator's discretion). On a failure, the target neither surrenders nor flees, but if your Prestige rating is higher than theirs, they have disadvantage on attacks that target you. This feature does not affect creatures with an Intelligence score of less than 3, without self-awareness (such as certain constructs), or that are immune to psychic damage.

Soulknife

The soulknife uses psionics as a way to bridge the gaps between the mental, the physical, and the spiritual natures of the self. When you walk this path, you intuit ways to cut through the psychic walls people build around themselves and discover ways to leverage this vulnerability in yourself and others.

Soulknives are able to manifest psychic daggers, which are their weapon of choice.

Psychic Daggers

When you choose this archetype at 3rd level you gain the ability to use a bonus action to manifest up to two psychic daggers which require concentration to maintain. These psychic daggers deal 2d4 psychic damage, have the thrown (10/30) and dual-wielding properties, and you are proficient in their use. You use your Wisdom modifier for attack and damage rolls made with them. When wielding two psychic daggers, you can make a melee or ranged attack with the psychic dagger in your off-hand as a bonus action, including as part of the bonus action used to manifest your psychic daggers.

If you throw a psychic dagger, it reappears in your hand immediately after it hits or misses your target. The psychic daggers remain until you lose concentration.

Hidden Thoughts

Also at 3rd level, you control your emotional expressions and Insight checks made against you suffer disadvantage.

Agile Psionics

At 6th level, you gain proficiency with the Mist and Shade combat tradition and learn the Deceptive Stance which does not count against your number of maneuvers known.

Piercing Soul

Beginning at 9th level, once between rests when you hit a creature with a psychic dagger attack, you can use your reaction to strike directly at the creature's psyche instead of dealing damage. The target makes a Constitution saving throw against your psionics save DC, suffering your choice of one of the following conditions until the end of your next turn on a failure: confused, frightened (with you as the source of their fear), rattled, or slowed. On a successful save, the creature is immune to this effect for 24 hours.

Twist of Fate

At 14th level you have learned to pair your mental and physical prowess to achieve your goals. Choose one sentient creature within melee or ranged distance of your psychic daggers. As an action you can make a Sleight of Hand check against the target's passive Perception. On a failure, your attempt misses, but the target remains unaware of the attempt. On a success, you hit the target with your psychic dagger. Instead of damage, you instead manifest one of the following effects:

Critical Coma. You hit and deal damage with both of your psychic daggers. If the target survives and the damage done is equal to or greater than the target's Wisdom score, it falls asleep. Otherwise, it is rattled until the beginning of its next turn. Slumbering creatures stay asleep for 1 minute unless it takes damage or someone uses an action to physically wake it.

Falsified Memory. You implant one false memory into the target's mind. The target believes this memory to be true for 1d6 days unless its memory is psychically restored. During this time, they suffer the bewildered short-term mental stress effect. After completing a long rest at a haven, the target can make an Intelligence saving throw against your psionics save DC to remove the bewildered effect early and recognize the memory as false.

Profound Fear. The target develops an irrational fear of an item, creature, or sound of your choice. This fear counts as the phobia long-term mental stress effect and lasts for 1d6 days or until it is relieved by psychic means, whichever comes first. After completing a long rest at a haven, the target can make an Wisdom saving throw against your psionics save DC to remove the phobia effect early.



Stolen Secrets. You delve into the target's thoughts and discover secrets they would otherwise keep hidden. The target remains unaware that you accessed these thoughts for 1d6 days, after which time it remembers the intrusion and knows you are the source of the effect.

Unfathomed Thoughts. The target is stunned until the beginning of your next turn as it becomes lost in contemplation of all the deep mysteries of life.

Scientist

- *"Captain," utters the insectoid keridani in officer uniform, scarcely taking their large luminous eyes from the control panel. "You will be glad to know that refueling and repair operations are 3% ahead of schedule. That said, I have a disturbing report based on certain observations by our crew upon this space station. And I have a hypothesis to explain the phenomenon."*
- *The doctor uses her drone to safely take a sample of her sedated patient's wound, and slides the sample into the analyzer. Waiting for the results, she reflects on the case. What could cause this planet's colonists to fall so ill? Is it some unknown lifeform? Could it have to do with the planet's irregular gravity? And what about those ancient monoliths?*
- *A cybernetically enhanced human crawls through a maze of wires and whirring heavy machinery deep inside the spacecraft. Finally in position, he pulls open the face of an intentionally obscure computer terminal and begins typing. The emergency announcement blares again overhead: SELF DESTRUCT SEQUENCE ENGAGED, OPTION TO ABORT EXPIRES IN 54 SECONDS. Undaunted, he smirks. "Easy. That gives me a full six seconds to spare."*



Outer space is a fundamentally inhospitable realm, and knowledge is the tool for avoiding and overcoming its dangers. Among voidrunners, scientists are indispensable members of the team whose education and technical knowledge create means for the team to survive and triumph. Scientists are deeply learned people, no matter their background or formal education level.

Framers of the Cosmos

Science and empirical data—not myth, superstition, or propaganda—was the power that brought people to the stars. It is the discipline of looking at reality and using methods of investigation to discern the hidden shape of nature's truth, and the vast body of knowledge derived from the scientific process over the ages is incalculably vast. And precious though the accumulated knowledge is, it remains subject to question and re-examination upon every new discovery. In the profound depths of space, even the most humble voidrunner mercenaries might encounter phenomena that could rewrite scientific history.

Creating a Scientist

Knowledge is power, and it is not distributed lightly. Although science is a part of standard education in most societies, not everybody has the interest, opportunity, and skill to climb the academic ladder. As a scientist, what is your interest in your studies, and what afforded you the opportunity to learn? Maybe you were an

exchange student who learned theoretical physics on a distant planet. Or did you grow up on a space station where everyday survival was more than equal to university education? Perhaps you have an extraordinary origin—such as a robot with pre-uploaded knowledge, an alien with centuries of personal experimentation, or a human from the other side of a dimensional rift.

When selecting your archetype, consider how your vocation as a scientist meets with your upbringing. How do these in turn affect your ideology? An affluent person groomed for their role as a college professor would likely be an Expert, but as a person, they could be insular and greedy or curious and empathetic. No two scientists are the same—if they were, science would never advance.

Table: Scientist

Level	Proficiency Bonus	Features	Praxes Known
1st	2	Scientist Archetype, Encyclopedic Knowledge, Scientific Praxis, Scrutiny	2
2nd	2	Archetype Feature	3
3rd	2	Academic Standing	4
4th	2	Ability Score Improvement	5
5th	3	—	6
6th	3	Archetype Feature	7
7th	3	Scientific Leadership	8
8th	3	Ability Score Improvement, Archetype Feature	9
9th	4	Scientific Achievement	10
10th	4	Archetype Feature	11
11th	4	—	12
12th	4	Ability Score Improvement	13
13th	5	—	14
14th	5	Archetype Feature	15
15th	5	Glimpse of Infinity	16
16th	5	Ability Score Improvement	17
17th	6	—	18
18th	6	—	19
19th	6	Ability Score Improvement	20
20th	6	Galactic Genius	21

Class Features

As a scientist, you gain the following class features.

Hit Points

Hit Dice: 1d6 per scientist level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per scientist level after 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons

Tools: Computers, multi-scanner, space vehicles, plus one other tool

Saving Throws: Intelligence, Wisdom

Skills: Science, plus three from Animal Handling, Arcana, Culture, Engineering, History, Insight, Investigation, Medicine, Nature, and Religion

Equipment

You begin the game with 200 credits which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Field Researcher Kit (cost 160 credits):** Personal communicator, Personal Computing Device, duffle bag, notebook, zero-g pen, first aid kit (15 uses), antiseptic (5 uses), pistol (20 rounds of ammunition), leather armor
- **Frontline Specialist Kit (cost 191 credits):** Personal communicator, tactical clothing, tactical case, multitool, rifle (20 rounds of ammunition), riot armor
- **Laboratory Technician Kit (cost 185 credits):** Personal communicator, Personal Computing Device, backpack, TK gauntlet, jolt pistol (20 rounds of ammunition), canvas armor

Encyclopedic Knowledge

At 1st-level you gain an expertise die on all Science checks and for you expertise dice in the Science skill can be upgraded to d12, exceeding the usual limit on expertise dice. In addition to your personal wealth of information, you also know how to quickly scour digital databases to find whatever answer you might need. When you make a skill check related to scientific knowledge (such as those made to identify a lifeform, natural phenomenon, or technology) and you have access to a computer network, you can supplement your knowledge with the computer's database as an action. When you do, you treat a d20 roll of 9 or lower as a 10.

Scientist Archetype

Each scientist is inherently diverse in their own body of knowledge, yet among voidrunning scientists there are common career paths and skills. At 1st level, you choose a scientific archetype. This choice represents your specialized skill base, including how you combine scientific knowledge and the social world around you. Your archetype grants you features at 1st level and again at 2nd, 6th, 10th, and 14th level.

Praxes

At 1st level, you have a particular means of putting your theories into practice as you discover new theories or build new inventions. Your praxes options are detailed at the end of the class description. When you gain scientist levels, you gain additional praxes of your choice, as shown in the "Praxes Known" column of the Scientist table. If you should gain bonus praxes, they do not count against your Praxes Known.

Intelligence is the ability for your scientific praxis features. You use your Intelligence whenever a praxis refers to your scientific ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a scientist feature and when making an attack roll using the Science skill.

Science save DC =
8 + your proficiency bonus + your Intelligence modifier

Science attack modifier =
your proficiency bonus + your Intelligence modifier

Tools of Science

Scientists use a wide variety of high-end technology and techniques to supplement both their research and their needs as voidrunners.

You access your praxes using your tools of science, such as a medical pouch, hacking tools, or engineer's toolbox, which are defined by your archetype. You gain proficiency in those tools. Your tools also include expendable resources which can limit the frequency with which you use certain features. If you become separated from your gear, your praxes are ineffective or unable to be used. Your features are restored to normal once you retrieve or replace your tools.

Scrutinize

At 1st level, you can apply your deep cunning to analyze enemy weaknesses. You can use a bonus action to critically assess a target you can see within 30 feet (or in space combat, within firing range of your spacecraft). When you do, you learn of any vulnerabilities that creature has.

Additionally, you can identify a specific weakness and choose one damage type. Damage of the chosen type dealt against the target increases by an amount equal to your proficiency bonus for 1 minute.

Your range for this feature increases by 30 feet at 6th, 11th, and 16th level. At 20th level your range is limited only by sight.

You have one use of this feature, gaining a second at 11th level. You regain all spent uses whenever you finish a short or long rest.

Additionally, you may always use your Intelligence modifier instead of Strength or Dexterity on attack and damage rolls with weapons in which you are proficient.

Academic Standing

At 3rd level, you complete the final stages of your academic training. Choose one of the following features:

Doctor of Science

You have a degree (or the equivalent) from a prestigious university or other institution certifying that you have both mastered and advanced your academic field. You gain a title that reflects your erudition, such as "doctor" or a similar term from the culture that educated

you. Presentation of your degree (such as on the wall in your office or a digital copy attached to your resume) may compel certain people of neutral disposition to better trust your discretion, judgment, and professional opinion. Your Prestige score increases by 1 rank, and you gain an expertise die on all Science checks.

Officer's Academy

You got your education by virtue of your proximity to a military force, where learning is not for its own sake but for the sake of the security of your people. You have a military rank and title (unless you have retired from service), potentially opening doors that would not be available to a civilian. You gain proficiency with Insight. You also gain an expertise die on opposed rolls against Intimidation checks and saves made to resist fear effects.

Renegade Innovator

Creation and discovery are more important to you than anything else, such as law, decorum, and even your personal health. During a long rest, you can use tools for crafting instead of sleeping and still receive the full benefits of the long rest. Your raw demeanor resulting from your many sleepless nights grants you an expertise die on Intimidation checks.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Scientific Leadership

Starting at 7th level, your impact in the scientific field becomes undeniable. Choose one of the following features.

Crew Efficiency

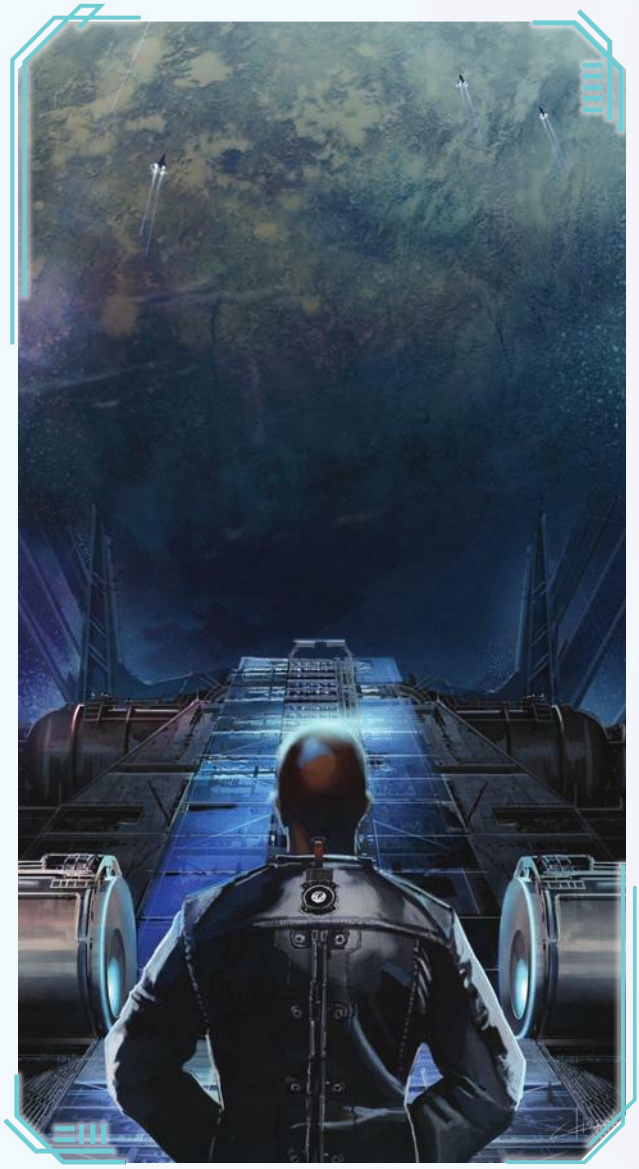
As a leader on your space vessel, the organization and discipline you promote among the crew helps ensure safety and camaraderie. You gain an expertise die on Intimidation checks. Crew members of your capital ship have advantage on saving throws and checks against critical malfunctions.

Loyal Interns

Your unique genius inspires a cohort of interns who are dedicated to learning under you, and they are willing to put in the work for their on-the-job education. You gain the service of an aspiring **scientist** or a number of **cadets** equal to your proficiency bonus. If one of these followers leaves your service, your mystique attracts replacements within one month.

Science Communicator

You regularly reach out to the public to share what you know, including recordings or transcripts of your lectures, reflections, and interviews. You gain an expertise die on Persuasion checks. Additionally, your Prestige score increases by 1 rank.



Scientific Achievement

At 9th level, you are granted a distinction from an important scientific group, political faction, or military force. Roll 1d6, choose, or work with the Narrator to determine the origin and nature of this distinction. As a recipient of that prize, your Prestige score increases by 1, and you gain 1,000 credits.

Furthermore, choose a skill related to this achievement. You gain proficiency in that skill and an expertise die on checks made with it. For you, expertise dice in the chosen skill can be upgraded to d12, exceeding the usual limit on expertise dice.

Awarding Faction

1	The Fleet.
2	Scientific research organization.
3	Famous charity.
4	Social media icon or news outlet.
5	Religious organization.
6	Criminal organization.

Achievement

1	Physics or Chemistry.
2	Biology or Medicine.
3	Information Technology or Cybernetics.
4	Peacemaking or Social Justice.
5	Courage or Public Service.
6	"Person of the Year."

Prize

1	Trophy of gold, platinum, or other precious substance.
2	Medal, insignia, or ribbon.
3	Portrait, bust, or statue.
4	University or hospital wing named after you.
5	Honorary doctoral degree.
6	Honorary title of nobility.

Glimpse of Infinity

At 15th level, at the risk of sounding somewhat unscientific, your deep experiences in science grant you insights some might call "mystical"—and you put them to logical use. Choose one of the following.

Alien Resonance

When communicating with a creature with which you share neither a language nor a creature type, you have advantage on Charisma checks made against that creature.

Intuit Probability

Equations of chaos and cosmic probability stream constantly through your mind. Three times between long rests, you can assess the likely results of a specific course of action that you intend to take within the next 30 minutes. The Narrator chooses from the following:

- Favorable (good results likely)
- Unfavorable (bad results likely)
- Costly (both good and bad results likely)
- Inconsequential (results that aren't especially good or bad)

This calculation does not account for possible circumstances that could change the outcome, such as making additional preparations.

Radical Interdisciplinarian

At your stage in learning, each new lesson informs the next, creating in you a cascading chain of expertise. You gain a number of additional skill specialties equal to your proficiency bonus, and an additional new specialty whenever your proficiency bonus increases.

Galactic Genius

At 20th level, your knowledge of the universe is unparalleled. You become proficient in all scientist class skills and you gain advantage whenever you use those skills. If you are already proficient in a skill, instead you gain a speciality in that skill.

Additionally you can apply your brilliance to any problem and use your Intelligence ability modifier whenever you would normally use a different ability score to make an ability check or saving throw.

Scientific Praxes

If a praxis has prerequisites, you must meet them to learn it. You can learn the praxis at the same time that you meet its prerequisites. A level prerequisite refers to your scientist level.

Items produced as a result of a scientific praxis are non-standard and cannot be sold or transferred to other creatures unless otherwise specified, and cease working in the hands of anybody other than yourself.

Anti-Surveillance Ward

Prerequisite: 5th level

Once between long rests, you can ward one Large or smaller target against detection by devices for 8 hours. This creature has advantage on Stealth checks made against Constructs, and does not trigger alarms. On digital recordings and live streams, this creature is nearly invisible except for faint visual static of their general shape. Any noise they make is also replaced by static.

Applied Bioscience

Prerequisite: 6th level

You have a device that employs both radiation and nutrient-dense nanites to enable plants to grow at an unnatural speed. You can set the device to emit its payload immediately, or for a prolonged period for a long-term benefit.

You can use an action to cause all plants within 100 feet of a point you can see to grow suddenly. Vegetation in the area immediately becomes thick and overgrown. Every foot of movement a creature takes within this area costs 2 extra feet. Plant creatures instead gain temporary hit points equal to 3 × your scientist level.

Alternatively, you can monitor the device as it safely irradiates all plants in a half-mile radius over the course of 8 hours. The affected plants yield double their crop for 1 year.

You can use this praxis once between long rests.

Applied Pharmacology

You know what materials can be repurposed to quickly synthesize a wide variety of medicine, drugs, and other healthcare needs. Over the course of 1 minute, you can create one of the following items:

antiseptic (1 use)	immune booster
anti-g cocktail	quicksober patch
anti-inhibitive	reflex enhancer
anti-rad	smelling salts
anxiety medication	steroid
ear plugs	stimulant
first aid kit (1 use)	universal airhypo
focusing agent	

At 4th level, you can also make nano-bandage, gullibility serum, truth serum, and styx. At 6th level, you can also make synthetic adrenaline.

Items produced in this way lose effectiveness after 1 hour. You can use this feature to create a number of items equal to your proficiency bonus and regain all expended uses when you finish a short or long rest.

Applied Social Sciences

You gain proficiency and an expertise die with two skills from the following: Culture, Deception, Intimidation, Insight, or Persuasion.

Acceleration Dampener

Prerequisite: 8th level

You have a vial of unguent which protectively reduces acceleration. Once between long rests as an action, you can apply it to a willing creature within reach. For 10 minutes, the target gains resistance to nonmagical and nonpsionic bludgeoning, piercing, and slashing damage, and its speed is reduced by 10 feet.

Chroniton Grenade

Prerequisite: 6th level

You have a chroniton grenade, whose explosion slows the flow of time in that area. You can use it once between long rests.

You can deploy the grenade as an action, throwing it up to 30 feet, after which it explodes in a 10 foot radius sphere. Creatures and devices in the explosion radius make Constitution saving throws against your Science save DC. On a successful saving throw, a target is rattled until the end of its next turn. On a failure, the target becomes slowed for 1 minute. At the end of each of its turns, a slowed target repeats the saving throw to end the effect on it.

Alternatively, as an action you can cause the grenade to implode, increasing the flow of time for a single creature in your line of effect within 30 feet. For 1 minute, the target's Speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains one additional action on each of its turns. This action can be used to make a single weapon attack, or to take the Dash, Disengage, Hide, or Use an Object action. Such an effect is taxing, however. At the end of the duration, the target can't use movement or take actions until after its next turn.

Cloaking Device

Prerequisite: 4th level

Once between long rests, you can deploy an experimental device to hide a creature from view. As an action, you cloak one creature you touch with a fragile device, turning it invisible. Anything the target is carrying or wearing is invisible as long as it remains in the target's possession. The device functions for 30 minutes, but malfunctions if the target attacks or uses a psionic power, ending the invisibility early.

Custom Blaster

You have a weapon you've personally crafted, an energy blaster. This weapon uses the same statistics as a blaster except its range is doubled, it does force damage, and it requires no ammunition. You are proficient with it while you wield it.

As a bonus action, you can change its damage type to be cold, fire, or lightning, and you can change it back to force as another action.



Devise Contraption

You know how to quickly turn extraneous materials into high-tech marvels. As a bonus action, you can create one of the following items:

chemical detector	Geiger counter
chemical light stick	spray adhesive
cryospray	spray paint (1 use)
duct tape (30 feet)	zero-friction lubricant
flashlight	

Items produced in this way lose effectiveness after 1 hour. You can use this feature to create a number of items equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Efficient Storage

You create a duffle bag or other similarly-sized container lined with mysterious materials, bigger on the inside than on the outside, increasing its capacity without much affecting its size or weight. This container can store 500 pounds or 10 cubic feet of material, and it never weighs more than 16 lbs.

This experimental container malfunctions after 1 hour of use by another creature. Replacing this item requires another container and 50 credits of materials.

Emergency Biome

Prerequisite: 5th level

You have one emergency biome, stored in a pressurized smart capsule nearly the size of a coin. You can use it once between long rests, and preparing each use consumes 200 credits of materials.

Deploying the emergency biome capsule takes 1 minute. Once deployed, the capsule emits a 10-foot radius hemisphere of immobile protective force. Creatures you designate can pass through the dome, although external atmospheric conditions and radiation (other than visible light) do not. It is proofed for use against a hard vacuum. The capsule fills that hemisphere with the atmospheric conditions you designate (such as the air, temperature, and humidity of a pleasant day on your homeworld). This dome can fit up to 10 Medium creatures inside, provides shelter, and can be used as a safe haven. The dome is transparent from the inside, but it can't be seen through from the outside and is the color of your choice. The interior is dimly lit, and you can turn the light off or on during your turn without using an action. This device fails if more than 10 Medium creatures occupy it.

Energetic Shielding

Prerequisite: 3rd level

As part of a long rest, designate a number of spacecraft or devices equal to your proficiency modifier. You must spend at least an hour with these targets as part of the long rest. The designated targets gain resistance to a damage type you choose, which lasts for 24 hours.

At 11th level, your designated targets have advantage on saving throws against space hazards, saving throws against malfunctions, and checks related to navigation.

Energized Blaster

Prerequisite: 5th level, Custom Blaster praxis

You can attack with your Custom Blaster twice, instead of once, whenever you take the Attack action on your turn.

Escape Beam

Prerequisite: 11th level

Once between long rests, as an action you can teleport yourself back to the deck of a spaceship you have crewed in the last 48 hours. You can bring up to 5 willing creatures within reach. The destination spaceship must be in the same star system as you.

Experimental Teleporter

Prerequisite: 8th level

Once between long rests, you can use an experimental teleportation device. You can use it as an action to teleport to any location you can visualize or designate within 500 feet. You can bring along another creature of your size or smaller, plus anything you two carry up to your carrying capacity. If you would arrive in an occupied space the effect fails, and you and any creature with you each take 4d6 force damage.

Extended Scan

When you use a multi-scanner, its range increases to 30 feet.

At 5th level, its range increases to 50 feet, and at 10th level it increases to 100 feet.

Fabrication Device

Prerequisite: 7th level

As long as you have access to a science bay or field laboratory, once between long rests you can spend one hour to create any item worth 50 credits or less.

At 11th level, you can also fabricate healthy meals. Once between long rests, you can fabricate a number of Supply equal to twice your proficiency modifier.

At 15th level, a creature who consumes one of these Supply as part of their long rest during the next 6 hours has the following benefits, which last for 24 hours:
Advantage on Constitution saving throws.

Resistance against damage from poison, disease, and radiation.

The creature's hit point maximum increases by 2d10.

Financial Exploit

Prerequisite: 13th level

Your finances are organized to exploit the same economic loopholes as used by the ultra wealthy. Each week, a large sum of money is credited to one of your digital wallets accessible through your devices.

This sum varies depending on your scientist level. Add your scientist level to your Intelligence modifier and multiply the total by the amount shown in Table: Financial Exploit. For example, if you are 14th level, and have an Intelligence modifier of +2, you would multiply 100 credits by 16, earning 1,600 credits per week.

Table: Financial Exploit

LEVEL	MULTIPLIER
13th	100 credits
17th	1,000 credits

Whenever the total wealth you have amassed using this feature exceeds 50,000 credits, market fluctuations wipe it out, resetting the total to zero unless you have already spent it.

Flight Plan

Prerequisite: 15th level

You have a semi-automated starfighter that tracks your location from orbit. You may select any starfighter that costs 1,200 credits or less for this feature. Once between long rests you can command the on-board AI to extract you from a location you designate within 5 miles of your current location. The starfighter arrives as soon as it can, usually in about 30 minutes. Repairing or rebuilding your spacecraft takes the same amount of time as normal, but at no cost to you.

Geographic Spectrometer

Prerequisite: 3rd level

Once between long rests, you can deploy a satellite spectrometer to get a readout of your local area, up to a 5 mile radius. The satellite sends to your devices a topographical map of your area, as well as a spectrometer analysis of the area, detailing near surface-level deposits of valuable resources (water, minerals, gasses, etc.).

At 11th level, the area scanned is a 50 mile radius and includes information on major lifeforms in the area, as well as mineral deposits up to 5 miles beneath the surface. At 19th level, this effect scans the entire planet you're on, and includes information on key civilizations and landmarks.

Grenade Enthusiast

All voidrunners should know about the hazardous materials common to their trade—and their reaction to open flame. Over the course of 1 minute, you can use this feature to create one grenade, mine, or remote detonator. Items produced in this way lose effectiveness after 1 hour.

You can use this feature to create a number of items equal to your proficiency bonus and regain all expended uses when you finish a short or long rest.

Jet Pack

Prerequisite: 10th level

You develop or obtain a standard jetpack. If it is lost or stolen, it malfunctions within 24 hours and turns to useless scrap. You are able to replace a lost, stolen, or damaged jetpack using raw materials whenever you finish a long rest.

Interplanetary Mutagen

Prerequisite: 4th level

You have a dose of mutagen, which you can further modify on the spot to help your fellow voidrunners. Once between long rests, you can inject the mutagen as an action to a willing creature of the humanoid or beast type within reach, causing one of the following effects for 30 minutes:



- ***Amphibian.*** The target can breathe underwater normally and gains a swimming speed equal to its base Speed.
- ***Atmospheric Adaptation.*** The target becomes adapted to the present environmental conditions (temperature, atmospheric composition, pressure, etc.) To use this option, there must be a humanoid or beast naturally adapted to this environment (such as a native to that planet or biome) within your reach.
- ***Natural Weapons.*** The target grows a biologically enhanced natural weapon, such as claws or teeth, with a +1 bonus to attack and damage. Its unarmed strikes with that natural weapon deal 1d6 bludgeoning, piercing, or slashing damage, as appropriate.
- ***Sturdy Hide.*** The target's AC increases by your Intelligence modifier (minimum 1). To use this option, you must be 8th level or higher.
- ***Wings.*** The target gains a fly speed equal to its base Speed. To use this option, you must be 10th level or higher.

Lab Assistant

Prerequisite: 9th level

You gain the service of a follower chosen from the following: engineer, medic, scientist, or hacker. If you lose this follower, you can replace them through this feature at 50% cost.

Main Engine Innovator

Prerequisite: 13th level

As part of a long rest, you can tune up one spacecraft you have access to. For the next 24 hours, the ship's impulse speed improves by one category, and if it is capable of FTL travel it's FTL speed is improved by 2.

Makeshift Forcefield

You have a small reserve of imperfect but useful forcefield projector devices. You have a number of these projectors equal to your proficiency bonus, and you replace any used ones when you complete a long rest. You can use a makeshift forcefield in one of two ways:

- As an action, you can deploy a projector on yourself or a creature within reach. The projector has 5 hit points and remains

deployed for 1 minute. When the target takes damage, the projector absorbs up to 5 points of damage, and is destroyed once its hit points are depleted. At the start of the target's turn, if the projector has any hit points remaining it is restored to 5 hit points.

- ✶ As a reaction when you are subject to an attack, you can deploy a projector to deflect sudden harm. Attacks (including the triggering attack) against you are made with disadvantage that lasts until the end of your next turn.

Mimic Nanites

Prerequisite: 10th level

You have control over a nanite swarm crafted from exotic matter. Once between long rests as an action, you can command the mimic nanites to take the form of a physical object no larger than a 5 foot cube, and with a value no more than 1,000 cr. You also direct the material for the nanites to mimic, which determines the duration of the effect.

Table: Mimic Nanites

MATERIAL	DURATION
Vegetable matter	1 day
Stone or crystal	12 hours
Precious metals	1 hour
Gems	10 minutes
Exotic matter	1 minute

Modify Armor

You gain proficiency with weapons and armor maintenance tools, or an expertise die with them if you are already proficient. Once between long rests, you can spend one hour to apply coating to a set of armor or to recoat it (See Chapter 3: Equipment).

Starting at 4th level, you create auxiliary armor mods designed for adaptability and ease of use. You have a total number of auxiliary armor mods equal to your proficiency modifier, and as part of a short or long rest you can install or uninstall any of them on armor you touch. An installed auxiliary armor mod malfunctions and dislodges itself from the mod port after 24 hours unless you perform maintenance on it as part of a long rest. The mods available are limited by your scientist level, as shown below.

LEVEL	AVAILABLE MODS
4+	Biosensors, advanced cold shielding, drone port (sans drone), first aid kit, grappling hook, ground anchors, hazmat shielding, advanced heat shielding, integrated tool (sans tool), personal jammer, mindshielding, pocket, recharge port, repair kit, secondary armor plating, weapon hatch (sans weapon), advanced weapon hatch (sans weapon)
6+	Glider wings, mass jammer, kinetic assistance, recon apparatus, environmental recycling, nightvision goggles
8+	Jetpack, power claw

Modify Weaponry

You gain proficiency with weapons and armor maintenance tools, or an expertise die with them if you are already proficient. Once between long rests, you can spend one hour to retrofit a weapon, permanently adding or replacing a weapon augment (See Chapter 3: Equipment). Once a weapon has a number of augments equal to your proficiency bonus, you can add no more to it.

Starting at 4th level, once between long rests, you can spend 1 minute to improve 10 pieces of unattended firearm or spacefighter ammunition. That ammunition gains a +1 bonus to attack and damage rolls, and you can change the damage type dealt with that ammunition to any type. This benefit ends after 24 hours.

At 8th level, your modified ammunition improves to a +2 bonus to attack and damage rolls. At 12th level, your modified ammunition improves to a +3 bonus to attack and damage rolls.

Multimodal Analysis

Your insight is good on its own, and with the help of high-end computers, few mysteries are outside your reach. You gain proficiency with Investigation. When you make a skill check to examine materials, samples, or other forms of evidence in a field laboratory or a science bay, you treat a d20 roll of 14 or lower as a 15.

At 9th level, you automatically learn any cultural or mythological information related to materials you examine in a field laboratory or science bay, as well as the basic functioning of most technology. Analysis of extremely esoteric technology may yield incomplete or encrypted information.

Orbital Artillery

Prerequisite: 14th level

You enjoy cover fire provided by an ally in orbit, such as a satellite station directing hijacked asteroids or a ship's main gun. Your artillery has 4 shots, which recharge when you complete a long rest. As an action, you can launch up to all remaining shots, directing the target square for each within 120 feet. Each creature within 10 feet of a target square makes a Dexterity saving throw against your science save DC, taking 6d6 fire damage and 6d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in more than one area of effect is only affected by one impact.

At 16th level, the damage improves to 10d6 fire and 10d6 bludgeoning. Each shot produces a 20-foot radius sphere.

At 18th level, the damage improves to 14d6 fire and 14d6 bludgeoning. Each shot produces a 40-foot radius sphere and your range increases to 1 mile (or in space combat, within the same star system).

Portal Gun

Prerequisite: 15th level

You develop a gateway projection device (See Chapter 3: Equipment). If it is lost or stolen, it malfunctions within 24 hours and turns to useless scrap.

Recharge

Prerequisite: 18th level

Once between long rests, you can use this praxis to regain one use of an expended praxis.

Remote Comms

Once between long rests, you can spend 1 minute to create a distress beacon.

Also, while you have access to your tools of science, you can spend 1 hour establishing a remote comms station. The remote comms station is a Tiny-sized device that targets one location you know in the same star system, such as a planetary capital, lunar base, or known spacecraft. Distress beacons and other devices within 10 feet of your remote comms station can communicate with the target's reception devices, even if communications are otherwise lost or backed out.

Resilient Forcefield

Prerequisite: 8th level

Once between long rests, you can use an action to project a spherical forcefield around a target within 30 feet (or in space combat, within 1 combat zone). Unwilling or enemy targets can make a Dexterity saving throw against your Science save DC to negate the effect.

The forcefield lasts for 1 minute, during which time the target's speed is halved. The forcefield can be destroyed without harming anyone inside by being dealt at least 15 force damage at once. It can also be hacked. Other attacks and effects do not pass in or out. The forcefield is immune to all damage besides force, it is proofed against hard vacuum, and atmospheric effects do not enter.

Spatial Instability Beacon

Prerequisite: 6th level

You have a curious badge infused with exotic matter, which allows you to slip through the cracks in space-time. As a bonus action, you can use this item to teleport to an unoccupied space you can see within 30 feet. You can use this item a number of times between long rests equal to your proficiency bonus. Its enigmatic qualities prevent it from being lost or stolen.

Spectral Storage

Prerequisite: 7th level

You have a storage crate with a volume of 12 cubic feet wedged in a convenient extradimensional space. You can bring forth your spectral crate as an action in an unoccupied space within reach. You can safely store the crate back in extradimensional space when you touch it as an action.

Surveillance Drone

Prerequisite: 7th level, Utility Drone Helper praxis

Your **utility drone** is proficient in Stealth. Once between long rests when you deploy your handy drone, you can activate a cloaking function. When deployed in this way, it gains temporary hit points equal to your scientist level + your Intelligence modifier. This invisibility lasts for 1 hour, and ends early if the drone attacks or if it runs out of temporary hit points.

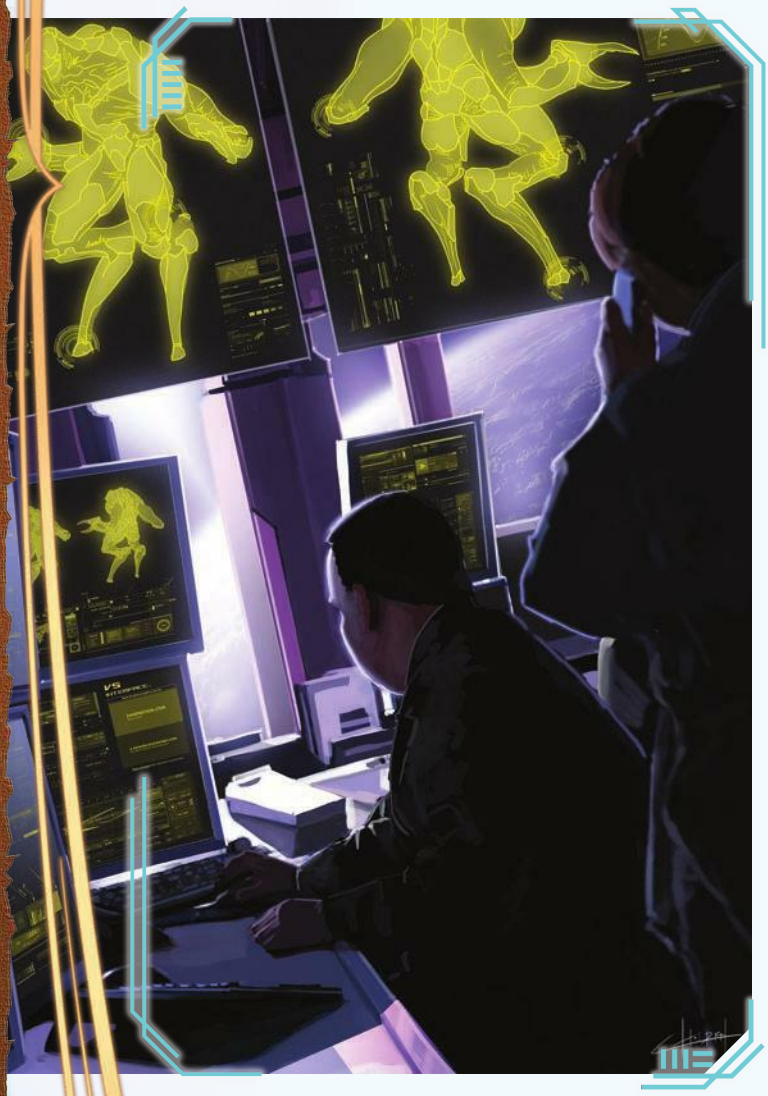
Surveillance Technician

Prerequisite: 3rd level

You know how to support intelligence operations with just-in-time inventions. Once between short or long rests, you can create one of the following items over the course of 1 minute:

Binocular	Bug detector
Gas mask	Grapple gun
Hacking tools	Handcuffs
Nightvision goggles	Portable x-ray scanner
Range earmuffs	Signal jammer
Tracer	

Items produced in this way lose effectiveness after 5 hours.



Truth Serum

This injectable serum unlocks and untethers the mind. A creature makes a Constitution saving throw against your Science save DC when it is subjected to the serum, and on a failure it becomes poisoned. While poisoned in this way a creature cannot knowingly lie.

Form a countdown dice pool equal to your proficiency bonus. Each time the target is forced to answer a question truthfully, roll the countdown dice pool and remove any dice which result in a 6. When the pool is depleted, the truth serum wears off. If the pool is not depleted, the serum wears off after 10 minutes.

A target who has been affected by truth serum cannot be affected again until after they have finished a long rest.

Universal Translator

Prerequisite: 5th level

One of your devices is synched to a galactic language database, giving you access to over 1 million forms of aural and visual language. The device translates most any language you could see or hear into the spoken or written language of your choosing, such as your mother tongue. As a bonus action, the device can coach you on how to say, write, or sign your desired message in another language. The device works on most languages, but hidden or secret languages (such as Druidic, Thieves' Cant, and certain rare dialects) cannot be translated.

You can also let another creature borrow the device for up to 1 hour. If this device is lost or stolen, it de-syncs from the translation server.

Utility Drone Helper

You have the service of a **utility drone**, a robot you command with voice control or through one of your devices. Your drone normally hides amidst your gear, but you can deploy it as an action. In combat it takes its turn immediately after you. It follows your verbal directions with no action required, but commanding it to attack uses your action and its reaction.

Repairing your drone is free if you have access to its remains and your tools of science over the course of a long rest. Otherwise, the materials to replace your drone cost 25 credits. If its signal is ever jammed, your drone does its best to return to your last known location.

Scientist Archetypes

Science touches every facet of space travel, and voidrunning scientists enjoy deploying a wide variety of technology on their missions. That said, there are certain roles desired for scientists to be able to fulfill on space voyages. A scientist may deeply identify with the archetype they choose, or they might only present as a member of that role while on a space adventure.

Engineer

Engineers are builders, inventors, technicians, and machinists of every stripe. They live to create (and destroy) with their own hands. Military organizations often deploy their engineers with strike crews to build forward operation camps, and many voidrunner crews would be lost without the expertise of whoever runs their ship's engines. Other engineers might represent homegrown inventors, cybernetic implant enthusiasts, and space colonists hardened by severe living conditions.

Metallurgist's Mettle

At 1st level, you are more hardy and tenacious than the average scientist. Your scientist hit points change to the following:

Hit Dice: 1d8 per scientist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scientist level after 1st

You also gain the following proficiencies and features:

- You gain proficiency in medium armor and three martial weapons of your choice
- You gain proficiency in Engineering and an expertise die on all Engineering checks
- You gain an expertise die on checks using an engineer's toolbox.
- Expertise dice on Engineering checks and your tool of science can be upgraded from d8 to d12, exceeding the usual limit on expertise dice.

Tools of Science

Additionally at 1st level you gain an engineer's toolbox which is your tool of science.

Analytical Attack

Also at 1st level you can use an action to make an attack against a creature with the construct type. The attack is made as normal with a a weapon which you are wielding, but does no damage. The target must make a Constitution saving throw against your maneuver DC or gain your choice of the blinded, deafened, or slowed condition until the end of its next turn.

Alternatively, you can choose to inflict the charmed, confused, or restrained condition, but the target makes its saving throw with advantage.

Miracle Worker

At 2nd level, if you can fix it, you can fix it with your engineer's toolbox. You can use an engineer's toolbox in lieu of any tool with which you're proficient for the purposes of making repairs, and using it in this way does not incur the normal penalties.

You can also undertake repairs at breakneck speed. On each of your turns, you can use a bonus action to use a tool you are proficient with in a way that normally requires an action. When you spend 1 minute or longer to craft, repair, or dismantle an item or vehicle using one of your proficient tools, the total time it takes you is reduced by half.



Field Deployment

At 6th level, you can prepare a little something special for your adventures. Choose one of the following options.

Deploy Automaton. Once between long rests, when you have access to your gear, you can spend 1 minute to deploy a robot of a variety of your choice (Chapter 8: Alien Bestiary). Your robot appears in an unoccupied space adjacent to you. It is active for 1 minute, after which it returns to sleep mode and stores itself in your gear. Whenever you finish a long rest, any hit points lost by your robot are restored. While active, its AI is limited, and unless directed it uses its turn to take the Dodge action.

You can command the robot using voice control or one of your devices with no action required, which it follows to the best of its ability until the task is completed or you issue a new command. Any saving throws caused by your robot utilize your science save DC and your robot gains a bonus to its attack and damage rolls equal to your Intelligence modifier. If your robot is lost or destroyed, you can create a new one over the course of a long rest with 50 credits worth of replacement parts.

Hot-Swap. Once between long rests you can spend one minute to make adjustments to an energy weapon using your engineer's toolbox. Select a damage type from the following list: cold, fire, force, lightning, radiant, thunder. The weapon's damage type changes to that damage type for 1 hour.

After 1 hour, the weapon breaks and cannot be used until you have completed a long rest.

Emergency Fortifications

At 10th level, using your engineer's toolbox, you can provide additional protection for you and your allies. Choose one of the following options:

Carbon Lattice. You have a small army of nanites which can produce walls of carbon fiber lattice in moments. You can command your nanites as an action to instantly build a wall in an area you designate within 120 feet. Between long rests, your nanites can produce a total of up to 100 feet of carbon fiber lattice. Each 10-foot section of lattice is 6 inches thick, has 15 AC and 100 hit points. Reducing a panel to 0 hit points destroys it. The carbon fiber lattice is not proofed for use against a hard vacuum.

Personal Shielding. You can create a temporary personal forcefield. Spend one minute and choose one of the following damage types: cold, fire, force, lightning, radiant, thunder. A number of creatures within 60 feet of your choice which you can see up to your proficiency bonus gains resistance against that damage type for one hour.

Prototype Armor

At 14th level, you've pieced together a prototype for the next evolution in personal protective gear. You gain proficiency with heavy armor. You also have a set of prototype armor, which you have pieced together bit by bit over your adventures. Prototype armor is heavy armor and has the statistics shown in Table: Prototype Armor.

Only you are proficient with this armor. If it lost, you can reconstruct a new set during a long rest, consuming 450 credits of materials.

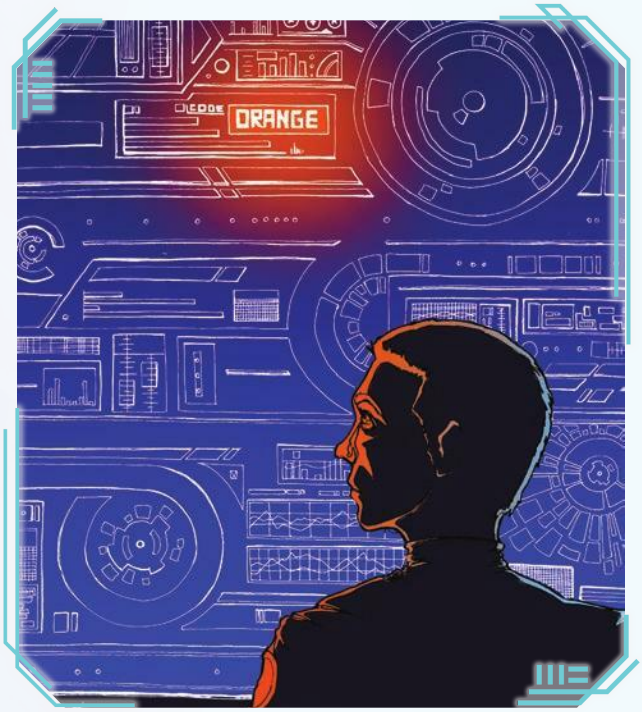
Strength. This armor grants you advantage on Strength checks and saving throws.

Expert

Experts are highly prized scientists whose unique expertise make them singular educators, researchers, and consultants. Experts are renowned for their knowledge, and each expert understands not only the cutting-edge of their field, but also possesses a broad education touching on many areas of science. Their endless study might dialogue two disparate fields of knowledge, or they might center on the universe's deepest questions. Experts frequently serve as science officers, using their breadth of knowledge to advise the ship administrators and devise action plans during emergencies or encounters with the unknown.

Table: Prototype Armor

TYPE	COST	WEIGHT	AC	MATERIAL PROPERTIES	STRENGTH REQUIREMENT	STEALTH PENALTY	REPAIRABILITY
Prototype Armor	—	90 lbs.	18	Spacefaring (8 mod ports), Strength	—	—	DC 15 tinker's tools



Expertise

At 1st level, you are extraordinarily versed in the sciences, both generally and in your field of specialty. You gain the following features:

- You gain proficiency in one additional scientist class skill in which you are not already proficient.
- Additionally, you learn one additional Science skill specialty.

Tools of Science

Additionally at 1st level you gain a multi-scanner which is your tool of science.

Analytical Attack

Also at 1st level you can use an action to make an attack against a creature with your choice of the aberration, monstrosity, ooze, or plant type (chosen when you first gain this feature). The attack is made as normal with a a weapon which you are wielding, but does no damage. The target must make a Constitution saving throw against your maneuver DC or gain your choice of the blinded, deafened, or slowed condition until the end of its next turn.

Alternatively, you can choose to inflict the charmed, confused, or restrained condition, but the target makes its saving throw with advantage.

Proactive Advice

At 2nd level, you are more quick and efficient in offering relevant advice. You can use Scrutinize twice between short or long rests. At 11th level, you can do so a total of 4 times.

Additionally, you gain an additional speciality in a scientist class skill in which you are proficient.

Evasive Protocol

At 6th level, your assessment of enemy weaknesses includes strategy for avoiding dangers. When a creature deals the bonus damage against your Scrutinize target, that creature gains advantage on the next saving throw it makes before the start of its next turn.

Additionally, you become proficient in one scientist class skill in which you are not already proficient.

Assess Formidability

At 10th level, you become unusually proficient at detecting whether you are outmatched. When you use Scrutiny, you learn that target's resistances, damage immunities, and condition immunities. You also learn the target's challenge rating, hit point maximum and current hit point total.

Additionally, you gain an additional speciality in a scientist class skill in which you are proficient.

Critical Discovery

At 14th level, you impress upon your allies the value of being open to the unknown, which makes them all the more dangerous. When your allies attack the target of your Scrutinize feature, their critical hit range increases by 1 (to a maximum of 17–20).

Hacker

Hackers are scientists whose lifeblood is the digital world, be they data scientists, security programmers, viral content creators, or those who hijack their platforms. Creation, destruction, security, exploitation—these motifs fill the mind of a hacker, whose vocation involves the navigation of complex networks filled with anonymous actors. The psychology of anonymity leads many hackers to believe they are above the law, yet some hackers also serve major institutions to protect them—though whether these "white hat" hackers are loyal to the institution is another matter.

Digital Wolf

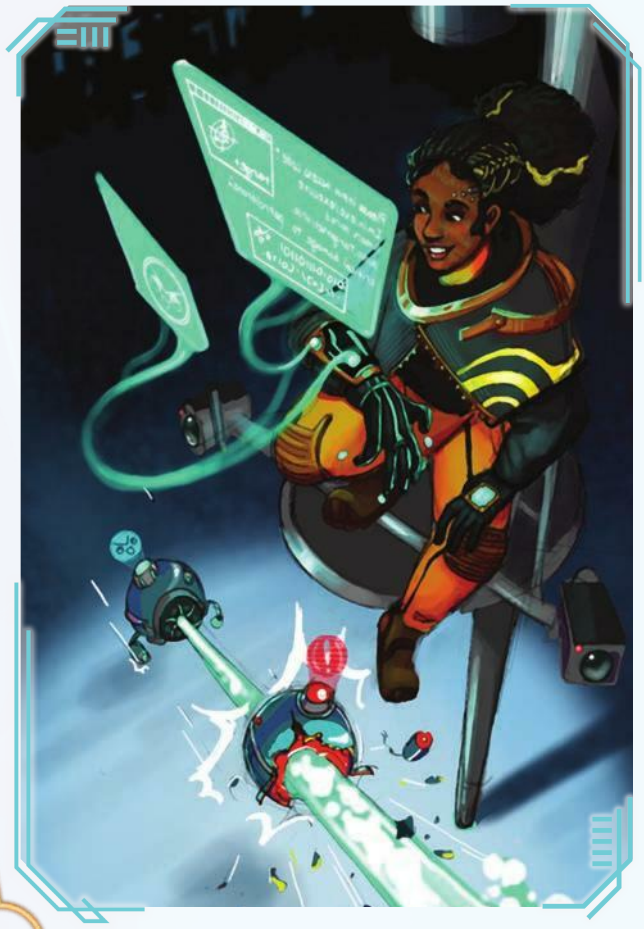
At 1st level, your computer becomes an extension of your very self-and your hacking tools all the more. You gain proficiency with computers and hacking tools and an expertise die on all computers or hacking tools checks. For you, expertise dice on computers checks and checks with hacking tools can be upgraded from d8 to d12, exceeding the usual limit on expertise dice.

Tools of Science

Additionally at 1st level you gain a hacking kit which is your tool of science.

Inner Reserve

At 2nd level, your hacking endurance leads you to bigger and better exploits. When you perform a hacking maneuver (see Chapter 4: Hacking), the hacking countdown pool is increased in size by your proficiency modifier. Once you have used this feature you cannot use it again until you finish a long or short rest.



All-Access

At 6th level, you can operate most any computer system with greater ease than even its administrators. You do not have disadvantage on hacking checks made using connections other than a direct connection.

Additionally, you can initiate hacking a device as a bonus action and hacking maneuvers use a bonus action instead of an action.

Brute Force Exploit

At 10th level, your overclocked gear simply overpowers your digital opponents. You make contested hacking checks with advantage.

Electronic Wizard

At 14th level, your automated hacks make you an army of one. Your hacking countdown pool bonus dice are now equal to twice your proficiency modifier.

Additionally, you can hack multiple systems simultaneously. Each system you hack simultaneously uses the same combined hacking countdown pool. When the pool is empty, your over-exerted gear is unable to cloak itself and you are locked out of all the networks you hacked simultaneously.

Inventor

Some scientists work outside the mainstream, devising new and innovative applications of technology. Often, these scientists are looked down upon by the scientific community and viewed as scoundrel at best, and as fools at worst. However, it is often only commercial success which separates such outsiders from those lauded and admired by their fellows.

I Made This

At 1st level, you gain an additional scientific praxis. Additionally, your Science save DC increases by 1.

Tools of Science

Additionally at 1st level you gain an engineer's toolbox which is your tool of science.

Analytical Attack

Also at 1st level you can use an action to make an attack against a creature with your choice of the construct, ooze, or plant type (chosen when you first gain this feature). The attack is made as normal with a a weapon which you are wielding, but does no damage. The target must make a Constitution saving throw against your maneuver DC or gain your choice of the blinded, deafened, or slowed condition until the end of its next turn.

Alternatively, you can choose to inflict the charmed, confused, or restrained condition, but the target makes its saving throw with advantage.

Scientific Breakthrough

At 2nd level, you start to uncover scientific secrets not known to your peers. Choose from one of the following options:

Augmentation. You gain +1 to one of your ability scores, to a maximum of 20.

Cybernetics. You gain one cybernetic enhancement implant (see Chapter 3: Equipment).

Medicine. You develop an immediate cure for one malady (see Chapter 7: Planetside).

Time Travel. You begin to understand the basic tenets of time travel. You can use an action to activate a device which can pause time until the end of your next turn for everybody within 30 feet except you. Those within the zone are unable to act and cannot perceive the passage of time. Once you have used this feature you cannot use it again until you have finished a long rest.

Continued Research

At 6th level, you gain an additional scientific praxis.

Advanced Breakthrough

At 10th level, the scientific breakthrough you chose at 2nd level improves as you continue to unlock new and exciting science.

Augmentation. You gain an additional +1 to one of your ability scores, to a maximum of 22.

Cybernetics. You are no longer limited by your proficiency bonus when determining how many cyberware devices you may use (see Chapter 3: Equipment).

Medicine. You develop an immediate cure for all maladies (see Chapter 7: Planetside).

Time Travel. Your time travel device allows you to travel back in time and prepare for all eventualities. As an action, you may retroactively do one thing you might feasibly have done in the last 24 hours which would have taken no longer than 5 minutes. The Narrator will determine whether or not the action you choose is feasible. Once you have used this feature you cannot use it again until you have finished a long rest.

Incredible Discovery

At 14th level, you make the most incredible discovery of your career and invent a mysterious device which is your gateway to the universe. This device looks however you like (although the Narrator might have a particular artifact in mind for you to use), and uses nearly inconceivable technology like temporospatial tesseract folding or quantum improbability. The device cannot be operated by anybody other than you.

By spending 10 minutes, you can use this device to open a portal in an unoccupied space you can see within 60 feet. The portal takes up a Medium-sized space, but its actual dimensions are indeterminate. It leads to any other point in the universe you designate (even locations you only know by description) and remains open for up to one hour.

The device is not 100% reliable, and while you can choose your destination, you are only guaranteed to arrive near the target at a location chosen by the Narrator.



At the Narrator's discretion, at 20th level your device improves further and your portal can traverse not just the universe but the whole multiverse and even different time periods. The planes of existence, eras, timelines, and transcendent states available are up to the sole discretion of the Narrator.

Once you have used this feature you cannot use it again until you have finished a long rest.

Medic

Any number of healthcare-facing scientists might be called medics, including high-tech field doctors, medical researchers, and directors of medicine and personnel health. Most medics are oathbound to preserve life and uphold quality of life to the best of their ability. Invariably, the medic's field of deployment, cultural upbringing, and species impact how they interpret and fulfill this oath. Then there are medics who misinterpret or renege their oath, whose hatred for life or love of power drive them to commit unspeakable atrocities in the name of "research" and "progress." As voidrunners, medics are known for their efficient use of medical supplies and their ability to promote both survival and long-term health, even on alien worlds.



Medical Training

At 1st level, your medical training helps you save lives and promote health. You gain proficiency with the Medicine skill, and you gain an expertise die on Medicine checks. For you, expertise dice on Medicine checks can be upgraded from d8 to d12, exceeding the usual limit on expertise dice.

Also, whenever you stabilize a creature, and whenever you use an item to remove poison, disease, or ongoing damage from a creature, that creature regains hit points equal to your proficiency modifier.

Tools of Science

Additionally at 1st level you gain a medical pouch which is your tool of science.

Emergency Medic

At 1st level you can use a medical pouch (See Chapter 3: Equipment) to spend an action to restore hit points to a creature within reach. You have a number of uses of this feature equal to your proficiency modifier, regaining any spent uses when you complete a long rest. When you use this feature on a humanoid or beast within reach as an action, the creature regains 2d6 hit points.

At 6th level, the creature regains 4d6 hit points, at 12th level it regains 6d6 hit points, and at 18th level it regains 8d6 hit points.

Analytical Attack

Also at 1st level you can use an action to make an attack against a creature with the humanoid type. The attack is made as normal with a a weapon which you are wielding, but does no damage. The target must make a Constitution saving throw against your maneuver DC or gain your choice of the blinded, deafened, or slowed condition until the end of its next turn.

Alternatively, you can choose to inflict the charmed, confused, or restrained condition, but the target makes its saving throw with advantage.

Fortify Ally

At 2nd level, you are able to use your medical pouch to prepare yourself or an ally against potential environmental harm. Spend one action to inject yourself or a humanoid or beast within reach. You can use this feature a number times equal to your proficiency bonus and you regain all spent uses whenever you finish a long rest.

A creature who benefits from this fortification has advantage on saving throws made to resist poison, disease, and radiation for the next hour.

Designated Patients

At 6th level, your long-term care of your closest allies keeps their health and energy high. When you take a long rest, choose up to 6 non-hostile creatures you meet during this rest to be your designated patients. A chosen creature remains your designated patient until it completes two long rests. Your designated patients each gain an expertise die on saving throws made to resist disease, fatigue, and strife.

For each month a creature remains one of your designated patients, they receive one of the following benefits:

- The creature is cured of one short-term mental stress effect.
- The creature's long-term mental stress effect is suppressed as long as it remains a designated patient.
- The creature regains a number of lost ability score points equal to your proficiency modifier.
- The creature regenerates a lost limb or organ.

Medical Requisition

At 10th level, you are able to secure high-end medical equipment at a reduced price, such as convincing vendors to sell at cost, supplying through unregulated channels, or leveraging your reputation. You buy medical equipment (drugs, injury treatments, etc.) at a 50% discount. Equipment you buy in this way is not eligible for resale on regulated markets.

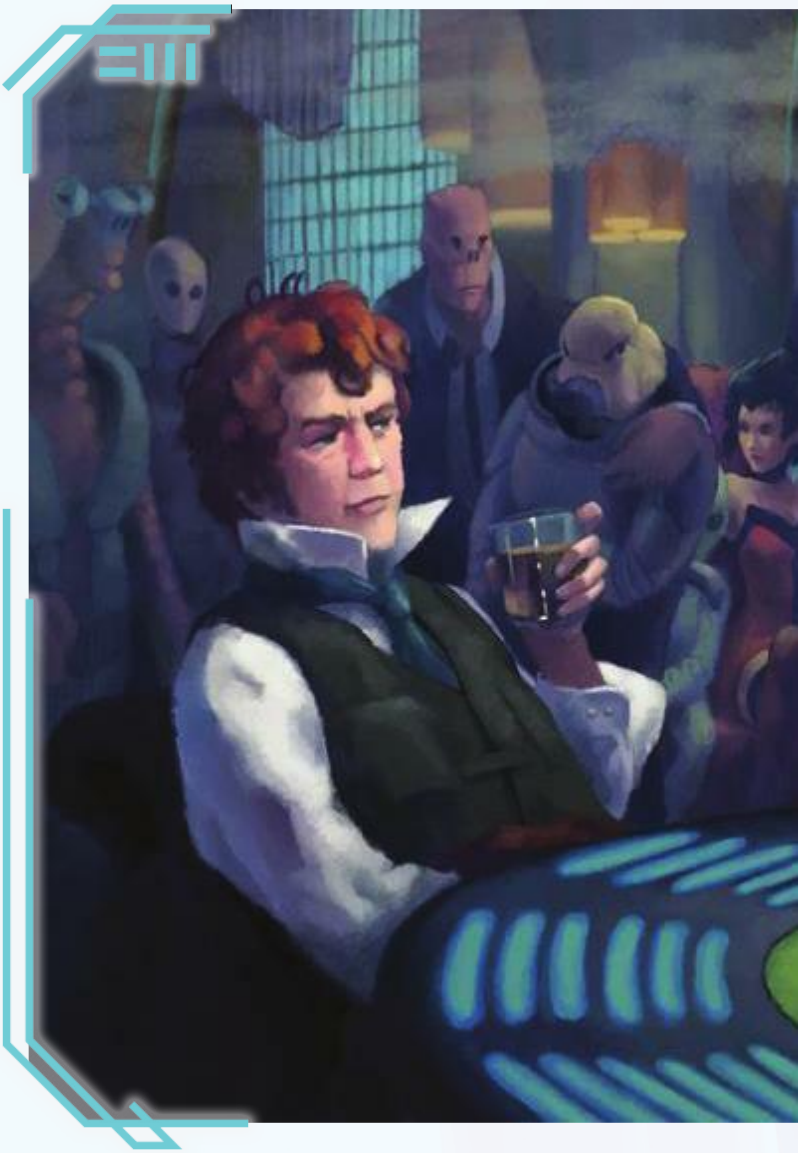
Regenerative Nanites

At 14th level, you've developed or obtained a swarm of high end experimental medical nanites. Once between long rests, you can direct the nanites to a creature within reach, a process that takes 1 minute. The target immediately regains 4d8 + 15 hit points and regains 1 hit point at the start of each of its turns (10 hit points per minute) for 1 hour. If the target is missing any body parts, they are restored after 2 minutes and any severed body part can be instantly reattached. This does not allow a creature to attach a severed body part from another creature.



Scout

- *Now—at the heart of the empire in a stolen uniform—he is regretting all of his life choices. His ally holds up the counterfeit keypass to the armory door, only for it to indicate their doom with a red light. To his horror she flags down a guard and with the utmost nonchalance asks, "Key isn't working again, can I use yours?" Shockingly the guard reaches over with their own, opening up the secured area while replying, "No worries, buddy."*
- *Though handcuffed inside the patrol speeder, the sipher's little blue hands industriously work at the panel beneath the wheel. As she finishes hotwiring it and the engine roars to life she grins, looking back at the trunk where evidence of her recent theft awaits—military hardware worth a vault of credits. With a gleeful laugh the sipher sends the vehicle careening past the stunned officers outside towards freedom and profit.*
- *The platoon is paralyzed, pinned down by an expert sniper easily picking off anyone breaking cover. Just as things reach their grimmest, the unit's resident wisecracker lets out a string of profanity about their enemy, a singular collection of obscenities in a litany of languages that even this disciplined foe cannot ignore—they furiously pop out to reply and the team's heavy weapons specialist burns a hole right through them.*



A quick wit can be the most dangerous weapons in a voidrunner's arsenal. Scouts are plucky masters of charm able to get ahead with a clever plan or a sly turn of phrase. Some are outlaws hustling up a livelihood through whatever means necessary, and some are suave operators using the best tools of the trade. Audacious and bold, scouts shatter expectations, lay the charm on thick, and routinely get away with gambits that defy the odds.

Art of the Con

Scouts often make their living through underhanded and often illegal activities; that's not to say that all are criminals, and many spies, diplomats, and even entertainers make up their ranks. For those who do revel in the thrill of the con, severity and morality of these grifts vary but are ultimately relative compared to the void's infinite horrors and wonders. To the scout what matters is getting to the next day and making that day brighter for yourself, and that often means stringing someone along for a while. Cons and scams are a true artform that require dedication to the craft and a powerful personality. Scouts may take up a permanent job as a smuggler or a thief, work in a gang ranging from the streets to small empires, or they may freelance for themselves. What matters is that at the end of the day the marks are none the wiser and the scout comes out on top.

Experts & Aces

Scouts often find themselves on voidrunner crews. These spacefarers are rarely monoliths and it's common for scouts to be the heart of a crew, making jokes and running the authorities in circles. Often once they become fully integrated into a crew they make every effort to scam for the group's benefit as well, fighting the greater evils or just glad to make their favorite crewmate smile. In combat the scout is a wildcard, always challenging the odds with unexpected plays and audacious wordplay—putting one on comms is a surefire way to sow chaos in the enemy ranks and take advantage of it in the same breath. Scouts are willing to fight dirty as they outmaneuver, out talk, and outwit their enemies. They're quick, smart, and when necessary can put an old fashioned shot right between an enemy's eyes.

Creating a Scout

Scouts are charismatic but it takes real dedication to learn their tricks. When creating your scout it's important to consider how and why they chose this life. Did you grow up in abject poverty and have to hustle your way up? Or do you come from a noble background, at home in high society? Perhaps you work for the authorities as a secret agent or cunning ambassador? Maybe you were taken under the wing of a master con artist or smuggler who taught you everything you know.

There are all sorts of reasons scouts join voidrunning crews—to make a quick buck, to stick it to the authorities, or maybe just to keep seeing new worlds in their viewports. But why does your scout do it? What are their ultimate goals in life? Even being in it for the money has an end. Do they want to settle down somewhere eventually with their riches? Or do they con for the love of the game? Do they do it for their companions, or for their government? For someone back home? Or do they have a real home at all?

Exactly what type of scout you choose to be should have a big impact on your adventurer. Is your scout a scoundrel? Driven by a need for independence and freedom? Or maybe your scout is a miscreant, a thorn in society's side hoping to break down the system? It's also important to ask how you've been living up until now. Have you been steadily building up an illicit business or scheme? Have you been living on the run? What friends or enemies have you met along the way—who recognizes your real face and how would they react if they saw it?

Class Features

As a scout, you gain the following class features.

Hit Points

Hit Dice: 1d8 per scout level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per scout level after the 1st

Proficiencies

Armor: Light armor

Weapons: Simple weapons, martial weapons, starship weapons

Tools: Computers, disguise kit, hacking tools, thieves' tools, space vehicles, and one gaming set of your choice.

Saving Throws: Dexterity, Charisma

Skills: Choose three from Acrobatics, Athletics, Culture, Deception, Insight, Intimidation, Investigation, Perception, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

You begin the game with 250 credits, which you can spend on your adventurer's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen Background.

- **Smooth Operator's Kit (cost 228 credits):** Bug (audio only), concealed pistol (40 shots of ammunition), fine clothes, flask of strong liquor, masterwork playing card set, 2 smoke grenades

Table: Scout

LEVEL	PROFICIENCY BONUS	FEATURES	CLEVER TRICKS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	2	Dastardly Gambit (d6), Fortunate Defense, Clever Tricks	1	–	–
2nd	2	Dirty Fighting, Reliable Flimflam, Combat Maneuvers	1	2	1st
3rd	2	Scout Archetype Feature	2	2	1st
4th	2	Ability Score Improvement	2	3	1st
5th	3	Dastardly Gambit (d8), Extra Attack	3	3	1st
6th	3	Archetype Feature, Font of Falsehood	3	3	1st
7th	3	Twisted Thinking	4	4	2nd
8th	3	Ability Score Improvement	4	4	2nd
9th	4	Lucky Devil (one use)	5	4	2nd
10th	4	Dastardly Gambit (d10), Fake It Until You Make It	5	5	2nd
11th	4	Shift Approach	6	5	2nd
12th	4	Ability Score Improvement	6	5	2nd
13th	5	Lucky Devil (two uses)	7	6	3rd
14th	5	Archetype Feature	7	6	3rd
15th	5	Dastardly Gambit (d12)	8	6	3rd
16th	5	Ability Score Improvement	8	7	3rd
17th	6	Lucky Devil (three uses)	9	7	3rd
18th	6	Sheer Audacity	9	7	3rd
19th	6	Ability Score Improvement	10	8	4th
20th	6	Master Plan	10	8	4th

- **Street Fleecer's Kit (cost 247 credits):** Backpack, blaster (20 charges of ammunition), canvas armor, styx (1 dose), thieves' tools, vibroknife
- **Void Grifter's Kit (cost 228 credits):** 3 data wafers, personal communicator, jolt pistol (40 charges of ammunition), stun stick, synthweave armor with integrated grappling hook, thieves' tools

Dastardly Gambit

At 1st level, you have an infuriating ability to distract, goad, or otherwise throw your opponents off their game at just the right moment. This takes the form of a Dastardly Gambit die, a d6. When a creature or vehicle that can hear or see you makes an ability check, attack roll, or saving throw, you can use your reaction to expend a use of Dastardly Gambit, rolling a Dastardly Gambit die and subtracting the number rolled from the creature's roll.

You can choose to use this feature after the creature makes its roll. You have a number of Dastardly Gambit dice equal to your Charisma modifier (minimum one). You regain any expended Dastardly Gambit dice when you finish a long rest.

At 5th level your Dastardly Gambit die increases to a d8, at 10th level it increases to a d10, and at 15th level it increases to a d12.

Fortunate Defense

Your ability to survive deadly encounters through sly maneuvering or dumb luck is extraordinary. At 1st level, choose one of the following options.

Artful Defense

While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

Sly Defense

While you are wearing light armor, you replace your Dexterity modifier with your Charisma modifier for AC.

Clever Tricks

At 1st level, your ability to befuddle and outplay your opponents has risen to an art form. You learn one clever trick of your choice. Your clever tricks are detailed at the end of the class description. The Clever Tricks column of the Scout table shows when you learn more clever tricks. Some clever tricks have requirements, such as minimum scout level, class feature, or another trick. You must meet those requirements before you choose that trick. If you should learn a bonus trick, it does not count against your clever tricks known.

Some of your clever tricks require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

Clever tricks save DC =
8 + your proficiency bonus
+ your Charisma modifier

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in one combat tradition from the following list: Ace Starfighter, Biting Zephyr, Mist and Shade, or Rapid Current. You learn two maneuvers of your choice from tradition you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Scout table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.



Dirty Fighting

At 2nd level you learn the subtle art of fighting dirty. You gain the following benefits:

- You gain proficiency with improvised weapons.
- You can attempt to confuse, trick, or otherwise distract a creature that can see or hear you as a bonus action. The target makes a Charisma saving throw against your clever tricks DC or is tricked, giving the next attack against it advantage. Once you have used this feature against a creature it is immune to this feature's effects for the next 24 hours.
- You can attempt the Disarm basic maneuver as a bonus action. Disarm basic maneuvers made in this way use your clever tricks DC instead of your Maneuver You may use the Disarm maneuver with a ranged weapon as long as your target is within 30 feet.
- You can use a bonus action to take the Dash action.

Reliable Flimflam

Also at 2nd level, you figure an approach that works for you—a practiced smile, a dependable bluff, or a tried and true lie. Choose Deception, Intimidation, or Persuasion. You gain an expertise die in the chosen skill.

Scout Archetype

At 3rd level, choose one scout archetype. Though you are familiar with all sorts of tricks and grifts, your archetype represents your most practiced techniques and styles. You gain benefits from your archetype at 3rd level, and further features at 6th and 14th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

At 5th level you can attack twice, instead of once, whenever you take the Attack action on your turn.

Font of Falsehood

Starting at 6th level, you regain all expended Dastardly Gambit dice whenever you finish a short rest.

Twisted Thinking

Beginning at 7th level, your mind is so used to double-think and twisted schemes that those that try to invade it find a resilient mental labyrinth. You gain an expertise die on Intelligence, Wisdom, and Charisma saving throws. In addition, when you are subjected to an effect that allows you to make an Intelligence, Wisdom, or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Lucky Devil

Starting at 9th level, things have a way of working out for you. Whenever you roll a d20 for an ability check, attack roll, or saving throw, you may immediately roll again and take the new result. You may wait until after a die is rolled before deciding to use this ability, but you must decide before the Narrator says whether the roll succeeds or fails.

You gain an additional use of this feature at 13th level and a third use starting at 17th level. You regain all spent uses of this feature whenever you finish a short rest.

Fake It Until You Make It

At 10th level, you can bluff your way through practically anything by projecting confidence, educated guessing, and sharing a few memorized talking points. You can always choose to use Charisma when making an ability check using a skill or tool you aren't proficient with.

Shift Approach

Beginning at 11th level, you've had enough experiences with your gambits going badly that you know the signs and how to quickly shift your approach. Whenever you roll the Dastardly Gambit die and the result is a 1 or 2, you may immediately reroll the die and must use the new roll, even if the new roll is a 1 or 2.

Sheer Audacity

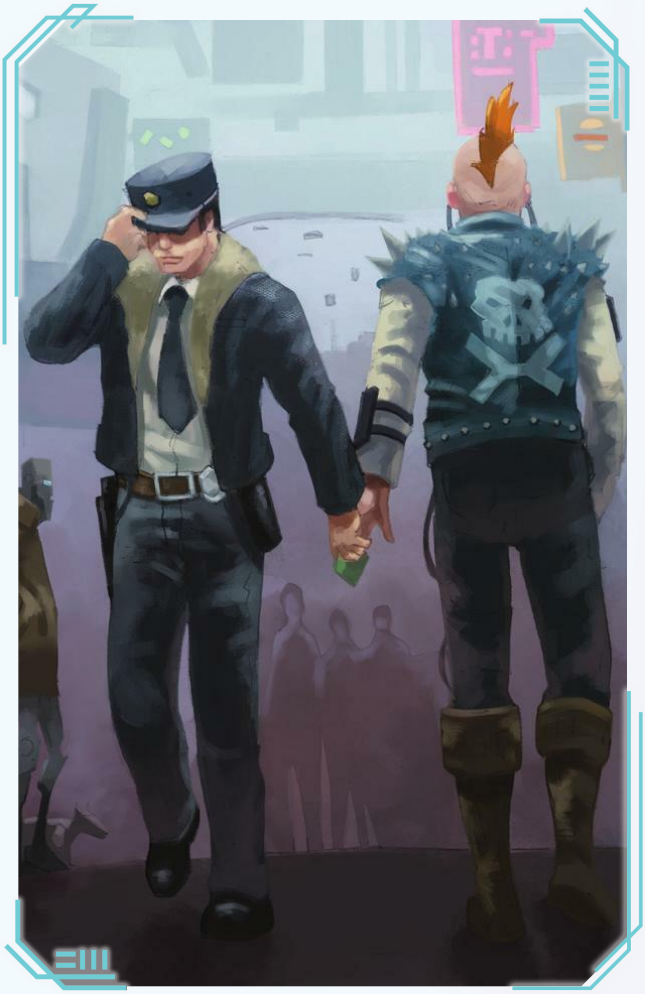
Starting at 18th level, your dastardly gambits have gotten so bold and so ridiculous that your enemies are often left completely stunned at your sheer audacity. Whenever you use Dastardly Gambit to reduce a creature's roll it makes a Wisdom saving throw against your clever tricks save DC. On a failed save the creature is stunned until the beginning of its next turn or until it takes damage. Once a creature makes a successful save against this feature it is immune to your Sheer Audacity for the next 24 hours.

Master Plan

At 20th level you've developed mind games within mind games and your plans run deep. You may spend a point of inspiration to reveal your master plan as an action. When your master plan is revealed, describe a theoretically possible sequence of events that has led to a suddenly revealed boon for you and your allies, however implausible. Some examples include:

- An underling working for the villain was actually your friend working undercover this entire time.
- That the important item the enemy just got away with was actually a fake, only to reveal the real item.
- That a character was actually a different character in disguise, only to reveal the real character.

This feature is highly subject to the Narrator's discretion, and you should discuss your master plan with the Narrator before activating this feature and revealing it. Your story can be implausible but not impossible, and you must fully explain a reasonable rationale for how such a con was possible in your reveal. Once the Narrator approves of your changes and you reveal your master plan, your story becomes reality, potentially even retroactively changing events. Once you use this feature, you cannot use it again until you spend at least a week resting in a safe haven to plan out your next master plan.



Clever Tricks

If a clever trick has prerequisites, you must meet them to learn it. You can learn the trick at the same time that you meet its prerequisites. A level prerequisite refers to your scout level.

Aggressive Retreat

Requirement: 9th level

Sometimes the best offense is saving your own skin while returning fire. Whenever you take the Disengage action, Sprint action, or make the Evasive Maneuvers starfighter maneuver, you may also make a single ranged attack as a part of that action.

Back Channel Gear

While in a city, spaceport, or any area with access to backchannel markets, you can use your contacts to acquire weapons or any item from the Security, Clothing, or Survival Gear tables

(see Chapter 3: Equipment) at half the normal cost. If you publicly utilize or attempt to resell items acquired in this way, at the Narrator's discretion you may attract the attention of local law enforcement.

Beast Tricks

When it comes down to it, trapping a beast isn't that much different from fleecing a mark. You gain proficiency in Animal Handling. In addition, you can always choose to use Charisma when making Animal Handling checks, and when making Survival checks for hunting or the Hunt and Gather journey activity.

Buddy Hijinks

Your options open up when you have a friend or a willing patsy. Whenever you are back to back with an ally and either you or your ally is targeted by an attack, you can choose to swap the target between you or your ally.

Bully

You can really get an edge in situations where you're able to gang up on one target. While you are flanking a target, you can use a bonus action to attempt to bully and distract it. The target makes a Charisma saving throw or one creature of your choice also flanking the target may make an attack of opportunity against it.

Card Shark

Games of chance are your method of choice for separating fools from their money. You gain proficiency with all gaming sets. In addition, you gain an expertise on Sleight of Hand checks made to cheat.

Carefree

Stress seems to roll right off you and you know how to really enjoy the downtime. You have advantage on saving throws made to resist strife or mental stress effects. In addition, you have advantage on checks made for the Destress journey activity.

Coin Biter

With some thorough inspection you can determine if just about anything is genuine and how much it is worth. As an action you can accurately determine if an object you can both see and touch is authentic or a replica, and you can roughly determine how much it costs.

Crowd Diver

Once you dive back into the streets you disappear into the crowd. You have advantage on Stealth checks made in crowded or densely populated areas.

Dastardly Devil

Requirement: 9th level

Your devilish luck spills over to your charm. Whenever you use Lucky Devil to reroll a die that would add your Dastardly Gambit die, you may choose to reroll the Dastardly Gambit die as well.

Dastardly Flying

Goading misdirects can be just as effective as skilled piloting. While piloting a starfighter you may spend Dastardly Gambit dice as if they were exertion points to perform starfighter maneuvers.

Digital Angler

You can be anyone online, and with enough effort your fake online personality can be very persuasive. If you spend at least a week with regular access to an online network, you can catfish a random stranger and convince them to perform one of the following actions:

- Be at a location at a certain time (that they could reasonably access).
- Pay you 6d6 credits.

Alternatively, you can attempt to catfish a specific target connected to the network. If you do, at the end of the week of catfishing the target makes a Charisma saving throw against your clever tricks save DC. On a failed save the target performs one of the listed actions as normal or a small favor it is capable of performing, such as leaving a specific door unlocked for you, telling you something confidential, or absolving a minor crime. The exact nature of this favor is at the Narrator's discretion but should be limited to something a person would conceivably do for a friend they met online.

Once you convince or attempt to convince a target to do something in this way, you must spend another week catfishing before you can do so again.

Divine Appeal

Holy men are often flush with cash so why not get in on the racket? You gain proficiency in Religion. In addition, you gain an expertise die on checks made to convince others of your faith (regardless of your actual beliefs).

Duct Rat

The first thing a good scout does on a large ship is learn all the ducts, back passages, and hiding places—spaces people rarely think to barricade. When you move between decks you can take back passages to move to barricaded decks without breaching them. When you do so, willing creatures can use their reactions to follow you.

Extra Dastardly

With a bit of practice you're just that much more clever and underhanded. You gain one Dastardly Gambit die (in addition to those gained from your Charisma modifier). This clever trick may be selected more than once, up to a maximum number of times equal to your proficiency bonus.

False Identities

When a badge demands your papers it's always nice to have a name to give them. By spending 1 hour of uninterrupted work you can make fraudulent versions of all the appropriate legal documentation needed to prove that you or someone else is a completely different person. You may choose the name and any specifics of these false identities. Creatures can determine that your documentation is fraudulent by succeeding on an Investigation check made against your clever tricks save DC.

Filch

With disguised or lightning fast movements you snag something or slip something into a pocket.

When a creature is within your reach, you can use your reaction to make a Sleight of Hand check against it.

First Impressions

A good first impression can make all the difference and you've put a lot of effort into making the best of first meetings. You gain an expertise die on Charisma checks relating to creatures you are meeting for the first time for up to 1 minute after your first interaction.

Glass to Diamond

There's a sucker born every minute. You gain an expertise die on checks made to haggle or convince a creature that something is more valuable than it actually is.

Graceful Misdirect

You misdirect incoming danger at the last possible moment. When you are hit by an attack, you may roll one of your Dastardly Gambit dice, reducing the damage dealt by twice the result.



Hammy Tragedian

When you are hit by an attack you can use your reaction to pretend to die. When you do so, you scream, gurgle, and perhaps utter a few poignant final words before falling prone and appearing to die. So long as you remain in the space where you seem to die creatures believe you to be dead. While playing dead in this way you can perform minor actions without breaking your ruse such as retrieving or stowing items, applying medical aid, or reloading weapons. Creatures can see through your ruse by using an action to interact with you directly, if their passive Perception score is equal to or higher than your clever tricks save DC, or if they similarly succeed on a Perception check against your clever tricks save DC. You can cease playing dead at any time. Once a creature sees you die and revive from your faked death it is immune to this feature's effects for the next 24 hours.

Handcuff Fighting

You know how to handle yourself even when they've got a hold of you, and a pair of cuffs can be an excellent weapon if you know what you're doing. You ignore the following penalties that are normally incurred by the restrained condition:

- Attacks made against you do not have advantage due to the restrained condition.
- Attacks you make do not have disadvantage due to the restrained condition.

Hidden Threat

You can artfully hide or disguise weapons. Over the course of a long rest you can add the concealed weapon augment to a light melee or light ranged weapon in your possession at no cost.

Hotwiring

All it takes is a little rewiring to take the perfect ride as your own. While inside an inactive vehicle or starfighter you can use an action to begin hotwiring it, creating a fast countdown pool using 5d6. At the end of each of your turns that you spend hotwiring, roll these dice and remove any with a result of 4–6. When there are no more dice remaining in the countdown pool the device is successfully hotwired, and any creature can pilot it even if it normally requires a key, password, or other security measure.

Improvised Decoy

The guard triumphantly tackles you only to discover that they've arrested a garbage bag wearing your hat. As an action you can hastily construct an improvised decoy in an adjacent space out of whatever materials you have on hand, often incorporating an article of your clothing but not requiring one. Any creature that did not directly observe you creating this decoy believes it is you unless they physically interact with it or succeed on a Perception check made against your clever tricks save DC. Once you have fooled a creature with an improvised decoy it is immune to this feature's effects for the next 24 hours.

Insult the Hidden

With enough provocation you can force more insecure infiltrators to reveal their position. As an action you can spend a Dastardly Gambit die to make vicious insults directed at any potential hidden hostile creatures. Any creatures currently hidden from you that can hear you and that can understand you makes a Charisma saving throw. On a failed save creatures respond to your insults and are no longer hidden. Once you have used this feature against a creature it is immune to this feature's effects for the next 24 hours.

Junk Flier

A flying hunk of junk just needs the right handling to really soar. Through a light touch and clever workarounds you can repair a critical malfunction of a deck you are crewing as an action. Repairs you make in this way are only temporary fixes and are suffered again if not repaired properly after 8 hours. Once you repair a critical malfunction using this feature you cannot do so again until you finish a long rest.

Make it Happen

Requirement: 5th level

You know how to force the issue with an extra layer of charm or effort. Whenever you would roll your Dastardly Gambit die, you may expend

an additional Dastardly Gambit die to treat it as if it rolled the maximum possible result.

Nobody's Fool

It takes one to know one, and you know when somebody is trying to pull one over on you. You gain proficiency in Insight. In addition, you may always choose to use Charisma when making Insight checks.

Pressing Bravado

With enough bluster you can take ground even without the strength to back it up. Whenever you take the Press the Attack action, the target creature makes a Charisma saving throw. On a failure, attacks made against you until your next turn only gain an expertise die (instead of advantage).

Pull the Pin

Requirement: 11th level

How kind of your enemies to bring their own petards for hoisting! You can attempt to activate an explosive worn or held by a target adjacent creature or device as a bonus action. The target makes a Dexterity saving throw or the explosive is activated and detonates (centered on the target) at the end of your turn.

Pyramid Scheme

Why take on risk when you can convince other people to do it for you? You can perform the Rob journey activity even in regions that would not normally allow it so long as you have a connection to an open network. In addition, you suffer no negative effects from critical failures for Rob journey activities made in this way.

Quick Change

Either through physical currency or quick digital transfers you can fluster the other person in a transaction so that you end up on top. You can attempt to scam a creature when you make a purchase from it. If you do, the creature makes an Intelligence saving throw against your clever tricks save DC or you steal a number of credits equal to 1d12 × your proficiency bonus. On a successful save you don't steal anything but the confusion is passed off as a mistake, though on a success by 10 or more the creature realizes that you were trying a scam.

Reckless Overload

Requirement: 7th level

With just a snipped wire here and there, practically any energy weapon can make for a handy improvised explosive. As a bonus action, you can set a weapon you are holding to explode so long as it uses an energy battery or long-life battery as ammunition. Once set in this way, you may use the weapon exactly as if it were a frag grenade that detonates at the end of your turn.

Right in the Tenders

In a truly dishonorable fashion, you hit your target where it's most vulnerable. When you hit a creature with an attack roll, you may roll your Dastardly Gambit die and add the result to the damage dealt.

Shoot First

You won't be caught off guard and innately know when a deal is going south. When you roll for initiative you gain a bonus equal to your Charisma modifier.

Showboater

Often it all comes down to putting on a good show. You gain proficiency in Performance. In addition, whenever you need to make a Dexterity (Acrobatics) check you may instead make a Dexterity (Performance) check.

Skilled

You never know what skill will come in handy. You gain proficiency in any one skill or any two tool kits of your choice. This clever trick can be selected multiple times, each time choosing a different skill or two tool kits.

Specialized

Scouts are often full of eclectic specialities. You gain two skill specialties in two different skills of your choice. This clever trick can be selected multiple times, each time choosing two new different skill specialties in skills that have not yet been chosen in this way.

Technobabble

People will trust a fast-talker if they're wearing a lab coat and spitting enough convincing jargon. You gain proficiency in Science. In addition, you can attempt to deceive people using scientific fast talk by making a Charisma (Science) check. Lies told in this way can only be opposed using Science (instead of Insight as normal).

Witty Repartee

You know just how to draw attention and ire. As a bonus action you can engage a creature that can hear and understand you in witty repartee. If you do, the creature's first attack during its next turn has disadvantage unless it targets you. Once you have used this feature against a creature it is immune to this feature's effects for the next 24 hours.

Scout Archetypes

Scouts are differentiated by their methods. The end goal of some scouts is to separate a fool from their money but others are daring pilots or inspiring diplomats. Each scout archetype defines a different subtle style and attitude with unique tricks to employ.

Envoy

Blasters, swords, and grenades all have their place, but everyone knows that the pen–or indeed, the word–is mightier than the sword, and envoys wield a subtle power based on influence, information, and interpersonal connections. From ambassadors to entertainers, envoys rely on skill and charisma to negotiate the challenges that face them.

Cultural Expertise

At 3rd level you gain proficiency in Culture and three of the following list: Deception, Insight, Intimidation, Performance, and Persuasion. Additionally, you gain two Culture specialities and two languages of your choice.

Always The Right Words

Also at 3rd level, you are able to inspire your allies to greater heights. You have a pool of envoy dice equal to your proficiency bonus. You



can use your reaction to expend one envoy die whenever an ally who can hear and understand you makes an ability check or saving throw. That ally may roll the envoy die and add it to the result of their original die roll.

Your envoy die is a d4. You can donate multiple envoy dice to the same ability check or saving throw; in this case, the envoy dice act like expertise dice, and increase–to a maximum of a d8–in die size by one stage for each additional envoy die, from d4 to d6, to d8.

You regain spent uses of your envoy dice after you have finished a long rest.

Universal Translator

Beginning at 6th level, your linguistic expertise is unparalleled. You can make a DC 10 Culture check to understand, speak, and sign in any currently used language. If you fail the check, you cannot attempt to do so again with that language until at least one week has passed, during which you are able to brush up on linguistic patterns and commonalities.

Silver Tongue

Also at 6th level, you can sway people to your way of thinking, either with a speech, an appeal to a creature's own cultural interests, a threat, a clever web of lies, or a musical performance. You must be proficient in Persuasion to use a speech, Insight to use an appeal, Intimidation to use a threat, Deception to use lies, or Performance to use music. All creatures of your choice within 30 feet of you must make a Wisdom saving throw against your clever tricks save DC.

On a failed save a creature gains the charmed condition for one minute. After one minute, and every minute thereafter, they may make another saving throw. The condition ends when the creature makes a successful saving throw.

Once you have used this feature, you cannot do so again until after you have finished a long rest.

Allies Everywhere

At 14th level, you have allies–or those in your debt–everywhere. You may 'reveal' an undisclosed ally, who might be a member of an enemy's retinue, a government official, or somebody with access to important facilities or resources, but it cannot be the leader of those who oppose you.

As an action, target a creature with whom you can communicate and who can understand you. Your prospective ally must make a Wisdom saving throw against your clever tricks save DC. On a failed save, that ally will immediately begin to work with you, even turning on their employers or supposed former allies. Your ally will work with you until you next take a long rest, after which their obligation to you is fulfilled and you cannot recruit them again. As part of this feature, your ally may have secretly performed an action in the past 24 hours which they would have been capable of and had opportunity to carry out.

Once you have successfully used this feature you cannot use it again until you have finished a long rest.

Scoundrel

Scoundrels are charming, rakish, and usually lying through their teeth. To them society is just propaganda and tradition is only peer pressure from dead people. These scouts forge their own paths, refuse to be tied down, and know that rules are made to be broken. Everybody's got to eat though, which often puts the fiercely independent scoundrel at odds with authorities—thankfully they know to run when the chips are down, and with a quip and a smile can suavely flip even the worst situations to their benefit.

Honest Face

At 3rd level when you choose this archetype, you gain an expertise die on Charisma checks. In addition, you can use Dastardly Gambit on yourself when making a Charisma check, adding the result of the die to your check.



Fiercely Independent

Also at 3rd level, you become adept at escaping even the most precarious circumstances and your individualist attitude is almost infectious. You gain the following benefits:

- You can use the Disengage action as a bonus action.
- You have advantage on checks and saving throws made to escape a grapple.
- You have advantage on Charisma checks made to dissuade a creature from following orders, to sow discord amidst an organization, or otherwise disrupt a group of cooperators.

Just a Misunderstanding

Beginning at 6th level, you develop a talent for spinning even the most ludicrous circumstances into plausible stories. Whenever you add a Dastardly Gambit die to a Charisma check made to influence a hostile creature, that creature's attitude to you is treated as if it were indifferent even if you or your allies were previously or are currently fighting it. Any past attacks or aggressive actions are woven into your strangely credible version of events that eases over blame, but this does not forgive future attacks or aggressive actions taken after you use this feature.

Defector's Spark

Starting at 14th level, you've learned just the right words to get people to cast off their shackles and rebel. As an action, you may choose a hostile creature that is operating under the command of another creature that is hostile to you. So long as the target is able to hear you, of a Challenge Rating 5 below your level, and can understand a language that you speak, it makes a Charisma saving throw against your clever tricks save DC. On a failed save the target is convinced to change sides and becomes an ally to you and your other allies, even becoming hostile to its former allies. The chosen creature is not under your control and may change its attitudes later depending on your actions or the actions of your allies. This is not a charm effect. Once you use this feature, you cannot do so again until after you finish a long rest.

Miscreant

Rebels with or without a cause, miscreants shake things up and break heads. Where clever words fail, a closed fist–the threat of one–can work just as well. These scouts take charge, not orders, and spit in the face of danger. Bravado is often all that's needed, but miscreants are able to back up their bluster when required.

Rebellious Scrapper

At 3rd level when you choose this archetype, you become capable of holding your own in a scrap and to take the most brutal advantage of your dirty tricks. You gain the following benefits:

- You have advantage on saving throws against being frightened.
- You can attempt either the Knockdown or Shove basic maneuver as a bonus action. Knockdown and Shove basic maneuvers made in this way use your clever tricks DC instead of your Maneuver DC.



- Whenever you use a bonus action to trick a creature using Dirty Fighting or to perform the Disarm, Knockdown, or Shove basic maneuvers and the target fails its saving throw, you may immediately make a weapon attack against that target as a part of the same bonus action.

Sincere Bluster

Also at 3rd level, you gain an expertise die on Intimidation checks. In addition, you can use Dastardly Gambit on yourself when making an Intimidation check, adding the die roll to your check.

Always Dangerous

Beginning at 6th level, you learn to make the most out of practically nothing. Attacks you make with improvised weapons deal an additional 1d6 damage. This die changes as you gain scout levels, improving to 1d8 when you reach 12th level, and 1d10 when you reach 17th level. In addition, you have advantage on checks made to conceal an improvised weapon on your person or to pass it off as not dangerous.

Heel-Turn

Starting at 14th level, you've figured the right turn of phrase to get just enough trust to twist the knife. As an action, you may target a creature with an Intelligence of 5 or higher that can hear you and understand a language that you speak. The target makes a Charisma saving throw against your clever tricks save DC. On a failed save you may immediately make a weapon attack against the target with advantage. On a hit the attack becomes a critical hit. Once you use this feature, you cannot do so again until after you finish a long rest.

Scammer

The advance of technology replaced roadside scams and games of chance with more sophisticated schemes. The ability to suss out a poor password can be just as valuable as a pretty face, and scammers often steal fortunes all from entire worlds away. Why take any risk when playing the subtle trade online offers the security of anonymity?



Digital Confidence

At 3rd level when you choose this archetype, you gain an expertise die on computers checks and on hacking tools checks. In addition, you can use Dastardly Gambit on yourself when making a hacking tools check, adding the die roll to your result.

Wireless Swindler

Also at 3rd level, you learn all the nuances of a seasoned confidence scammer from behind the safety of a firewall. You gain the following benefits:

- You can initiate hacking a device as a bonus action.
- You may always choose to use Charisma when making a hacking tools check.
- When you perform the Digital Pickpocket hacking maneuver, it only costs you 1 countdown die.

Cyberspace Chameleon

Beginning at 6th level, you set custom virtual avatars and rerouters that allow you to appear however you like online. Whenever you communicate through a device you may choose to look and sound like a specific person you're familiar with, an online persona, or simply as an unknown figure. Creatures can see through this ruse by making an Insight check against your clever tricks save DC, but on a success it remains unclear who you are, only revealing that your transmission is masked. In addition, you can reroute your location data to a different false location, and successful counter hacking attempts to trace your location only yield your chosen false location.

Virulent Hacker

At 14th level, you've created devastating viruses and learned how to convince the unwary to let you into their systems. As an action, you may target a sentient device, an augmented creature, or a creature currently crewing or piloting a device that can hear you. The target makes a Charisma saving throw against your clever tricks save DC or you infect it with an insidious computer virus. So long as you remain hacking the device any attack rolls, ability checks, or saving throws made by or made using the hacked device have disadvantage. Once you use this feature, you cannot do so again until after you finish a long rest.

Sleuth

Sometimes you need a rogue to catch a rogue, and sleuths have to be familiar with all the tricks of the trade. Sometimes, the only difference is what side of the law you're on. Sleuths are experts at uncovering the truth, following clues, and solving mysteries. Some are detectives employed by the government, while others operate solo as private investigators or as part of a group.

Natural Intuition

At 3rd level when you choose this archetype, you gain an expertise die on Insight and Investigation checks and you also gain the *detecting lies* Insight speciality.

Registration Lookup

Also at 3rd level, you have access to official registration records–whether legally or via a 'friend' in law enforcement–and can request the registered owner and address of a starship as long as you know it's registration ID–often displayed on the hull of a ship, but also automatically available by its transponder code. The process usually takes one hour.

I Need A Location On The Suspect

Beginning at 6th level, you become adept at finding your target by using official–and unofficial–databases, old connections, and other surveillance techniques. When trying to locate an individual, you have advantage on that check. You can narrow your target down to a planetary body, but if you critically succeed on the check, you can pinpoint it to a city or other settlement. You can use the following methods (or others with the Narrator's approval) to locate your target:

- Use databases with an Intelligence (computers) check.
- Contact old friends and allies with a Charisma (investigation) check.

The DC of the check is based on the target's distance:

Distance	DC
Same settlement	13
Same planet	15
Same system	17
Nearby system	19
Distant system	21
Different galaxy	24

If the target is deliberately hiding or undercover, you have disadvantage on your check.

At 9th level you can use this feature to locate a specific, obscure type of object or person, such as an expert hacker or rare source of trilithium.

There's Something Wrong Here

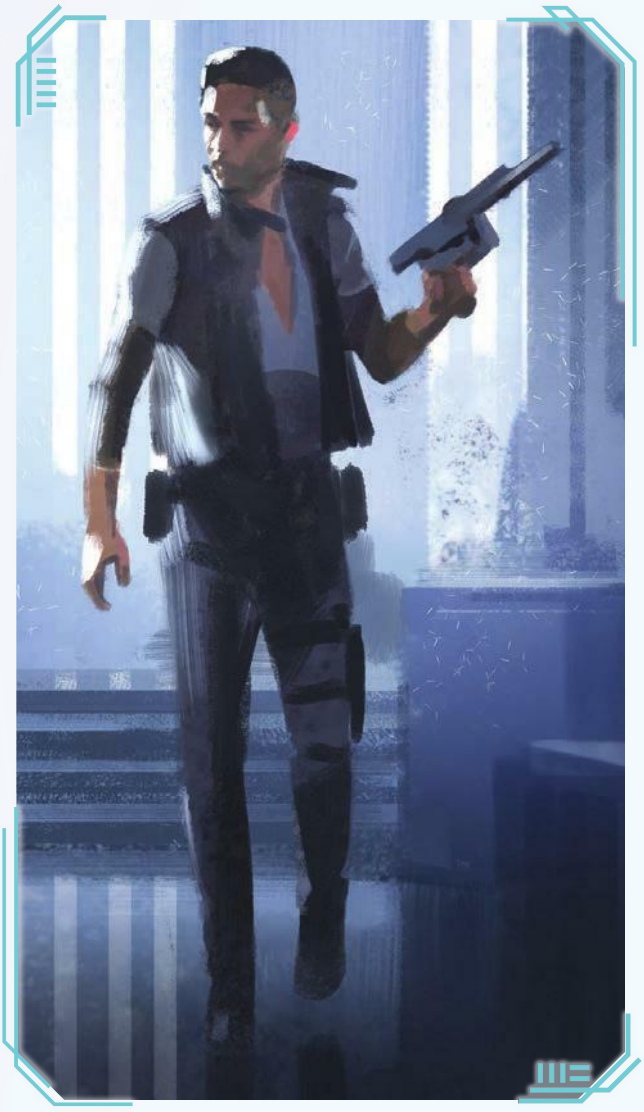
Starting at 14th level, you gain advantage on ability checks made to spot hidden objects, from concealed weapons to secret compartments (if you are using a passive check, simply add 5 to your passive score as usual).

Smuggler

Smugglers make their way in life by always being one step ahead of the law. Regardless of the nation or creed, societies always decide something or other shouldn't be allowed. These scouts believe the most restrictive laws make for the most profitable business—so long as they're able to remain flying under the radar. Naturally quick to ease tension or cut through it, smugglers are often long gone before anyone is the wiser.

Dastardly Instincts

At 3rd level when you choose this archetype, you gain an expertise die on initiative checks. In addition, you can use Dastardly Gambit on yourself when rolling initiative, adding the die roll to your check.



Quick Tricks

Also at 3rd level, you learn the ebb and flow of encounters and right when to spring your dirty tricks. You gain the following benefits:

- When a creature that can see or hear you is targeted by an attack, you can use your reaction to try to confuse, trick, or otherwise distract it. The target makes a Charisma saving throw against your clever tricks save DC or the triggering attack is made with advantage. Once you have used this feature against a creature, it is immune to this feature's effects for the next 24 hours.
- When you are targeted by a melee weapon attack, you can use your reaction to attempt the Disarm basic maneuver against your attacker. Disarm maneuvers made in this way use your clever tricks DC instead of your maneuver DC.
- When a hostile creature moves adjacent to you, you can use your reaction to take the Dash action.

Everything's Fine

Starting at 6th level, you know just how to smooth things over before people go too far, or how to take advantage of the confusion before it does. While you are engaged in combat, you have advantage on Charisma checks made against creatures that haven't yet taken a turn. In addition, while in combat any creature that hasn't taken a turn yet has disadvantage on saving throws against your clever tricks save DC.

Shocking Turnabout

At 14th level, you know how to surprise everyone and turn a bad situation around. As an action, you can make a shocking declaration, the exact nature of which is up to your discretion. Any hostile creature that can hear and understand you makes a Charisma saving throw against your clever tricks save DC. On a failed save a creature is surprised and it cannot move or take actions or reactions until the beginning of your next turn. Creatures surprised in this way are treated as if they have not yet taken a turn in combat. Once you use this feature, you cannot do so again until after you finish a long rest.

Spy

Subterfuge is not only the purview of con artists. Militaries, governments, gangs, and empires alike all need a subtle touch to acquire intelligence or infiltrate their enemies at an arm's length with plausible deniability. Espionage is an artform and the top spies are true masters, able to shift the course of history or lop off the heads of state leaving little to no evidence that they ever existed at all.

Clandestine

At 3rd level when you choose this archetype, you gain an expertise die on Deception checks and Stealth checks. In addition, you can use Dastardly Gambit on yourself when making a Stealth check or Charisma check, adding the die roll to your check.



Infiltration Expert

Also at 3rd level, you become an expert at slipping into and out of different roles. You can be anyone anywhere whenever you need to be. You gain the following benefits:

- You can take the Hide action as a bonus action.
- You have advantage on disguise kit checks.
- You gain an expertise die on Charisma checks.

Spy Gadget

Beginning at 6th level, you've either acquired or made a special covert spy gadget. This spy gadget often takes the form of a watch or wrist PCD, but can be your choice of any innocuous object or piece of apparel that you wear or carry on your person. While not in use your spy gadget has the benefits of a Concealed Weapon augment. When you first gain your spy gadget, choose 3 of the following items and weapons:

Airhypo	Binoculars
Bug	Bug detector
Chemical detector	Construction foam
Cryospray	Distress beacon
Flame bracer	Flashlight
Grapple gun	Grenade launcher
Hacking tools	Hypodermic pistol
Jolt pistol	Light maul
Light caster	Light polearm
Light blade	Long range microphone
Mono-whip	Multi-scanner
Netcaster	Night vision/ multispectrum goggles
Portable computing device (pcd)	Portable x-ray scanner
Signal jammer	Spray adhesive
TK gauntlet	Tracer
Umbrella	Universal airhypo
Weapons and armor maintenance tools	Zero-friction lubricant

Your spy gadget can be used as the chosen items or weapons. If one of your chosen items has a set number of uses, lost uses can be restored at the cost of the item over the course of a long rest.

Whenever you gain a scout level you may choose an additional item for your spy gadget. Whenever you choose a new item in this way, you may either create a new separate spy gadget or add the newly chosen item to an existing spy gadget.

If your spy gadget is lost or destroyed, you can make or acquire a new one over the course of a long rest by spending an amount of credits equal to cost of the item.

Provoked Monologue

At 14th level, you've dealt with inflated egos and know how to trick them into telling too much. As an action, you may choose a hostile creature that can hear you and understand a language you can speak. The creature makes a Charisma saving throw against your clever tricks save DC or becomes charmed by you. While charmed in this way the creature monologues its plans while utterly convinced of its inevitable victory. It cannot perform actions or bonus actions, but may still make reactions. At the Narrator's discretion, creatures may reveal important information while monologuing, particularly if bragging about that information would serve the creature's ego. A creature remains charmed for 1d6 rounds, or until a hostile action is taken against it or an ally it can see. Creatures that cannot be charmed are immune to this feature. Once you use this feature, you cannot do so again until after you finish a long rest.

Star Pilot

In the void, most people can operate basic transport–they can fly a shuttle or man the helm of a cargo ship. But a few devote their lives to the art and craft of piloting, able to perform maneuvers and heroic feats whether diving a small fighter between the laser turrets of a vast destroyer, navigating a dense asteroid field at breakneck speed, or carefully directing a massive exploration vessel into a mysterious nebula. These are the star pilots, the helm officers, the dashing aces who rule the void.

Natural Instinct

At 3rd level, you gain a combat maneuver from the Ace Starfighter tradition.

Additionally, your starfighter maneuver DC increases by 1 point.

Reflexive Maneuvers

At 6th level, you gain a combat maneuver from the Ace Starfighter tradition.

Additionally, your starfighter's armor class increases by 1 point.

Flying Ace

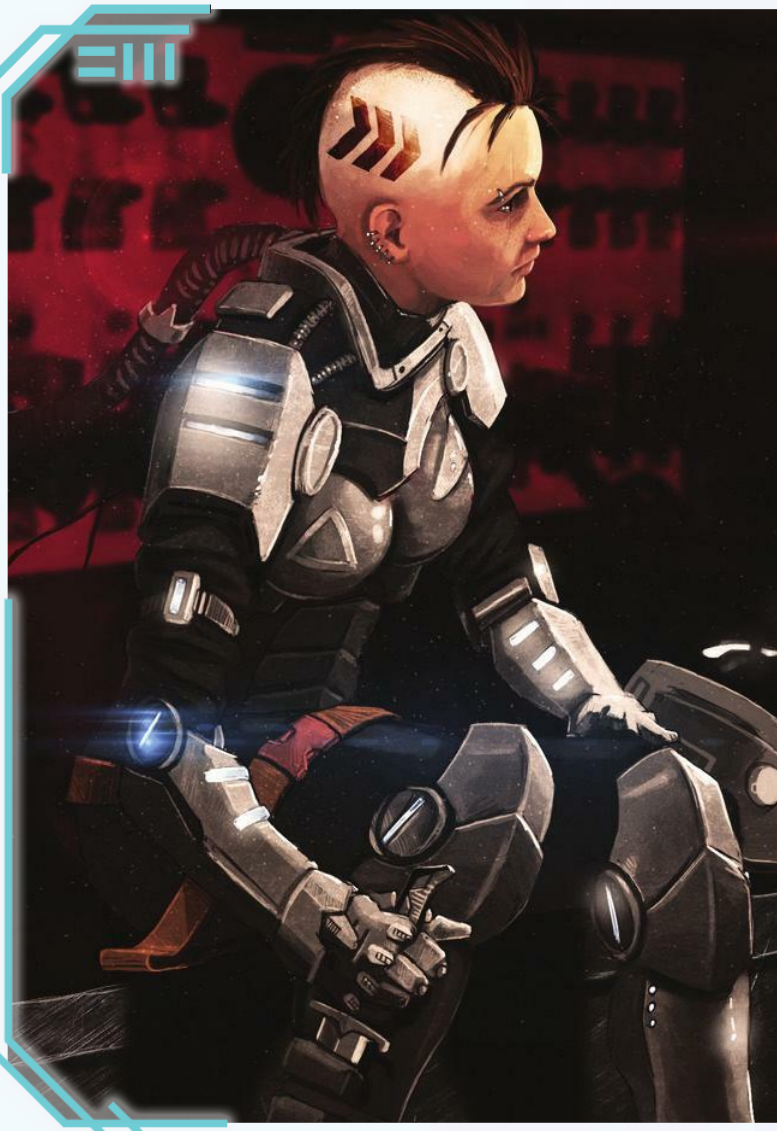
At 14th level, you gain a combat maneuver from the Ace Starfighter tradition.

Finally, when determining your maximum maneuver degree in the Ace Starfighter tradition, your maximum maneuver degree in that tradition is 1 degree higher than shown in Table: Scout (becoming 4th at 14th level, and 5th at 19th level).



Trooper

- *I was literally built for this, the android thinks as she hurries the young prince through the chaos. The planet's off world grain shipments had been delayed again, and now the citizenry were looking to take out their rage on someone—anyone—from the imperial family. But another 40 meters, and the prince will be safe within the walls of his father's compound. Until then, it was the android's duty to keep her charge safe. Just another 30 meters. Another 20. "Down," she says. The prince's eyes widen, but he obeys, even as the android's bio-chakrams whizz millimeters above his head, cutting down the would-be assassin who had broken through the security forces that held back the rioting crowd.*
- *"What did you do this time?" the keridani spits as the man slides into the seat beside her. "Oh, nothing much," the man replies. "Just left a little present for our friends in the Turgana Syndicate." He flashes her a grin. "But I'd start driving if I were you." Waves of empathic annoyance wash over him, but as the keridani punches the skiff into the sky, he turns his attention to the warehouse that for the past few months had housed the Syndicate's manufacturing operations. The structure spanned a city block, and every inch of it was filled with the same soul-killing chemicals that had taken the life of his brother. He watches, almost entranced, as the structure below them grows increasingly small—then blossoms into a flower of flame.*
- *The gunner stares into the darkness, scanning the horizon for signs of movement. Radar had been black for hours, and while his companions seized the chance to squeeze in some much needed rest, he finds he can't sleep. Not with those things still out there. The bug doctor—a xenobiologist, she'd insisted—claimed the aliens had headed back to their nest to regroup, but he'd been fooled by science types before. He knows that, for all their education, scientists weren't the ones who kept the colonies safe. That burden fell on people like him: soldiers with guns and the will and training to use them. Suddenly feeling the weight of the plasma cannon slung across his back, the gunner stretches and turns back to face the night. Ah, let 'em sleep, he thinks. I'll watch over them. Even that bug doctor.*



Many people claim it isn't the weapon that's dangerous, but the warrior who wields it. Troopers see this for the lie it is. Put enough firepower into the hands of a few disgruntled farmers, and they become an army. Give those same farmers a few months to train, and suddenly you've got a rebellion that threatens the entire kingdom. Troopers are soldiers who rely on weapons to get things done. Whether they use their armaments to topple tyrants or protect the innocent, troopers take up the weapons of war—be they swords, firearms, or hi-tech explosives—because they believe that doing so is the best way to achieve their goals.

Tools of War

Though they may not regard it as such, troopers identify with their weapons in a way that is almost spiritual. It's easy to see troopers as mindless soldiers—or even worse, heartless killers—but the truth is much more complex. Troopers believe that they must sacrifice a part of themselves to their weapons to use them most efficiently. In this way, they are as much a tool of war as the weapons they wield. This philosophy is supported by the lives of military service to which many troopers dedicate themselves. As one of the rank and file, troopers become part of something larger than themselves, but sometimes lose their individuality in the process. The alternative, however, means endangering the lives of those who fight alongside them. A trooper who puts themselves above their allies, or who wields their chosen weapon recklessly, is a loose cannon—in some cases, quite literally.

Armies of One

Even in a party of voidrunners, troopers may find themselves to be lone wolves. The life of any voidrunner is a dangerous one, but few willingly put themselves as much at risk as a trooper. When combat breaks out, troopers are often on the front lines, taking the brunt of the enemies' attacks or holding the line so that their allies can marshal their defenses. Demolition experts have perhaps the most dangerous role to play of all, for while they rarely meet with the enemy head on, they must handle dangerous materials and routinely separate themselves from the group in order to place their explosive charges. Thankfully, their military backgrounds ensure that troopers are uniquely equipped to work as part of a team. Even troopers who have never fought alongside others quickly learn that their surest chance for survival is to have the backs of their fellow voidrunners—and to let their new friends have theirs.

Creating a Trooper

The lives of troopers are filled with violence, but warfare isn't all they know. When creating your trooper, it's important to consider not only how they fight, but why. Were you conscripted into military service, or did you enlist? Perhaps you were never a part of a formal army, arriving at your current life from a criminal or law enforcement background. You might even be the product of a top-secret project aimed at creating the perfect super soldier and have never known a life before this one.

Even as a fledgling voidrunner, you've probably already seen more bloodshed than most people do in a lifetime. How have those experiences affected you? Are you hardened to violence, or has what you've seen made you even more certain that life must be protected? Do you have friends and family elsewhere, or are your current companions all you have left?

As with many classes, the archetype you choose for your trooper character plays a large role in who they are. Many armigers, with their focus on individual combat, once served as bodyguards, or as swordmasters and advisors to feudal houses. What became of the people you once served? Are your weapons family heirlooms, or were they forged by your own hands as a part of your training? Gunner and demolition experts are more likely to have been soldiers in larger organizations. If so, were your fellows all killed in a disastrous assault? Or were you dishonorably discharged, rightfully or not? Are you a mercenary, a deserter, a reservist, or are you retired? The answers to these questions not only says a lot about where you've been, but where you're going.

Class Features

As a trooper, you gain the following class features.

Hit Points

Hit Dice: 1d10 per trooper level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per trooper level after 1st

Proficiencies

Armor: Light armor, medium armor, heavy armor, shields

Table: Trooper

LEVEL	PROFICIENCY BONUS	FEATURES	FAVORED ORDNANCE	DRILLS KNOWN	MANEUVERS KNOWN	MANEUVER DEGREE
1st	2	Drills, Favored Ordnance, Tenacity	1d4	1	–	–
2nd	2	Basic Training, Combat Maneuvers	1d4	1	2	1st
3rd	2	Trooper Archetype	1d4	2	2	1st
4th	2	Ability Score Improvement	1d4	2	3	1st
5th	3	Extra Attack	1d8	3	3	1st
6th	3	Combat Theater	1d8	3	3	1st
7th	3	Trooper Archetype Feature	1d8	4	4	2nd
8th	3	Ability Score Improvement	1d8	4	4	2nd
9th	4	Endurance (one use)	1d8	5	4	2nd
10th	4	Trooper Archetype Feature, Pillar of Strength	1d8	5	5	2nd
11th	4		1d12	6	5	2nd
12th	4	Ability Score Improvement	1d12	6	5	2nd
13th	5	Endurance (two uses)	1d12	7	6	3rd
14th	5		1d12	7	6	3rd
15th	5	Trooper Archetype Feature	1d12	8	6	3rd
16th	5	Ability Score Improvement	2d12	8	7	3rd
17th	6	Endurance (three uses)	2d12	9	7	3rd
18th	6	Trooper Archetype Feature, Legion Commander	2d12	9	7	3rd
19th	6	Ability Score Improvement	2d12	10	8	4th
20th	6	No Surrender	2d12	10	8	4th

Weapons: Simple weapons, martial weapons, starship weapons

Tools: Weapon and armor maintenance tools, one vehicle type

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Athletics, Culture, Engineering, History, Insight, Intimidation, Medicine, Perception, and Survival

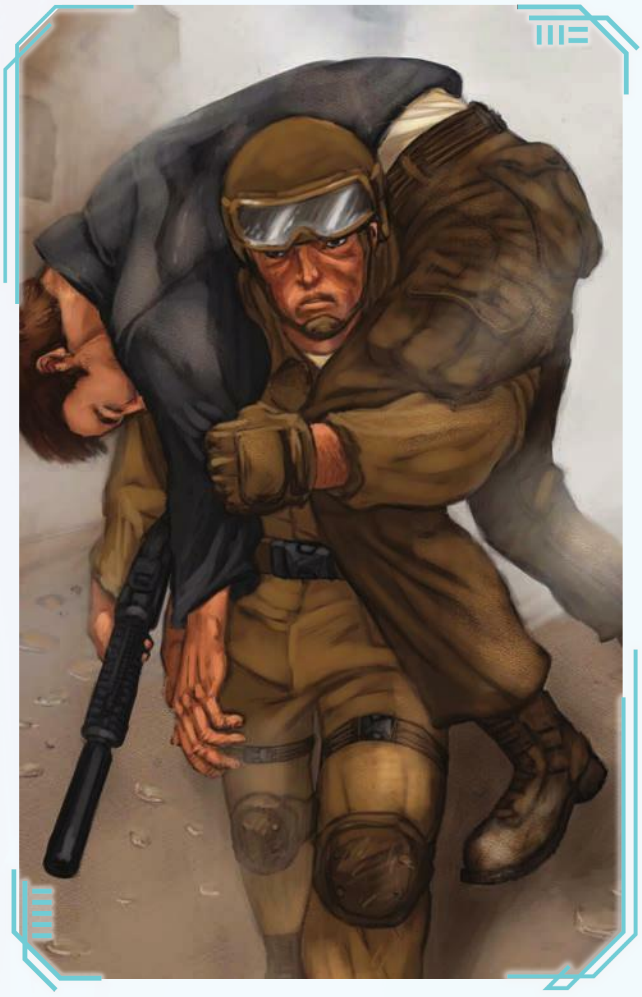
Equipment

You begin the game with 450 credits, which you can spend on your character's starting weapons, armor, and adventuring gear. You can select your own gear or choose one of the following equipment packages. Also consult the Suggested Equipment section of your chosen background.

- **Demolitionist's Kit (cost 447 credits):** grenade launcher, frag grenades (3), smoke grenades (2), personal communicator, light maul, multitool, synthweave armor, tactical case
- **Master-at-Arms Kit (cost 251 credits):** duffel bag, heavy shock polearm, hyperweave armor, personal communicator, light blade, medium blade, pistol (20 rounds of ammunition)
- **Merc Kit (cost 411 credits):** backpack, first aid kit, personal communicator, pistol (20 rounds of ammunition), plasma auto-cannon (1 energy battery), riot armor

Drills

Thanks to your years of training, you know how to handle yourself in almost any situation. At 1st level you gain two drills of your choice, detailed at the end of the class description. The Drills Known column of the Trooper table shows when you learn more drills.



Favored Ordnance

All weapons are deadly in your hands, but one type of weapon is your favorite. At 1st level, choose a specific category of weapon, such as light mauls, medium casters, or cannons. You can also choose a miscellaneous weapon (such bio-chakram or combat chainsaw) as your favored ordnance.

Attacks you make with your favored ordnance deal an additional 1d4 damage of the weapon's type. Your favored ordnance damage applies only to damage that requires an attack roll. Thus, you can't increase the damage dealt by a grenade or a weapon's burst property, unless you have a special ability that allows you to do so. This extra damage increases as you gain trooper levels, as shown in the Favored Ordnance column of the Trooper table. Once you deal your favored ordnance damage, you can't do so again until the start of your next turn.

When you gain a level in this class, you can replace one of your favored ordnance selections with another weapon.

Tenacity

Your courage never wavers, even in the face of overwhelming odds. Choose one of the following options.

Cool Under Pressure

Regardless of the pressures placed upon you, you somehow manage to keep it together. You have advantage on saving throws against effects that inflict strife or mental stress, as well as on Constitution saving throws to maintain concentration.

Indomitable Soul

You never back down, not while lives hang in the balance. While you are bloodied, you can use a bonus action on your turn to gain temporary hit points equal to 1d10 + your trooper level. These temporary hit points last for 1 minute. While the temporary hit points last, you are immune to the frightened and rattled conditions. If you are frightened or rattled when you use this ability, the effects of these conditions are suspended until the end of this effect. Rounds spent under the

influence of Indomitable Soul count towards the duration of these frightened and rattled conditions.

Once you use this feature, you must finish a short or long rest before you can use it again.

Tireless Loyalty

Nothing can convince you to turn on those you've promised to protect or break the ideals you've sworn to uphold. You have advantage on saving throws against being charmed. While you are charmed by a condition that allows a saving throw at the end of your turn, you can choose to make the save at the start of your turn instead.

Basic Training

Your training brought you into contact with people from all sorts of different backgrounds. At 2nd level, choose one of the following options.

Chains of Command

You know who's in charge—and more importantly, who's *really* in charge of an organization (such as a police precinct) or group of individuals (such as a party of rival voidrunners). If you have encountered an organization's leader, you know who's officially in charge according to that group's chain of command, as well as the attitudes of each of the group's members towards their leader.

Soldier of Fortune

You've worked (or currently work) as a mercenary, taking part in military conflicts for personal profit. Anyone in need of a little extra muscle may come to you with job offers, and you have advantage on ability checks you make to find such jobs or negotiate their terms. The jobs may involve some measure of danger, and they may not pay particularly well. But you're never out of work, at least not for long.

War Stories

Even soldiers who haven't fought together often share similar experiences. If you spend a few minutes swapping stories from your past with someone from a military background, you have advantage on the next Persuasion check you make to influence them.

Combat Maneuvers

At 2nd level, you gain the ability to use combat maneuvers. You gain proficiency in two combat traditions of your choice. You learn two maneuvers of your choice from traditions you are proficient with.

You gain an exertion pool equal to twice your proficiency bonus, regaining any spent exertion at the end of a short or long rest. You use your maneuvers by spending points from your exertion pool. The Maneuvers Known column of the Trooper table shows when you learn more maneuvers from a tradition you are proficient with, while the Maneuver Degree column shows the highest degree you can select maneuvers from at a given level.

Additionally, whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree from a tradition you are proficient with.

Trooper Archetype

At 3rd level, choose a trooper archetype. Though you are familiar with weapons of all sorts, your archetype represents the types of weapons you've chosen to focus your training on. You gain benefits from your choice of archetype at 3rd level, then more at 7th, 10th, 15th, and 18th level.

Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

At 5th level, you can attack twice instead of once whenever you take the attack action on your turn.

Combat Theater

If your experience on the battlefield has taught you anything, it's that warfare is as much psychological as it is physical. At 6th level, choose one of the following options.

Crowd Control
With a few simple, barked commands, you can impose order on an otherwise unruly crowd. You gain an expertise die on Intimidation checks.

Finger on the Trigger
Sometimes polite requests must be backed up with threats of violence. When one of your allies makes a Persuasion check, you can use your reaction to ready your firearm or brush the hilt of your blade. If the target of the Persuasion check can see you, your ally gains an expertise die on the check.

Hearts and Minds
It is a sad fact of war that the innocent are often caught in the crossfire, but you do your best to keep them safe. When you make efforts to keep a non-combatant out of harm's way, word of your heroism spreads, and any members of their community who were previously indifferent to you become friendly.

Endurance
Starting at 9th level, you can use a bonus action on your turn to push your body and mind beyond their natural limits. For the next minute, you ignore the negative effects of any fatigue, strife, or mental stress effects you are currently suffering. At the end of that time, the negative effects return, and you gain one level of either fatigue or stress (your choice).

You can use this feature once. You gain an additional use of this feature at 13th level and a third use starting at 17th level. You regain all spent uses of this feature whenever you finish a long rest.

Pillar of Strength
In the heat of battle, others look to you for guidance. The faith that others place in you extends to non-combat situations, as well. At 10th level, you gain one of the following options.

Celebrity Soldier
Your victories on the battlefield have won you the respect of leaders across the galaxy. Regardless of your Prestige score, your Prestige Center covers an entire planet, or even multiple planets, at the Narrator's discretion. In addition, prominent politicians, businesspeople, and celebrities come to you asking for favors and may be willing to perform favors for you in return. The Narrator determines the nature of these interactions. For example, the head of a shipping conglomerate may arrange transport for you and your companions to one of their off-planet facilities in return for a review of the facility's security. Similarly, if you endorse a politician's run for office, they may open doors for you in the future.

Impartial Judge
Your integrity is known to be above reproach, and others may call upon you to issue punishments or settle disputes. Your Prestige rating increases by an amount equal to half your proficiency bonus. In addition, other people can always sense when you're telling the truth (or at least, the truth as you see it). While others may not always agree with your decisions, so long as you do your best to remain impartial, your integrity is rarely called into question.

Veteran's Insight
Others seek out your advice, hoping to gain insight from the lessons you've learned on the battlefield. A creature that listens to your advice for at least 1 minute gains an expertise dice on one ability check of its choice that it makes in the next 24 hours. Once someone has benefited from your Veteran's Insight, they can't do so again for another 24 hours. If an NPC follows your advice and it works out well for them, they become friendly towards you and remain so until you give them reason to change their mind.

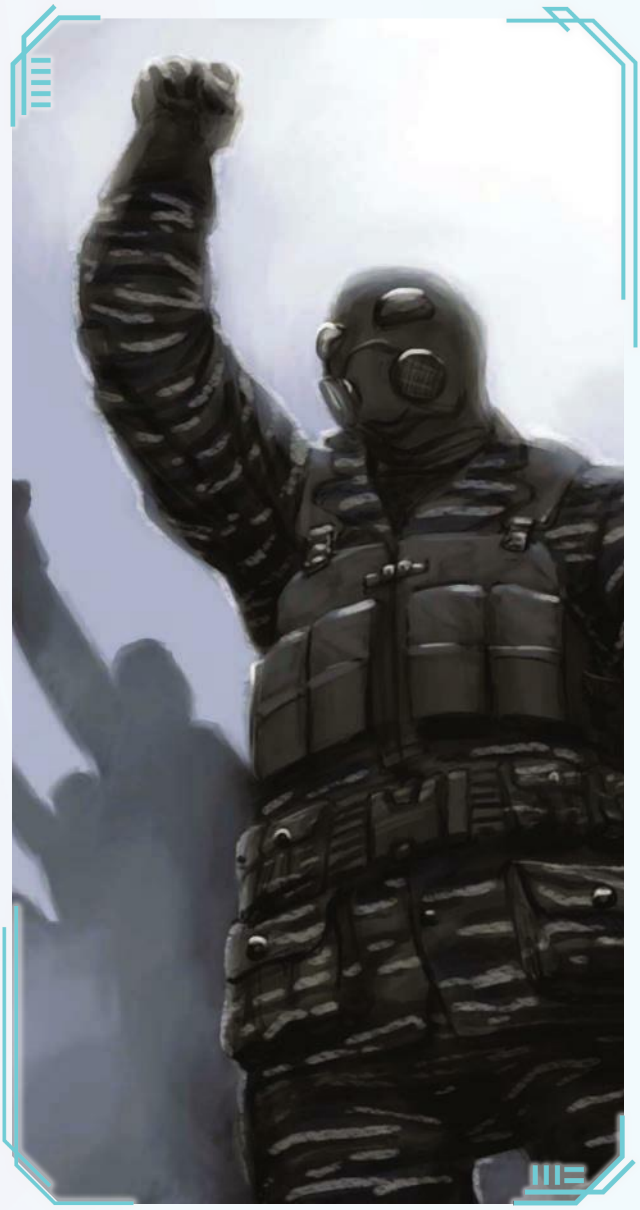
Legion Commander
At this point in your career, you may find yourself commanding hundreds, or even thousands, of people. At 18th level, you gain one of the following options.

Address the Troops
Your words inspire those under your command to fight without fear. You gain proficiency in Persuasion. If you're already proficient in Persuasion, you instead gain an expertise die.

In addition, if you spend 10 minutes giving an inspiring speech, each creature you choose with an Intelligence of 4 or greater that can hear and understand you is filled with courage and resolve. Affected creatures gain 20 temporary hit points. While the temporary hit points last, the creature gains an expertise die on saving throws against becoming frightened.

With the right technology on hand, you can greatly extend the number of creatures you can affect and the distance at which you can do so, even on a galactic scale.

Once you've used this ability, you must finish a short or long rest before you can do so again.



Security Clearance

Governments and military organizations trust you with their most guarded secrets. With a few phone calls to the right people, you can make a Prestige check to obtain a high-level security clearance, granting you access to data such as the location of a top-secret military installation, the blueprints of The Fleet's capital ship, or the medical files of the Emperor. Organizations hostile to you will never knowingly issue you a security clearance. Under most circumstances, your security clearance expires after 2 days. Once you've used this ability, you must wait a week before you can do so again.

Thousand-Foot View

You can survey the broad strokes of a military campaign to pinpoint an enemy's weak spot. This survey takes the duration of a long rest and might involve reviewing stacks of field reports, analyzing thousands of AI-generated combat simulations, or simply pushing a few small-scale models across a replica battlefield. At the end of the long rest (which you still benefit from normally), you uncover a fatal flaw in your enemy's organization, such as an easily disrupted supply line or a shield generator they've left undefended.

The Narrator determines the nature of the information you uncover. Your stratagem is often time sensitive, and even if you act on it, there's no guarantee the plan will succeed. Once you've used this ability in a campaign, you can't do so again until the specifics of the campaign you're analyzing significantly change.

Never Surrender

Even a mortal wound can't stop you from fighting—at least for a while. At 20th level, when you take damage that reduces you to 0 hit points but doesn't kill you, you don't fall unconscious and can continue acting normally. You still make death saving throws at the start of your turn, suffer death saving throws whenever you take damage, and die after three failed death saving throws. If you are stabilized during this time, you remain conscious, but fall unconscious after 1 minute if you do not regain at least 1 hit point.

Drills

When you gain access to a new drill, choose one of the following.

Action Hero

You're daring, dynamic, and rush headlong into danger. On your turn, you can take an additional Dash action and gain an expertise die on Acrobatics and Athletics checks you make during the Dash. Once you use this feature, you must finish a short or long rest before you can use it again.

Combat Medic

Even under the worst conditions, you can apply first aid to keep your allies alive. You can use an action to restore a number of hit points to an ally within reach equal to twice your proficiency bonus. You can use this drill a number of times equal to your proficiency bonus. Your expended uses are restored when you take a long or short rest.

Defensive Reload

You can keep your wits about you as you get ready to fire. You can reload a weapon with the reload property as part of a Dodge action.

Double Time

You move efficiently while on the march and can help those you travel with keep pace. You can move twice as fast on a journey. Any allies without this drill that you choose to keep pace with can move 50 percent faster than they would normally be able to.

Favored Front

You've learned to fight in different kinds of terrain. Choose one type of terrain: arctic, coast, desert, forest, grassland, mountain, subterranean, or swamp. You gain an expertise die on Perception, Stealth, and Survival checks made in this terrain. You can take this drill multiple times, choosing a new terrain each time.

Gear Up

A soldier's gear helps keep them alive, so you've learned to pack and handle it efficiently. You can don and doff armor in half the time it would normally take. Your Strength score is considered 5 higher when determining your carrying capacity and the weight you can lift, push, or drag.

Grunt Work

You're not above getting a little dirt under your fingernails. You gain proficiency in carpenter's tools, cook's utensils, or another set of artisan's tools allowed by the Narrator. In addition, when performing manual labor, you gain an expertise die on Constitution saving throws to resist fatigue.

Lead the Charge

When the time comes to engage the enemy, you make sure you're always on the front lines, with your allies close behind. You gain an expertise die on initiative rolls. When you roll initiative, you can select one willing ally who rolled lower than you. For the rest of the encounter, that ally acts in the initiative count directly after you.

No One Left Behind

You gain an expertise die on Acrobatics and Athletics checks made to climb, jump, run, and swim. When your party makes a group Acrobatics or Athletics check, you may apply the results of your roll to yourself and one ally. You can choose which ally to apply your result to after everyone has rolled, but must do so before the Narrator says whether you succeed or fail.

Paratrooper

You gain an expertise die on Acrobatics and Athletics checks you make while falling or skydiving. When you take falling damage, you can use your reaction to make an Acrobatics check and reduce the damage by an amount equal to the result of the check.

Quick Reload

When reloading your weapon in the heat of battle, your hands act from muscle memory alone. You can reload a weapon with the reload property as a bonus action instead of an action. Once you use this feature, you must finish a short or long rest before you can use it again.

Recon

Hours spent on patrol have honed your senses. You gain proficiency in Perception. If you're already proficient in Perception, you instead gain an expertise die. Additionally, when performing the Scout journey activity, you don't suffer a level of fatigue on a critical failure.

Rest and Relaxation

You know how important a little R & R can be. When you spend hit dice during a short rest to recover hit points, you can roll each die twice and use the better result.

Security Detail

You're always on the lookout for trouble. Your passive Perception score increases by 3, and you can never be surprised.

Starship Trooper

You're well accustomed to life aboard starships. While aboard a starship or similar vehicle, you gain an expertise die if you're using a skill you're proficient in.

Tour of Duty

You've learned to interact with people of cultures different from your own. You are proficient in Culture and gain a skill specialty in Culture. In addition, you learn three languages of your choice.

Weapons Maintenance

Keeping your gear in proper working order can mean the difference between life and death when the bullets start to fly. You gain an expertise die on checks to maintain or repair weapons and armor.

Trooper Archetypes

More so than perhaps any other martial class, troopers are differentiated by the weapons with which they choose to fight. Depending on the archetype you choose, you might be a professional duelist who fights to defend the honor of your house, a mercenary whose skill with firearms devastates those you've been paid to fight, or an enlisted soldier specially trained in the use of grenades, mines, and other explosive devices.

Armiger

In many societies, the ability to own weapons is a right reserved for the specially trained or the privileged elite. Whether or not you subscribe to that philosophy, you know that those who bear arms must treat their weapons as though they were sacred. To you, combat is more than a career: it is a calling, an honor, and a duty.

Weapon Mastery

At 3rd level, choose three additional weapons as your favored ordnance. If you spend 1 hour practicing with a weapon, you can replace one of your favored ordnance selections with the new weapon.



Precision Strike

You've learned to hone your focus, drowning out all distractions to make a single, precise attack. At 3rd level, while wielding one of your favored ordnance weapons, you can use an action to make a precision strike. Make a single attack as normal, but if you roll a 2 or lower on the attack roll, you can reroll the die and use the new result. The threshold for this reroll increases with your proficiency bonus. Thus, at 5th level you can reroll an attack roll whenever you roll a 3 or lower. You can reroll on a roll of 4 or lower at 9th level, on a roll of 5 or lower at 13th level, and on a roll of 6 or lower at 17th level. You can choose to reroll after learning whether the attack hits or misses.

You can't make a precision strike more than once on your turn, and you can't make a precision strike outside of your turn. Thus, you can't use this feature in conjunction with your Barrage feature or when making opportunity attacks.

Barrage

At 7th level, when you use the Attack action to make an attack with one of your favored ordnance weapons, you can choose to make an additional attack as part of the same action. If you do, you do not apply your favored ordnance damage to any attacks made using that attack action.

At 16th level, you can forgo your favored ordnance damage to make two additional attacks. Alternatively, you can make one additional attack, but if you do, you reduce your favored ordnance damage to 1d12 for all attacks made during this Attack action.

Expert Technique

Also at 7th level, enemies who face you on the battlefield soon realize they're outmatched. You learn one of the following expert techniques. Whenever you use the Attack action while wielding one of your favored ordnance weapons, you can attempt an expert technique that you know in place of an attack. When you successfully use an expert technique, you can choose to deal your favored ordnance damage to the target, even if another feature (such as your Barrage feature) would otherwise cause you to forgo your favored ordnance damage.

Demoralizing Knockdown

Your attack knocks the target flat on its back. If the target is no more than one size category larger than you, it makes a Strength saving throw against your maneuver DC. On a failure, you deal your favored ordnance damage and knock the target prone. In addition, the target is rattled until the end of your next turn. While rattled, the target can't stand up, though it can crawl.

Disquieting Disarm

You attempt to knock an item or weapon from a creature's hand. The target makes a Strength or Dexterity saving throw against your maneuver DC. On a failure, you deal your favored ordnance damage and the target drops the item in its space. In addition, the target is rattled until the end of your next turn. Creatures that are a size category larger than you or that are holding the item with at least two hands have advantage on this save, while a creature of a size category smaller than you has disadvantage. While rattled, the target must use an action to recover its weapon or draw a new one.

Exposing Shove

Your attack staggers your target, exposing it to follow-up attacks. If the target is one size category larger than you or smaller, it makes a Strength saving throw against your maneuver DC. On a failure, you deal your favored ordnance damage and push the target a number of feet away from you equal to 5 + 5 for every 5 points it failed its saving throw by. In addition, the target is rattled until the end of your next turn. While rattled, attack rolls against the target are made with advantage.

Armiger's Creed

At 10th level, your devotion to your code of ethics is its own defense. You gain proficiency with Wisdom saving throws.

Matchless Maneuvers

At 15th level your prowess with weaponry is unmatched. When you gain this feature, you gain every feature from Expert Techniques instead of only selecting one.

Living Weapon

At 18th level, the connection you share with your weapons deepens to an almost supernatural level. You can use a bonus action to expend up to 3 Hit Dice. Instead of regaining hit points, you channel your will into a favored ordnance weapon you are holding. For each Hie Die you expend, you gain a +1 bonus to attack and damage rolls you make with the weapon. This bonus lasts for 1 minute or until you no longer hold the weapon, fall unconscious, or use this ability again.

Bounty Hunter

True dedication is needed to track down a mark across the vast universe and bring them to justice—or to drag them back to whoever's paying for their hide. Bounty hunting is a profession that has stood the test of time, and even in the age of space travel there will always be a need to find those who wish to remain hidden. Bounty hunters are experts trackers, stalking their prey for glory and profit no matter how many lightyears their trail is long.

Eclectic Ordnance

Bounty hunters are known for their unusual weapons. When you choose this archetype at 3rd level, every weapon with the exotic property becomes a favored ordnance weapon for you. In addition, when you deal damage with a favored ordnance weapon that reduces one or more creatures to 0 hit points, you can choose to stabilize one of the creatures knocked unconscious by it.

On the Hunt

Also at 3rd level, you gain proficiency in Perception and Survival. In addition, you have advantage on checks made to detect hidden creatures.

Hunting Tactics

Starting at 7th level, you develop tactics needed for tracking down and subduing your bounties. You learn one of the following features.



Eye for Faces

No matter the disguise, once you get a read on your mark you'd know it anywhere. By spending at least a minute chatting with and closely observing a creature, you can memorize it and its mannerisms. You can instantly and accurately recognize any creature you memorize in this way, and you can automatically see through any disguise it uses so long as you are able to both see it and hear it speak. In addition, you gain an expertise die on Insight checks.

Self-Reliant

Bounty hunters are often on their own for months at a time as they follow the trail. You gain a 1d6 expertise die on any check made to hunt or gather food, and you do not suffer levels of fatigue due to travel pace. In addition, you are immune to the effects of roughing it and gain an expertise die on Survival checks.

Skilled Tracker

Whenever you make a Perception check or Survival check to track or to perform the Track journey activity and the d20 result is less than 10, you can count the d20 result as being 10.

Quarry Brawler

Also at 7th level, you become adept at the sort of brawling needed to bring in your bounties. You can use a bonus action to perform a Disarm, Grab On, Grapple, Knockdown, or Shove basic maneuver. In addition, whenever you would deal basic melee damage, you may deal your favored ordnance damage instead.

At 16th level, you may perform up to two of the above basic maneuvers using the same bonus action.

Knockout

At 10th level you start to appreciate that the "alive" part of dead or alive takes more effort but usually pays better. Whenever you deal your favored ordnance damage to a creature while it is bloodied, it makes a Constitution saving throw against your maneuver DC. On a failed save the creature is knocked unconscious for 1 hour. A creature knocked unconscious in this way can repeat the saving throw when it takes damage or if another adjacent creature uses an action to wake it. Once a creature successfully saves against this feature it is immune to Knockout for the next 24 hours.

Apex Hunter

Beginning at 15th level, your name on a docket is a verifiable guarantee that your target will be caught. You gain every feature from Hunting Tactics instead of only selecting one.

You're Coming With Me

At 18th level you can bring in even the most dangerous bounties. You may at any time choose a creature you can see and mark it. The mark lasts until you choose to end it or until you use this feature to mark another target. You gain an expertise die on attacks against the marked target, as well as on Perception and Survival checks made to track or locate it. In addition, the marked target has disadvantage on saving throws against your maneuver DC. Once you mark a creature in this way, you cannot do so again until you finish a long rest.

Demolitions Expert

It takes a certain kind of mindset to devote one's life to blowing stuff up, and the process is as much art as it is science. Shaping an explosive's charge so that it produces the exact effect you intend, detonating it in a glorious cataclysm of fire and shrapnel—it speaks to some in a way nothing else quite does.

Explosives Mastery

When you select this archetype at 3rd level, grenades and mines count as favored ordnance weapons for you. When a grenade you throw or a mine you have set deals damage, targets in the grenade or mine's blast radius take additional



damage equal to your favored ordnance damage. The damage type of this extra damage is the same as the type normally dealt by that grenade or mine.

Eye for Architecture

Also at 3rd level, you've learned to pinpoint the weaknesses in any structure. You gain proficiency in Engineering. If you're already proficient in Engineering, you instead gain an expertise die. Your expertise dice in Engineering can be upgraded from d8 to d10, exceeding the usual limit on expertise dice.

Parabolic Trajectory

Beginning at 3rd level, you learn how to launch grenades in an arcing, parabolic trajectory, increasing their range. Your grenades have the thrown 30/60 property. When you use a grenade launcher to fire a grenade, the launcher's range increases to 200/800.

Expanded Blast Radius

At 7th level, when a grenade you throw or a mine you have set explodes, you can increase its blast radius by 5 feet. If you do, you do not add your favored ordnance damage to the damage dealt by the grenade or mine (if any).

At 16th level, you can expand the blast radius of a grenade or mine by 10 feet. If you do, do not add your favored ordnance damage to the damage dealt by the grenade or mine (if any). Alternatively, you can reduce your favored ordnance damage to 1d12 to expand the blast radius by 5 feet.

Custom Munitions

Also at 7th level, you can create custom munitions. Whenever you finish a long rest, you can create a number of custom munitions equal to your proficiency bonus. Each of your custom munitions replicates the effects of one of the following grenades or mines, chosen by you when you create the munitions: foam, flash, frag, gas, goo, smoke (see Chapter 3: Equipment for details). Your custom munitions can be used even by creatures other than you, but only retain their functionality until the start of your next long rest.

In addition, you can customize the munitions you create even further with custom augments. You learn one of the following custom augments, which can be applied only to grenades or mines you create using this feature. You choose the augment you apply to each custom munition individually, but each can only have one augment.

Energized

If the grenade or mine deals damage, you can change the damage it normally deals to one of the following types: acid, fire, force, lightning, poison, radiant, thunder.

High Explosive

If the grenade or mine deals damage, the damage dice 'explode'. Any maximum roll on a die (e.g. a 6 on a d6 or an 8 on a d8) allow you to roll that die again, and add the new roll to the original.

Shaped

You can alter the grenade or mine's blast radius to a 60 foot cone or a line that is 60 feet long and 10 feet wide. If you choose this augment, you can't use your Expanded Blast Radius feature to alter the size of the grenade or mine's blast.

Blast Evasion

At 10th level, you have advantage on saving throws made against grenades, mines, and other explosives. In addition, when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage on a success and half damage on a failure.

Munitions Factory

At 15th level, you become a veritable munitions factory. You learn all the custom augments listed in the Custom Munitions feature. In addition, you can create custom munitions when you finish a short or long rest and can create a total number of munitions equal to twice your proficiency bonus per long rest, though they still lose their efficacy as normal.

Creative Destruction

At 18th level, you've developed your ability to create explosives into a true art form. You gain the following benefits.

- Your custom munitions can replicate the effects of the following grenades or mines: concussion, EMP, incendiary, stun.
- You can now add two custom augments to any of your custom munitions.
- You can use an action to respec one of the custom munitions you have already created, quickly changing its type and any augments you have applied to it. Once you have used this feature, you must finish a short or long rest before you can do so again.

Gunner

Even in a world where starships bombard planets from orbit, warfare often comes down to soldiers with their boots on the ground and guns in their hands. Depending on your background, you might be a soldier in a legitimate military organization or a gun for hire, fighting on behalf of whatever employer pays you best. In either case, firearms are your weapon of choice. With a gun and enough ammo, you can unleash a salvo that decimates enemy forces or lay down a burst of cover fire, providing the distraction your allies need to make a safe retreat.



Firearms Mastery

At 3rd level, you gain all firearms as your favored ordnance. When you use the burst property of a firearm, targets in the weapon's burst area take additional damage equal to your favored ordnance damage. The damage type of this extra damage is the same as the type normally dealt by the weapon.

Controlled Burst

Also at 3rd level, you learn how to fire your weapon in short, controlled bursts, using only the ammunition needed to take out your target and no more. When you use the burst property with a firearm, you expend only 5 pieces of ammunition instead of 10.

Strafe

At 7th level, when you use the burst property with a firearm, you can create a second 10 foot cube contiguous with the primary burst area within the weapon's range. If you do, you do not apply your favored ordnance damage to either burst area. For each area you create, you expend 5 pieces of ammunition.

At 16th level, you can create a third burst area. Alternatively, you can reduce your favored ordnance damage to 1d12 to create two burst areas at the ammunition cost of one.

Advanced Tactics

Also at 7th level, you develop advanced tactics that allow you to direct the ebb and flow of battle with your gunfire. You learn one of the following advanced tactics, which you can use

to augment the burst areas you create with firearms. You can't use more than one advanced tactic on your turn. If you use Strafe to create multiple burst areas, the advanced tactic you use (if any) applies to all areas you create.

Cover Fire

When you use the burst property with a firearm, you can choose to exclude a number of creatures equal to your proficiency bonus from the burst's effect. All other targets have advantage on the Dexterity saving throw they make to avoid damage from the burst. After the burst's effect is resolved, the creatures you excluded can use their reaction to move up to half their Speed without provoking opportunity attacks.

Focus Fire

When you use the burst property with a firearm, you can choose to create a 5-foot-cube area instead of a 10 foot cube. If you do, targets in the burst take additional damage equal to your favored ordnance damage (an extra 1d8 at 7th level, and extra 1d12 at 11th level, and an extra 2d12 at 16th level). If you use this tactic in conjunction with your Strafe feature, any additional burst areas you create are also 5 foot cubes.

Suppressive Fire

When you use the burst property with a firearm, instead of the burst's normal effects, you can choose to fill the area with suppressive fire. Each creature in the area makes a Wisdom saving throw against your maneuver DC. On a failure, the creature is rattled and has disadvantage on ability checks and attack rolls until the end of your next turn.

Take Cover

At 10th level, you know how to use the shape of the battlefield to shield yourself from incoming fire. The bonuses that cover grants to your AC and saving throws double, increasing to +4 for half cover, and +10 for three-quarters cover.

Gunfire Maestro

With a gun in your hands, the battlefield is yours to control. At 15th level, you learn all the tactics listed in the Advanced Tactics feature.

Overwhelming Firepower

At 18th level, while wielding a firearm with the burst property, you can use an action to create one of the following effects. To do so, you must expend 10 pieces of ammunition. You can't use your Strafe or Advanced Tactics features to alter these effects further.

Mow 'Em Down

Select up to ten contiguous 5 foot cubes you can see within the weapon's range. Each creature in that area makes a Dexterity saving throw against your maneuver DC. The target takes the weapon's normal damage on a successful save, or your favored ordnance damage on a failure.

Spray and Pray

Each target in a 60-foot cone makes a Dexterity saving throw against your maneuver DC. The target takes the weapon's normal damage on a successful save, or your favored ordnance damage on a failure.

Operative

Some troopers receive more extensive and covert training, acting as special forces deep within enemy territory and completing vital missions. More than footsoldiers, operatives are elite specialists that can accomplish tasks with tact and precision before the enemy is even aware of their presence. These disciplined warriors often keep their contacts long after official military service ends, leading to many to take freelance missions that even officially enlisted wetwork teams won't touch.

Alpha Strike

When you choose this archetype at 3rd level, whenever you hit a surprised target and add your favored ordnance damage die you add an additional favored ordnance damage die.

Armored Stealth

Also at 3rd level, you gain proficiency in Stealth. During a long rest, you can customize even the heaviest suit of armor to make sure it doesn't hinder your abilities. If you do so, that piece of armor does not give you disadvantage on Stealth checks. Any other creature wearing that same suit of armor still suffers disadvantage on Stealth checks as normal.



Clean Kills

Beginning at 7th level, whenever you make an attack using a weapon with the long-range or scoped weapon augment, you ignore the disadvantage normally incurred by firing at a target beyond the weapon's normal range and you may reroll any favored ordnance die results of 1. In addition, you gain an expertise die on Stealth checks, and while you are hidden any checks made to locate you from 30 or more feet away have disadvantage.

At 16th level, whenever you make an attack using a weapon with the long-range or scoped weapon augment, any favored ordnance damage dice you would roll instead deal their maximum result.

Infiltration Tactics

Also at 7th level, you develop infiltration tactics that allow you to operate deep within hostile territory. You learn one of the following features.

Dark Ops

You can see normally in darkness to a range of 60 feet. If you already have or gain darkvision from some other source, the range of your darkvision instead increases by 60 feet. In addition, when you are in dim light (or darker) and a weapon attack hits you, you can use your reaction to roll your favored ordnance die, reducing the damage by the result.

Ghost Protocols

Whenever you make a Stealth check and the d20 result is less than 10, your roll is treated as a 10.

Silent Takedown

Whenever you successfully grapple a creature, you can choose to make that grapple silently. When you do, the creature you grapple cannot speak or make any loud noises while it remains grappled. Grapples can be attempted in this way while hidden. Creatures you grapple while hidden also become hidden, using your Stealth check as its own.

Tactical Reposition

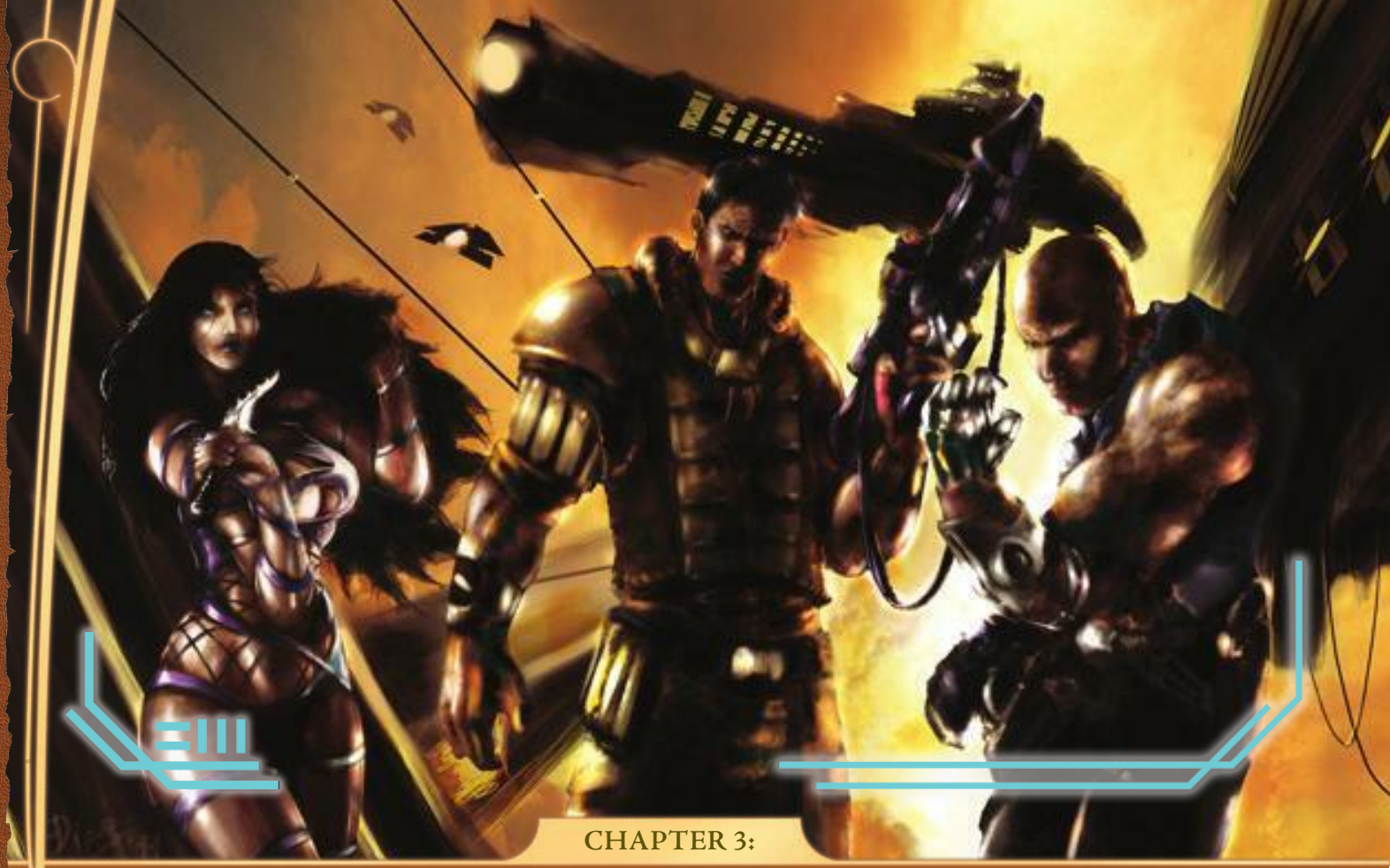
At 10th level you know that a good sniper relocates after every shot. Whenever you make an attack using a weapon that has the long-ranged or scoped weapon augments you can use your reaction to immediately move up to your Speed and take the Hide action.

Phantom Agent

Starting at 15th level, you rarely leave any evidence that an operation took place at all. You learn all the tactics listed in the Infiltration Tactics feature.

Clean Sweep

At 18th level, while wielding a ranged weapon with a long-ranged or scoped weapon augment, you can use an action to expend 5 shots of ammunition in a clean sweep, attacking up to 5 surprised creatures you can see within the weapon's range, rolling separately for each. When hit, a creature makes a Wisdom saving throw against your maneuver DC. On a failure, it is still surprised at the beginning of the next round.



CHAPTER 3:

Equipment

As technology advances, the perpetual arms race becomes ever deadlier with new and ingenious ways to both kill and stay alive. This chapter includes a variety of equipment and gear for a voidrunner's needs, including armor, weapons, vehicles, drones, and even cybernetic enhancements. While many entries in the Adventurer's Guide have more modern counterparts here, there are some–such as instruments, artisan's tools, and the like–that still have application for more technologically advanced heroes.

Technology Levels

Science fiction settings depict a wide range of different levels of technology, ranging from the recognizable to the jaw-dropping. Voidrunning technology is divided into two broad categories:

Standard technology. These items can reasonably be expected to exist in a wide variety of science fiction settings, and constitute the majority of the gear in this book. Unless otherwise noted, equipment is considered standard technology.

Advanced technology. These items tend to be more fanciful, showing up more frequently in full-fledged space opera worlds or as precursor artifacts in more grounded ones. Advanced technologies are often setting-defining items, allowing a few unique wrinkles such as time travel or matter constructors to exist in an otherwise normal world, or for outfitting cultures that are even more advanced than the voidrunners.

In addition to being noted in its entry or properties, an advanced item is also marked with [A.]

Archaic Gear

All non-magical items from the *Adventurer's Guide* are available to voidrunners at double the cost—they are antiques, after all. Availability of such items is at the Narrator's discretion, and those which are magical in nature are not available unless the game setting includes magic.

Credits and gold pieces are of equal value.

Currency

Everything has a price, and in the future, the standard unit of measuring those prices is the credit, often abbreviated to 'cr'. Depending on the nature of the setting, this currency may be a fiat currency, a digital currency, or even one backed by some sort of 'gold standard'. It may also have a different name.

A typical worker in a prosperous future society earns about 10 credits per day of work.

Supply

Supply includes rations, water, basic consumables, minor first aid gear, and power cells. Androids consume Supply in the same way that organic beings do (they drain energy from power cells), and energy weapons use Supply as ammunition.

Supply costs 0.5 cr per Supply.

Armor, Shielding, and Weaponry

A soldier's armor featuring her unit's distinctive logo, a praetor's signature blade, the dagger a conman keeps for when a deal goes wrong—characters are often defined by the arms and armaments that they utilize as much as any psychic ability or well-honed lie. You gain most of your proficiencies from your character class, but your background and culture may mean that you are capable with other kinds of equipment as well.

Ideally, selecting gear means more than checking off items on a list. A character likely has an association with most of their equipment—they chose a blade instead of a blaster for a reason, after all. Your character's backstory and personality likely play a key role in this. Did they grow up on the streets and need a well-hidden weapon to get past the authorities, or did they have reason to wear a blade openly? Is a character's firearm a named and cherished member of the crew, or is it merely a grim tool to take up when there is no other option? Answers to questions like these help define who your character is on and off the battlefield.

Weapons

Objects made for killing come in every shape and size. Your class gives you proficiency with certain kinds of weapons, all of which have different properties and ranges. Melee weapons like blades and mauls are held or thrown, while firearms and casters propel ammunition. When making an attack with a weapon, you add either your Strength or Dexterity modifier to the roll, depending on the weapon's type, as well as your proficiency bonus if you have one. A galaxy's worth of peoples utilize an equally diverse range of weapons, but most fall into one of five general types: blades, casters, firearms, mauls, and polearms. In addition to the pre-industrial weapons found in the *Adventurer's Guide*, the weapons in this chapter are typically available to voidrunners.

Simple Weapons. Direct weapons that require no particular finesse, such as mauls, simple weapons are often wielded by NPCs, who usually lack the training to wield other sorts of weapons. Voidrunners are often proficient with many simple weapons, which include mauls, polearms, and some firearms.

Martial Weapons. These weapons require special training and sometimes even exceptional strength to use properly. You must be proficient with a weapon type to gain your proficiency bonus on attack rolls made with it. Unless they have the simple property, the weapons in this chapter are considered martial weapons.

Starship Weapons. Weapons mounted on capital ships and starfighters are covered by proficiency in starship weapons. These weapons are detailed in the *Star Captain's Manual*.

Table: Melee Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Battle gauntlet *(special)*	5 cr	1d6 bludgeoning	½ lb.	Dual-wielding, exotic, hand-mounted
Combat chainsaw *(special)*	65 cr	2d4 slashing	12 lbs.	Breaker, exotic, heavy (Str 13+), two-handed
Combat knife *(light blade)*	2 cr	1d4 piercing	2 lbs.	Defensive (light), dual-wielding, finesse, thrown (30/80)
Dueling sword *(medium blade)*	20 cr	1d8 slashing	3 lbs.	Defensive (medium), parrying, versatile (1d10)
Electro Halberd *(heavy polearm; shock)*	75 cr	1d10 electricity	7 lbs.	Heavy, reach, two-handed
Plasma sword *(medium blade; plasma)*	70 cr	1d8 fire	3 lbs.	Defensive (medium), parrying, versatile (1d10)
Longspear *(heavy polearm)*	10 cr	1d10 piercing	7 lbs.	Heavy, reach, two-handed
Mono-whip *(special)*	35 cr	1d6 slashing	2 lbs.	Exotic, finesse, parrying immunity, reach (15)
Shock mace *(medium maul; shock)*	30 cr	1d8 lightning	4 lbs.	Breaker, defensive (medium), simple, versatile (d10)
Sonic maul *(medium maul; sonic)*	30 cr	1d8 thunder	7 lbs.	Breaker, exotic, heavy, simple, versatile (d10)
Stun stick *(light maul; shock)*	27 cr	1d4 lightning	2 lbs.	Exotic, finesse, simple
Tactical baton *(light maul)*	2 cr	1d4 bludgeoning	2 lbs.	Simple
Vibroknife *(light blade; sonic)*	30 cr	1d4 thunder	2 lbs.	Defensive (light), dual-wielding, finesse

Melee Weapons

While firearms have been widely adopted throughout many cultures, there are still many instances where hand-to-hand combat is preferable, or even unavoidable. Unless otherwise noted, a melee weapon uses your Strength modifier for attack and damage rolls.

Battle Gauntlet. This heavy glove is reinforced with hi-tech materials designed to protect the wearer's hands and bolster the force of their punches. While wearing a battle gauntlet, you can reach your hand into a hazardous area (such flames or a pool of acid) without suffering any harmful effects. The Narrator may rule that extended exposure to a hazard defeats the gauntlet's protection, or that the gauntlet offers no protection against certain hazards.

Combat Chainsaw. Unlike the tools designed for industry or personal use, combat chainsaws are meant for war. When you make a damage roll with the weapon, if either of the dice result in a 4, you can roll an additional d4 and add the result to the total damage dealt.

Combat Knife. These simple, mass-manufactured duranium blades are sturdy and practical, often carried by military forces as a backup weapon.

Weapon Slang

Some weapon types have certain colloquial names.
Burners are laser weapons which do radiant damage.
Blasters are plasma weapons which do fire damage.
Coolers are cryo weapons which do cold damage.
Screechers are sonic weapons which do thunder damage.
Shockers are electro weapons which do lightning damage.
Sluggers are weapons which fire physical bullets doing piercing damage.

Dueling Sword. Well-crafted and usually individually designed, dueling swords are often ceremonial–however many cultures still regard hand-to-hand combat as an honorable way to resolve disputes.

Electro Halberd. This polearm sports an electrified blade.

Longspear. A basic weapon, the longspear is a simple duranium shaft tipped with a pointed blade.

Mono-Whip. Spools of monomolecular wire affixed to a thin handle, mono-whips slice neatly through organic and inorganic matter alike.

Plasma Sword. A plasma sword is a superheated blade, reminiscent of a psyknight's starglaive–although not as potent.

Shock Mace. A medium-sized weapon consisting of a handle ending with a ball or other shaped head. The head is electrified.

Sonic Maul. This heavy hammer delivers a thundering boom when it strikes its target.

Stun Stick. These hand-held devices deliver a powerful electric current that temporarily disrupts the target's neuromuscular autonomy. A target damaged by a stun stick makes a Constitution saving throw against your maneuver save DC. On a failed save, the target is knocked prone and rattled until the end of your next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled.

Tactical Baton. A simple duranium stick with a handle.

Vibroknife. A short blade which emits a high pitched whine capable of dealing sonic damage.

Ranged Weapons

Ranged weapons require ammunition to utilize properly. Melee attacks made with ranged weapons are considered to be an attack with an improvised weapon. These weapons use your Dexterity modifier for both attack and damage rolls

Bio-Chakram. Bio-chakrams are sharp-edged discs designed to return to the wielder's hand when thrown. All bio-chakrams come equipped with the biometric weapon augment. When you make a ranged attack with the bio-chakram, it returns to your hand whether the attack hits or misses and regardless of what space you are in.



Table: Ranged Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Bio-chakram *(special)*	25 cr	1d6 slashing	2 lbs.	Dual-wielding, exotic, thrown (range 20/60), parrying
Blaster *(light firearm; plasma)*	95 cr	2d4 fire	2 lbs.	Ammunition (range 50/150), reload (20 shots), simple
Energy crossbow *(medium caster; plasma)*	120 cr	1d12 fire	5 lbs.	Ammunition (range 50/150), reload (10 shots)
Flame bracer *(special)*	50 cr	2d4 fire	2 lb.	Ammunition (range 15 feet), exotic, reload (3 shots), hand-mounted
Flamethrower *(special)*	85 cr	2d8 fire	12 lbs.	Ammunition (range 15 feet), exotic, reload (3 shots), two-handed
Grenade launcher *(special)*	85 cr	as grenade	25 lbs.	Ammunition (range 150/600), exotic, heavy (Str 13+), reload (1 shot), two-handed
Pulse rifle *(medium firearm; burst fire, plasma)*	135 cr	2d6 fire	7 lbs.	Ammunition (range 120/360), burst fire, reload (20 shots), two-handed
Slugger *(light firearm)*	20 cr	2d4 piercing	2 lbs.	Ammunition (range 50/150), reload (20 shots), simple
Slug rifle *(medium firearm; burst fire)*	135 cr	2d6 piercing	8 lbs.	Ammunition (range 120/360), burst fire, reload (20 shots), two-handed
Hypodermic pistol *(special)*	35 cr	1d4 piercing	2 lbs.	Ammunition (range 30/120), reload (5 shots), exotic
Ion cannon *(heavy firearm; force)*	635 cr	2d8 force	25 lbs.	Ammunition (range 150/600), heavy (Str 13+), overkill, reload (20 shots), two-handed
Jolt pistol *(special)*	40 cr	1d4 lightning	2 lbs.	Ammunition (range 15 feet), reload (20 shots), exotic, simple
Laser pistol *(light firearm; laser)*	70 cr	2d4 radiant	2 lbs.	Ammunition (range 40/100), reload (20 shots), simple
Netcaster *(special)*	45 cr	None (see description)	5 lbs.	Ammunition (range 30/120), exotic, loading, two-handed
Polaron gatling gun *(heavy firearm; burst fire, plasma)*	535 cr	2d8 fire	25 lbs.	Ammunition (range 150/600), heavy (Str 13+), overkill, reload (20 shots), two-handed
Shotgun *(medium firearm)*	35 cr	2d6 piercing	25 lbs.	Ammunition (range 120/360), reload (20 shots), two-handed
Sniper rifle *(medium firearm; long-ranged, scoped)*	165 cr	2d6 piercing	8 lbs.	Ammunition (range 240/720), reload (20 shots), two-handed
TK gauntlet *(special)*	750 cr	1d6 bludgeoning	½ lbs.	Exotic, hand-mounted, parrying, simple, thrown (20/60)
Viper retainer *(special)*	35 cr	1d12 poison	n/a	Exotic, reload (1 shot)

If you are separated from the bio-chakram by 50 feet or less, you can use a bonus action to call the weapon to your hand. The bio-chakram must be unattended and can't pass through obstructions such as doors or walls, but you do not need to see the weapon to call it in this way (it flies around corners to reach you, for example).

Blaster. A common weapon and the standard sidearm of many a voidrunner, a blaster is a pistol which fires bolts of plasma.



Energy Crossbow. This primitive-looking weapon fires condensed bolts of energy at the target. It has excellent range, and packs quite a punch.

Flame Bracer. A flame bracer is an anti-personnel weapon designed to be strapped to the user's forearm. As an action, you can activate the bracer to project a jet of flame in a 15-foot line that is 5 feet wide. Each creature in that line takes 2d4 fire damage, or half as much damage on a successful Dexterity saving against your maneuver DC. If you expend three uses of the flame bracer's fuel canister, you can alter the area of effect to a 15-foot cone instead.

Flamethrower. Unlike flame bracers, flamethrowers are military-grade weapons that project wide swaths of flame. As an action, you can choose between a 30-foot line that is 5 feet wide or a 15-foot cone. Each creature in that area takes 2d6 fire damage, or half as much damage on a successful Dexterity saving throw. The DC of this save is 8 + your proficiency modifier + your Dexterity modifier. Unattended flammable objects in the area are ignited.

Grenade Launcher. Grenade launchers allow the wielder to fire a grenade out to the weapon's maximum range rather than throwing it. Once a grenade lands, it detonates, creating a specific effect depending on the grenade's type (see Grenades).



Hypodermic Pistol. Hypodermic pistols launch darts equipped with liquid-filled reservoirs. Upon impact, a dart injects the contents of its reservoir into the target. Assassins typically fill their darts with poison, but the darts can also deliver beneficial substances such as medicine. See the medicine section (Chapter 3) for more information about the types of substances that can be loaded into a hypodermic pistol.

Ion Cannon. Ion cannons are heavy, two-handed weapons which fire blasts of pure force. Ion cannons have superior range and are highly destructive.

Jolt Pistol. Originally designed for personal protection, jolt pistols fire short-range arcs of electricity that shock the target's nervous system. A target damaged by a jolt pistol makes a Constitution saving throw against your maneuver save DC. On a failed save, the target is knocked prone and rattled until the end of your next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled. Energy batteries designed for shock weapons (see Ammunition) are also used to power jolt pistols.

Laser Pistol. Laser-based firearms fire beams of coherent light at their targets.

Netcaster. Netcasters fire cartridges that break apart mid-flight, deploying a net made of sturdy carbon fiber. A corporeal Large or smaller creature that cannot move through a space one inch or smaller who is

hit by ranged attack made with a netcaster is restrained until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. A net has AC 10, 15 hit points, and is immune to bludgeoning, poison, and psychic damage.

Pulse Rifle. Standard issue military fare, a pulse rifle is an automatic weapon which fires plasma bolts.

Polaron Gatling Gun. Developed for when just plain brute force is required. The weapon is large and bulky and difficult to wield; however it makes up for this by sheer rate of fire and immense destructive power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 2,000 rounds a minute. The ammunition/power is stored in a backpack worn by the person firing the weapon.

Shotgun. This conventional firearm fires a cartridge of small metal projectiles.

Slugger. A slugger is simply a pistol which fires solid ammunition in the form of bullets. Sluggers predate energy weapons.

Slug Rifle. A slug rifle is an automatic weapon which fires solid ammunition.

Sniper Rifle. A slug rifle designed for long range.



TK Gauntlet. This gauntlet allows the wearer to manipulate the gravity fields surrounding nearby objects. As an action, you can manipulate an unattended object weighing no more than 10 pounds that you can see within 20 feet of you, allowing you to move an object through the air, open or close an unlocked container or door, or perform similar actions. You can't use the gauntlet to perform complex tasks like wielding a weapon or using hacking tools. The effect ends if the object you are manipulating moves farther than 20 feet away from you.



While you are manipulating an object, you can hurl the object at a target you can see within 20 feet of you, allowing you to make a ranged attack against the target. This attack normally deals bludgeoning damage, although the Narrator might decide the attack deals a different type of damage, or no damage at all, depending on the nature of the object you are throwing.

Viper Retainer. A viper retainer is designed to fit discreetly inside the wearer's mouth. All viper retainers come equipped with the concealed weapon augment. While wearing a viper retainer, you can use your tongue to activate the retainer as a bonus action, deploying a spray of poisonous gas at a creature you can see within 5 feet of you. The creature makes a Constitution saving throw against a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failure, the target takes 1d12 poison damage. Once activated, the expended retainer must be disposed of; inserting a new retainer requires a full minute.

Ammunition

Ranged weapons, such as casters and firearms, require ammunition to fire. Physical ammunition can be fired only by the type of weapon for which it was designed. When you purchase ammunition (or discover an ammo cache during an adventure), be sure to note the ammunition's type.

Energy Batteries. Unlike weapons which launch physical projectiles like bolts or bullets, weapons which do energy damage drain charges from batteries or power cells. These charges come from the voidrunnner's Supply cache–one battery or power cell is equal to 1 Supply and is enough power for 40 shots of a light weapon, 20 shots of a medium weapon, or 10 shots of a heavy weapon.

Table: Ammunition

NAME	COST	WEIGHT
Light, medium, or heavy caster (20)	1 cr	1 lb.
Pistol, rifle, or cannon (20)	1 cr	½ lb.
Darts (10)	1 cr	½ lb.
Fuel canister	5 cr	½ lb.
Net cartridge	5 cr	½ lb.

Weapon Properties

All weapons have special properties that make each of them unique. You can only benefit from these properties if you have proficiency with the weapon. This list also includes properties for vehicle weapons, which are marked with [V] (see Vehicles on page 189).

Ammunition. This weapon requires ammunition (see above).

***Area Fire*[V].** Area weapons are usually short-ranged weapons and are almost always a defensive measure, such as flamethrowers, water cannons, and single-use anti-personnel munitions. Area weapons sometimes have non-lethal options.

***Aquatic*[V].** This weapon property can only be applied to vehicle weapons. Aquatic weapons, such as torpedoes and depth charges, can only be fired through water or a similar liquid.

Breaker. This weapon deals double damage to unattended objects such as doors and walls.

Burst. In addition to making normal attacks with this weapon, you can use an action to expend 10 pieces of ammunition from the weapon and select a 10-foot-cube area within the weapon's range. Each creature in that area makes a Dexterity saving throw against your maneuver save DC. On a failure, the target takes the weapon's normal damage.

Defensive. This weapon is designed to be used with a shield of the stated weight or lighter (light, medium, or heavy). When you make an attack with this weapon and are using an appropriate shield, you can use a bonus action to either make an attack with your shield or increase your Armor Class by 1 until the start of your next turn.

***Direct Fire*[V].** This weapon property can only be applied to vehicle weapons. Direct fire weapons are aimed by pointing the weapon directly at what you want to destroy and firing it. This category includes a wide variety of projectile weapons, directed energy weapons, and rockets. These weapons typically are typically used as either defensive weapons to fend off attacks against a vehicle or as a way of laying down a lot of firepower from the air (in the case of rockets). Rocket-powered direct-fire weapons often have longer ranges than ballistic ones.

Dual-Wielding. This weapon is designed to be wielded in concert with another weapon. When wielding another weapon in your main hand that does not have the heavy property, you can use your bonus action to make an attack with this weapon.

Exotic. Not all weapons fall into neat categories. These miscellaneous weapons have special properties unique to them. Typically, exotic weapons cannot be modified with weapon augments, although the Narrator may allow exceptions for augments that seem particularly appropriate (such as the biometric, concealed, or long-range augments).

Finesse. You may choose to use your Dexterity modifier for attack and damage rolls made with this weapon.

***Guided Fire*[V].** This weapon property can only be applied to vehicle weapons. Guided weapons are usually missiles or torpedoes. A guided weapon can either be fired at a specific space like an indirect fire weapon or it can be locked on to a target as an action, which the weapon then automatically attempts to strike (the full lock-on and firing process is handled as a normal weapon attack).

Guided weapons can be targeted at far-off targets if you have an ally mark them or if you have some kind of remote viewing capacity (such as a drone or satellite view or a psionic remote viewing ability).

Hand-Mounted. This weapon is affixed to your hand. You can do simple activities such as climbing a ladder while wielding this weapon, and you have advantage on saving throws made to resist being disarmed. You

cannot use a hand that is wielding a hand-mounted weapon to do complex tasks like picking a pocket or using hacking tools.

Heavy. This weapon is too large for Small creatures to use effectively. Small creatures have disadvantage on attack rolls with heavy weapons. If a heavy weapon has a Strength requirement (noted in parentheses), even Medium or larger creatures need a Strength score equal to or higher than the requirement to use the weapon effectively. creatures that don't meet the Strength requirement have disadvantage on attack rolls made with the weapon.



Indirect Fire*[V]*. This weapon property can only be applied to vehicle weapons. Otherwise known as artillery, indirect fire weapons rely partially on gravity to get their payload to the target by firing in an arc. They are often extremely damaging and frequently have ranges measured in miles, but are slow-firing and most accurate against targets that are either stationary or moving in an extremely predictable way. When targeting something such as a creature or vehicle that has moved in the last round, attacks with indirect fire weapons are made at disadvantage. However, a direct hit is seldom necessary as the most common payloads for these weapons deal area damage.

Indirect fire weapons nearly always have the loading property. Indirect fire weapons can be fired at distant targets if you have an ally mark them or if you have some kind of remote viewing capacity (such as a drone or satellite view or a psionic remote viewing ability). A miss with an indirect fire weapon lands a number of feet away from the target equal to the amount the attack missed by multiplied by 5 (round up to the nearest 5). Roll 1d8 on Indirect Fire Scatter Diagram to determine which direction from the target the ammunition landed.

Indirect fire scatter diagram

1	2	3
8	TARGET	4
7	6	5

Loading. This weapon must be loaded before it can be used. You can make only one attack with a loading weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Overkill. Only heavy weapons may have the overkill property. These weapons are designed to do massive damage. The attacker activates the overkill setting as part of their attack action, before making their attack roll. The overkill setting allows the weapon to do double damage, but once it has done so it cannot be used again for 1 minute.

Parrying. When you are wielding this weapon and you are not using a shield, once before your next turn you can gain an expertise die to your AC against a single attack made against you by a creature you can see.

Parrying Immunity. Attacks with this weapon ignore the parrying property and Armor Class bonuses from shields.

Range. This weapon fires ammunition. The range lists two numbers after it, both measured in feet—the first is the weapon's normal range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range.

Reach. This weapon can be used to make attacks against targets within 10 feet. If a weapon has a longer reach, it is stated in parentheses after this property.

Reload. A weapon with this property can fire a number of times equal to the listed value before it must be reloaded. You can reload the weapon as an action, and you must have a free hand to do so.

Simple. This weapon can be used with very little skill or training, and all creatures gain proficiency with it.

Thrown. This weapon can be thrown as a ranged weapon attack. The thrown property lists two numbers after it, both measured in feet —the first is the weapon's normal thrown range, and the second is the weapon's maximum range. You have disadvantage on attack rolls made beyond the weapon's normal range, and you cannot make attacks against targets beyond the weapon's maximum range. Additionally, when using this weapon to make a ranged weapon attack, you may choose to use your Strength modifier or Dexterity modifier for its attack and damage roll.

Two-Handed. You must use two hands to wield this weapon.

Versatile. This weapon may be wielded with one or both hands. If wielded with both hands, it deals the damage listed in parentheses.

Improvised Weapons

Ambushes, bar fights, and attacks made on fancy dress parties mean that the weapon for the job is not always at hand. An improvised weapon is taken from the environment, whether it's a broken champagne glass, a fifth of alcohol, or even another creature. At the Narrator's discretion, an improvised weapon that closely resembles a simple weapon deals that weapon's damage, while an object that has no obvious analog deals 1d4 damage of a type determined by the Narrator. Improvised thrown weapons have a normal range of 20 feet and a maximum range of 60 feet.

Explosives

When detonated, explosives such as grenades and mines create a variety of spectacular effects.



Grenades

Grenades are simple, thrown weapons that detonate upon impact. As an action, you can throw a grenade at a point you choose within 30 feet of you. The grenade explodes once it lands, creating an effect determined by its type. Most grenades require creatures caught in their area of effect to make a saving throw. Unless otherwise noted, the DC of this save is equal to your maneuver save DC.

Certain weapons, such as grenade launchers (see Ranged Weapons), allow you to launch grenades longer distances without throwing them.

Concussion. Each creature within 10 feet makes a Dexterity saving throw. On a failed save, the target takes 1d6 thunder damage and is knocked prone. On a success, the target takes half as much damage and isn't knocked prone.

EMP. Each creature within 10 feet makes a Dexterity saving throw. On a failure, any electronic devices the creature is wearing or carrying cease to function until the end of the creature's next turn. Unattended devices in that area automatically fail the save. Constructs in the area also take 1d6 lightning damage on a failed save.

Flash. Each creature within 10 feet makes a Constitution saving throw, and is blinded for 1 minute on a failure. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Foam. When detonated, a foam grenade fills a 10-foot-radius sphere with slippery, fire-retardant foam. Open flames in the area when the grenade explodes are immediately extinguished. For the next minute, the ground in the area is difficult terrain. A creature in the affected area or one that enters the area for the first time on a turn or begins its turn in the area, makes a DC 10 Dexterity saving throw, falling prone on a failure.

Frag. Each creature within 5 feet makes a Dexterity saving throw, taking 1d6 piercing damage on a failed save, or half as much damage on a successful one.

Gas. When detonated, a gas grenade creates a 10-foot-radius sphere of poisonous gas. A creature that enters the cloud for the first time on a turn, or that starts its turn inside the cloud, makes a Constitution saving throw. Creatures that don't need to breathe automatically succeed on the saving throw. On a failure, the creature is poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The gas spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until dispersed by a moderate wind (at least 10 miles per hour).



Goo. When detonated, a goo grenade fills a 10-foot-radius sphere with a quick-hardening, adhesive foam. A creature in this area makes a Dexterity saving throw, becoming grappled on a failure (escape DC 10) For the next minute, the ground in the area is difficult terrain.

Incendiary. Each creature within 10 feet makes a Dexterity saving throw, taking 1d6 fire damage on a failed save, or half as much damage on a successful one. The explosion spreads around corners and ignites unattended flammable objects in the area.

Smoke. A smoke grenade creates a 10-foot-radius sphere of smoke centered on the point where it detonates. The smoke spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until dispersed by a moderate wind (at least 10 miles per hour).

Stun. Each creature within 10 feet of the grenade when it explodes makes a Constitution saving throw. On a failed save, the target takes 1d6 thunder damage and is rattled until the end of its next turn. A creature that fails the saving throw by 5 or more is stunned instead of rattled until the end of its next turn. On a success, the target takes half as much damage and isn't rattled.



Mines

Unlike grenades, which explode shortly after being thrown, mines are designed to detonate once a specific trigger occurs. As an action, you can set a mine in an unoccupied space within 5 feet of you. When you set a mine, determine the circumstances under which the mine will detonate. For example, you can set the mine to detonate on a timer, when a creature enters the mine's space, or under other specific circumstances (such as when a door opens or a vehicle activates). You can also rig the mine to detonate remotely using a remote detonator (see below).

When detonated, a mine functions identically to the grenade it emulates.

Remote Detonator. When you set a mine, you can link it to a remote detonator, allowing any creature holding the detonator to trigger the mine as an Interact action. Typically, a detonator's range is limited to 1,000 feet, but a mine connected to a detonator via a computer network can be detonated from essentially any distance.

Table: Explosives

NAME	COST	WEIGHT	RADIUS
Concussion	60 cr	1/2 lb.	10 ft
EMP	80 cr	1/2 lb.	10 ft
Foam	20 cr	1/2 lb.	10 ft
Flash	40 cr	1/2 lb.	10 ft
Frag	30 cr	1/2 lb.	5 ft
Gas	40 cr	1/2 lb.	10 ft
Goo	40 cr	1/2 lb.	10 ft
Incendiary	50 cr	1/2 lb.	10 ft
Smoke	20 cr	1/2 lb.	10 ft
Stun	100 cr	1/2 lb.	10 ft
Remote detonator	25 cr	—	

Explosives Blast Radius

10’	10’	10’	10’	10’
10’	5’	5’	5’	10’
10’	5’		5’	10’
10’	5’	5’	5’	10’
10’	10’	10’	10’	10’

Armor

Every spacefarer knows that their suit is the one thing that stands between them and hard vacuum. For some, that’s all it does, but others have turned their suit into a toolbox equipped for their every need; while the most feared combatants are those for whom their suit itself is a weapon. However, such suits are not known for their comfort or maneuverability, and as such many adventurers have multiple sets of armor for different occasions; what may resist hard vacuum is hardly ideal for exploring a verdant alien world, and vice versa.

Your armor’s type is what the majority of the suit is made of, whether that be leather harvested from your homeworld or a high-tech forcefield. Your armor’s type determines your armor class and if your armor is space-proof or not. In addition, your armor’s type may come with certain benefits or drawbacks: forcefields can be hacked, while power armor tends to be bulky and difficult to maneuver in unless you’re strong enough to handle it. Your armor may also have one coating and some also have a number of mod ports as indicated next to its spacefaring property.

Armor Types

With countless cultures throughout the void, there are practically infinite styles of protective gear your characters could be wearing. The following table divides armors by their foundational materials and covers a variety of potential armors your setting might include.

Aramid Vest. An aramid vest is a high-tech series of layers of overlapping synthetic fibers capable of stopping projectiles that covers the torso. Its construction is simpler than hyperweave or synthweave, at the expense of comfort.

Canvas. Canvas is thick, durable cloth, such as coveralls; it provides limited protection from weapons and projectiles.

Carbide Plate. Carbide Plate is similar to composite armor, but the carbide panels cover the arms and legs as well as the torso and groin.

Chitin Armor. Many planets have monstrous inhabitants covered in durable scales, exoskeleton, or hide. The more daring of adventurers hunt these creatures for sport and profit, turning the spoils into this armor. As such, each set of chitin armor is unique to the creature it is made from and the craftsperson who designed it.

Composite. Composite armor is made of two layers: a durable carbide plate that covers vital areas and an aramid underlayer.

Composite Mesh. Composite mesh is a hyperweave base with metal or ceramic mesh plates covering vital organs.

Table: Armor Types

TYPE	COST	WEIGHT	AC	MATERIAL PROPERTIES	STRENGTH REQUIREMENT	STEALTH PENALTY	REPAIRABILITY
Light							
Spacesuit	80 cr	30 lbs.	10 + Dex (maximum 2)	Spacefaring (2 mod ports)	—	—	DC 10, sewing kit
Canvas	5 cr	5 lbs.	11 + Dex	Comfortable	—	—	DC 5, sewing kit
Forcefield[A]	1,000 cr	5 lbs.	13 + Dex	Hackable, Spacefaring, ignores ports	—	—	DC 20, engineer's toolbox
Leather	15 cr	10 lbs.	12 + Dex	Comfortable	—	—	DC 10, sewing kit
Synthweave	30 cr	2 lbs.	12 + Dex	Comfortable	—	—	DC 10, sewing kit
Medium							
Aramid breastplate	80 cr	8 lbs.	14 + Dex (maximum 2)		Str 11	—	DC 20, engineer's toolbox
Composite Mesh	100 cr	20 lbs.	14 + Dex (maximum 2)	Spacefaring (2 mod ports)	Str 11	—	DC 20, engineer's toolbox
Polymer	200 cr	25 lbs.	15 + Dex (maximum 2)	Spacefaring (3 mod ports)	Str 13	Disadvantage	DC 20, engineer's toolbox
Hyperweave	50 cr	5 lbs.	13 + Dex (maximum 2)	Comfortable	—	—	DC 15, sewing kit
Riot Armor	10 cr	30 lbs.	15 + Dex (maximum 2)		Str 13		DC 15, engineer's toolbox
Heavy							
Chitin Armor	150 cr	40 lbs.	16		Str 13	—	Not repairable
Composite	450 cr	35 lbs.	17	Spacefaring (4 mod ports)	Str 14	Disadvantage	DC 20, engineer's toolbox
Carbide Plate	600 cr	45 lbs.	18		Str 15	Disadvantage	DC 20, engineer's toolbox
Power Armor	4,500 cr	90 lbs.	18	Spacefaring (6 mod ports)	Str 11	Disadvantage, speed reduced by 5 feet	DC 15 engineer's toolbox

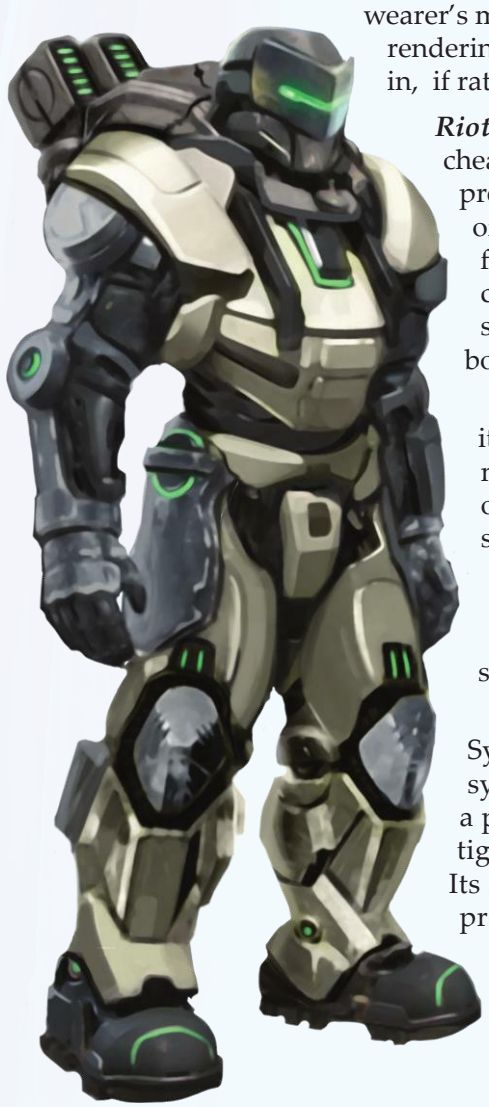
Forcefield. Some highly developed civilizations have developed wearable devices that generate a forcefield around the wearer. These devices usually comprise a helm or belt and a respirator, which can be incorporated into the rest of the device or take the form of a separate mouthpiece. This is an advanced item.

Hyperweave. Hyperweave is a denser and heavier form of synthweave, with multiple layers covering vital organs. It is worn by the Fleet's designated combat units.

Leather. Leather offers more protection than canvas and often takes the form of a vest or duster.

Polymer. Polymer armor is made of a set of comparatively light-weight molded panels that cover the torso and groin.

Power Armor. The most feared warriors of the galaxy wear power armor, designed to reflect all but the most powerful shots and blows. Due to its extreme weight, power armor is equipped with hydraulics to support the wearer's movement, rendering it easier to move in, if rather slow.



Riot Armor. Heavy but cheap, riot armor is the preferred protection of most security forces. It is typically composed of a standard-issue vest, boots, and helmet.

Spacesuit. While it doesn't offer much in terms of protection, a spacesuit allows the wearer to operate in environments like the vacuum of space (see page 168).

Synthweave. Synthweave, or synthetic weave, is a polymer-based, tightly-woven fabric. Its subtle stretch and protective capacities make it a comfortable and light-weight option for many spacefarers. It is the standard armament for most members of the Fleet, often being the material of a basic uniform.

Armor Coatings

In addition to its base material, armors can have up to one coating which confers additional benefits. Armor can be recoated, but can only have one coating at a time. Coating armor takes place over a long rest.

Camouflage. This armor has been patterned to help its wearer blend into the environment. Pick green (swamps, forests, jungles, and the like), brown (deserts, grasslands, and rocky environments), or gray (industrial) camouflage. You gain an expertise die to Stealth checks while wearing camouflaged armor crafted for the terrain you are in.

Cloaking. This armor has pseudo-field-generators built into its surface. You gain an expertise die to Stealth checks made to hide in any terrain. If the armor is damaged, this coating ceases to function until it is repaired.

Cold-Shielding. While wearing this armor, you gain an expertise die to checks made to survive extreme cold.

Greased. This armor has a slippery coating that makes it difficult for opponents to grab onto you. You gain an expertise die to saving throws made to avoid being grappled.

Heat-Shielding. While wearing this armor, you gain an expertise die to checks made to survive extreme heat.

Mirrored. This armor has a shiny, reflective coating. If an attacker rolls a natural 1 with a single-target attack which does radiant damage when you are the target of the attack, the attack rebounds upon the attacker.

Shear-Thickening. This armor provides some of its protection from small silicon particles suspended in a fluid that hardens when struck, providing easier mobility while still protecting from fast-moving projectiles. The Strength requirement for this armor is reduced by 1.

Spikes. This armor has barbs built into its surface. A creature that begins its turn grappling you takes 1d4 piercing damage while you are wearing this armor.

Armor Mods

Many more expensive armors have one or more mod ports, circuitry and connectors that allow for easy modifications and upgrades. Mods purchased for armor are typically installed as part of the cost, but armor mods can be added or removed during a long rest.

Biosensors. This mod tracks the wearer's vitals at all times. As a reaction, you may reduce the damage of an attack against you by 2d6. Once you have done so, you must perform Maintenance on the armor to use this ability again.

Drone Port. This mod provides a place to store and charge a **utility drone** (you must acquire this drone separately but any variety of utility drone may utilize your drone port). Drones you charge using this port are connected to inbuilt comms in your armor and you can command such drones through voice commands over a distance up to 1 mile with no action required. If you command your drone to attack however it requires your action and the drone's reaction. If your drone's signal is ever jammed it does its best to return to your last known location.

Environmental Recycling. This mod captures lost fluids and scrubs carbon dioxide from its internal environment. Armor equipped with this mod can provide you with oxygen and water for up to 48 hours. These hours are restored when maintenance is performed on the armor.

Floodlights. As an action, you can enable or disable bright lights mounted on your shoulders. The floodlights shed bright light in a 30 foot cone and dim light for another 30 feet.



Glider Wings. You can extend your arms and glide on hyperweave sails. While doing so, you fall at a rate of 60 feet per round rather than 200 and can move a corresponding distance in any direction laterally. If you take any other action while gliding in this way, such as attacking or casting a spell, you make a DC 15 Acrobatics check or overbalance and begin falling. When falling, you can activate your glider wings as a reaction by succeeding on a DC 10 Acrobatics check.

Grappling Hook. This hook is mounted to your back connected to a high tensile line. As an action, you can make a ranged attack with the grappling hook, which has a range of 30/80 and deals 1d4 piercing damage and sticks to the surface, object, or creature hit. The attached line has an AC of 18 and has 20 hit points. The grappling hook can be detached at the hook as an action with a DC 10 Athletics check.

Ground Anchors. As a bonus action, you can drive your boots into the ground. You cannot move until you take an action to retract the anchors, but you gain advantage on all checks and saves made to resist being moved from your spot. If you are moved anyway, the ground anchors automatically retract.

Hazmat Sealing. This suit is resistant to the effects of radiation and provides advantage on saving throws made to resist radiation.

Improved Cold-Shielding. This mod takes the form of heavy insulation to protect from the coldest temperatures. You make checks to survive extreme cold at advantage and can use your reaction to reduce cold damage you take by 1d6 + your proficiency bonus.

Improved Heat-Shielding. Suits with this mod are specially designed to reflect heat outwards, away from vital organs and processing units. You make checks to survive extreme heat at advantage and can use your reaction to reduce fire damage you take by 1d6 + your proficiency bonus.

Improved Weapon Hatch. When you choose this mod, pick a weapon. The hatch is designed to hold that weapon. In addition, you may use the weapon while it is embedded in your armor. Attempts to Disarm you have disadvantage, and you have your wielding hand free. If the weapon requires two hands, you still must use your non-wielding hand when making an attack.



Integrated First Aid. This kit can contain up to ten small single-use biomechs that can provide limited first aid. As an action, you can deploy one of the biomechs and regain 2d4+2 hit points.

Integrated Jetpack. As a bonus action, you can activate this mod to gain a flying speed of 30 feet for the duration of your turn. If you end your turn still in the air and are in gravity, you immediately fall.

Integrated Tool. When you choose this mod, pick a tool. The tool or piece of equipment cannot be Bulky. The hatch is designed to hold that tool and you can use a tool integrated in this way with only command inputs and without the use of your hands.

Kinetic Assistance. Hydraulics or small jets enhance your movement. While wearing a suit with this mod, your base speed increases by 5 feet.

Mass Jammer. As an action, you may activate or deactivate the mass jammer. While the jammer is active, any hacking attempts remove both 5s and 6s from the hacking countdown pool. The mass jammer covers you and anything within 10 feet of you. While this jammer is active, comms and computing devices are inoperable while they are within 10 feet of you.

Mindshielding. This mod grants an expertise die on saves to resist being charmed, frightened, and against any psionic powers from the empathic or telepathic mental disciplines.

Nightvision Goggles. When you have this mod equipped, you can see in darkness as if it were dim light up to a range of 60 feet. If you have darkvision, you instead see through darkness as if it were bright light up to a range of 60 feet, and as if it were dim light for a further 60 feet.

Personal Jammer. As an action, you may activate or deactivate the jammer. While the jammer is active, any hacking attempts made against any item on your person remove both 5s and 6s from the hacking countdown pool. While this jammer is active you cannot utilize any comms or computing devices.

Pocket. The humble pocket is often overlooked, but its usefulness cannot be overstated. A pocket is typically large enough to fit a small book or a single ration.

Power Claw. This gauntlet is equipped with retractable blades and hydraulics. You gain advantage on Athletics checks made to climb or hold things. In addition, you can use a bonus action to activate the blades, increasing your basic melee damage to 1d4 + your Strength modifier. While the blades are activated, the power claw has no other effects and that hand cannot be used for other tasks. The blades can be retracted as a bonus action.

Recharge Port. This port is designed to recharge force shields. When a force shield is plugged in, it recharges in one minute without requiring an Engineering check.

Recon Apparatus. When you have this mod equipped, you double the distance you can see. When making ranged attacks at long range, you do not have disadvantage on the roll.

Repair Kit. This mod is a small pouch containing ten uses of emergency suit repair supplies. As an action, you may spend one of those uses and make a DC10 Engineering check to repair a Damaged spacesuit.

Secondary Armor Plating. Suits with this mod have detachable additional plates. Armor with this mod grants you 20 temporary hit points. These temporary hit points can only be replenished by performing maintenance on the armor and the plates are destroyed when these temporary hit points ever reach 0. As a bonus action, you can detach these plates and discard them. If you do so while you are flying or in zero g, you gain an additional 15 feet of movement for that turn.

Weapon Hatch. When you choose this mod, pick a weapon. The hatch is designed to hold that weapon, like a traditional sheath.

Spacefaring Armor

Spacefaring armor includes small thrusters, which can be used for maneuvering in zero-G environments, and magnetic boots to allow for walking or grabbing onto ships and gear. These magnets can be engaged or disengaged as a bonus action or reaction. Spacefaring armor always includes a full-coverage helm which allows the wearer to breathe in the void for up to one hour.

Table: Armor Coatings

COATING	PRICE	RESTRICTIONS
Camouflage	20 cr	—
Cloaking	80 cr	Medium or heavy armor only
Cold-shielding	50 cr	—
Greased	10 cr	—
Heat-shielding	50 cr	—
Mirrored	40 cr	—
Shear-thickening	60 cr	Medium or heavy armor only
Spikes	100 cr	—

Table: Armor Mods

MOD	PRICE
Biosensors	100 cr
Cold-shielding, improved	80 cr
Drone port	100 cr
Environmental recycling	200 cr
Glider wings	200 cr
Grappling hook	12 cr
Ground anchors	20 cr
Hazmat shielding	100 cr
Heat-shielding, improved	80 cr
Integrated First aid	25 cr + 50 cr per biomech
Integrated tool	10 cr + cost of tool
Integrated jetpack	600 cr
Jammer, personal	100 cr
Jammer, mass	200 cr
Kinetic assistance	250 cr
Mindshielding	400 cr
Nightvision goggles	500 cr
Pocket	5 cr
Power claw	900 cr
Recharge port	75 cr
Recon apparatus	500 cr
Repair kit	90 cr
Secondary armor plating	30 cr
Weapon hatch	20 cr + cost of weapon
Weapon hatch, improved	60 cr + cost of weapon

Donning, Doffing, Sizing, and Sleeping in Armor

For light and medium armor, little resizing is required; a single maintenance check is usually all that is required to alter a suit of armor to fit a new wearer of the same size category. Changing an armor's size category requires a repair check; armor can only decrease in size category.

Most armors, while protective, are not comfortable to sleep in. If you sleep in your armor, you regain half the number of hit dice and if you have any levels of fatigue or strife, they are not reduced following your long rest.

Comfortable. Armor with the comfortable property negates this penalty, allowing you to regain hit dice and remove fatigue and strife as normal.

The time it takes to don or doff armor depends on the armor's category.

Don. This is the time it takes to put on armor. Your Armor Class is only increased by armor that you have fully donned.

Doff. This is the time it takes to take off armor. If you have help, reduce this time by half.

Table: Donning And Doffing Armor

CATEGORY	DON	DOFF
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action

Hacking Armor and Mods

Armor with the hackable property can be hacked, following the rules for a contested hack (see Chapter 4: Hacking). If armor is the target of the hack, the creature wearing it is treated as if it were the device for the purpose of hacking maneuvers.

Shields

Shields have come a long way since medieval times, and while putting a big sturdy slab in between yourself and danger is still a valid tactic, many combatants choose to utilize forcefields which envelope the wielder in a protective barrier. Despite these advancements, timing their projection to coincide with oncoming danger without draining power still takes training and attention. The shields presented here are still regarded as traditional shields for the purposes of proficiency requirements, can still be used for a shield sacrifice, and require a free hand to don and utilize.

Breaching Shield. This shield gives you a +2 to your AC and adds an expertise die to your Maneuver DC when you attempt to Shove another creature.

Duranium Shield. Shields made of duranium are similar to those used hundreds of years ago, albeit lighter.



Force Shield. A force shield is generated from a wrist-mounted shield generator and can absorb a limited amount of damage before it needs to recharge. The size of the shield determines how many temporary hit points it grants, as seen in Table: Shields. It takes a short rest for a force shield to recharge.

Riot Shield. This shield gives you a +2 to your AC and an expertise die on saves made to resist being shoved.

Table: Shields

SHIELD	PRICE	WEIGHT	PROTECTION
Breaching shield	75 cr	12lbs.	+2 AC, expertise die to maneuver DC for Shoves
Duranium shield, light	10 cr	2 lbs.	+1 AC
Duranium shield, medium	20 cr	4 lbs.	+2 AC
Duranium shield, heavy	35 cr	10 lbs.	+3 AC
Force shield, advanced	As force shield x10	1 lb.	As force shield x2
Force shield, light	30 cr	1lb.	8 temporary hit points
Force shield, medium	60 cr	1lb.	16 temporary hit points
Force shield, large	90 cr	1lb.	25 temporary hit points
Riot shield	75 cr	12lbs.	+2 AC, expertise die to resist Shoves

Voidrunning Gear

Weapons and armor are not all there is to survival—effective medical care, reliable communication, or the right cyberware at the right time can all mean the difference between living to share stories at the end of the day or being sent home in a small box. While most of the items found in *Adventurer's Guide* are still available if one knows where to look, many of them have modernized versions listed here. The following section describes general and specialized gear commonly used by voidrunners.

Clothing

It is assumed that all voidrunners have basic clothing, or the uniform of an origanization to which they belong. For those who wish to spend a little more, the following options are available.

Table: Clothing

CLOTHING	COST	WEIGHT
Basic or uniform	—	2 lbs.
Costume	5 cr	4 lbs.
Fine	15 cr	6 lbs.
Noble	50 cr	6 lbs.

Technology advancements do not bypass the humble garment, and never had. Throughout time people have sought to make their clothing more suited to the way they live their lives, and with the improvement of technology, more specialized garments emerge.

Diver's Suit. This kit includes a wetsuit, swim fins, an oxygen tank, and a diving mask with rebreather. It allows a diver to stay submerged for an hour before needing to change oxygen tanks and gives them advantage on Athletics checks related to swimming. Light armor can be worn with a diving suit, without issue but medium armor tends to make swimming exhausting, requiring a DC 13 Constitution save every minute to avoid gaining a level of fatigue. Heavy armor generally sinks the character wearing it, rendering swimming impossible.

Ghillie Suit. Favored by snipers and others highly-reliant on stealth in natural surroundings, a ghillie suit is made up of shaggy-looking fabric strips hanging from a mesh suit. It makes the wearer look like a pile of loose vegetation when still. A ghillie suit only works in the environment it was designed for, but in that environment, it grants advantage on Stealth checks. It is worn over armor.

Optic Camouflage Cloak. This hooded cloak contains an array of sensors and a fiber optic mesh that mimics the look of whatever the user is standing in front of. It does not grant true invisibility, but the wearer has advantage on Stealth checks based on sight and can use the Hide action even when directly observed. The user has a passive Stealth score of 17 even in open environments and bright light as long as the cloak is active. It is worn over armor.



Tactical Clothing. Favored by militaries, emergency services personnel, and field repairmen alike, this clothing comes in a variety of colors and camouflage patterns and has a large number of convenient pockets to keep equipment in. A camouflaged version grants an expertise die to Stealth checks in a corresponding terrain type. It includes pants and a shirt worn underneath armor and a vest which fits over body armor, allowing the wearer to keep up to 8 lbs. of items with individual weights of no more than 1 lb. easy at hand. Retrieving an item stored this way can be done as a bonus action or action.

Table: Specialist Clothing

ITEM	COST	WEIGHT
Diver's suit	300 cr	20 lbs.
Ghillie suit	50 cr	5 lbs.
Optic camouflage cloak	900 cr	3 lbs.
Tactical clothing	25 cr	3 lbs.

Communications and Computing

Arguably the key technologies of not only the modern world, but most science fiction ones as well, communications and computing are all about data: generating, transmitting, interpreting, manipulating, storing, and concealing it as the need arises.

Data Wafer. Data wafers are miniature storage devices about the size of a fingernail. The standard capacity is 1 petabyte. Holders in the forms of rings, pendants, and other jewelery are often used to avoid losing them.

Personal Communicator (ICD). Individual communication devices are very common in most societies. A typical device allows its user to communicate by video, audio, or through text, can connect to whatever society-wide network exists, and runs a selection of useful programs. A personal communicator is typically a small device controlled with hand gestures, but it may take the form of a heads-up device that combines a monocle or visor with an earpiece, a wristwatch, or even a badge worn as a pin on the lapel.

Portable Computing Device (PCD). These devices are designed for scenarios where a larger viewable area and/or a bit more processing power than an ICD is desirable. They may be a folding device with a separate keyboard or other control panel and screen, or they may look like a giant ICD (this latter type is sometimes referred to as a datapad). In some worlds, they may also be worn on the arm, generating a user interface out of projected light that can be interacted with by multiple appendages at once.

Signal Jammer. These devices interfere with the signals generated by wireless networks of various types. Signal jammers are usually found in the possession of militaries and clandestine organizations, but criminals, security services, and hackers employ them as well. The listed cost is for a small version that fits in a backpack or briefcase, but larger ones that require vehicles or even towers to employ also exist. The portable version covers roughly 4 city blocks, making it impossible to get a wireless network signal in or out of the area while it is active. Setting the jammer up takes a minute. Once it is set up, activating or deactivating it takes an action.

Workstation Computing Device (WCD). Dispensing with portability entirely, these larger-scale computers are used on desktops or ship's terminals. They have a lot of processing power and are favored by those who need it like engineers, programmers, gamers, hackers, and those responsible for creating media such as video and music.

Table: Communications And Computing

ITEM	COST	WEIGHT
Data Wafer	2 cr	—
Personal Communicator	50 cr	—
Portable Computing Device (PCD)	75 cr	2 lbs.
Signal Jammer	250 cr	10 lbs.
Workstation Computing Device (WCD)	200 cr	20 lbs.

Containers

Containers don't change much in their shapes and sizes as technology advances, but they do get lighter, stronger, and sometimes less expensive. Containers marked with * are ruggedized, with an AC of 15 and 30 hit points, and shield their contents in a hard vacuum.

Table: Containers

ITEM	CAPACITY	COST	WEIGHT
Backpack	60 lbs. of gear or 2 cubic feet	10 cr	3 lbs.
Duffel bag	200 lbs. of gear or 4 cubic feet	20 cr	4 lbs.
Shipping container*	70,000 lbs. or 1,150 cubic feet	500 cr	8000 lbs.
Storage drum	55 gallons liquid or 7 cubic feet of solid	25 cr	30 lbs.
Storage crate	300 lbs. of gear or 12 cubic feet	10 cr	10 lbs.
Tactical case*	50 lbs. of gear or 2 cubic feet	25 cr	5 lbs.

Drones

From tiny friendly orbs to autonomous death machines, drones are simple mechanized creatures that dutifully carry out their digital orders. They may be shiny and new fresh from the package, or they may be sentinel drones patrolling long-abandoned facilities on forgotten worlds, collecting data for creators that no longer exist.



Table: Drones

ITEM	COST	WEIGHT
Utility drone	50 cr	2 lbs.
Combat drone	120 cr	4 lbs.
Hacker drone	750 cr	5 lbs.
Healer drone	75 cr (+100 cr per nanobot pouch)	4 lbs.
Recon drone	60 cr	4 lbs.
Flamethrower drone	250 cr	12 lbs.
Mortar drone	250 cr	12 lbs.
Processor drone	350 cr	10 lbs.
Shield drone	450 cr	14 lbs.
Stunner drone	200 cr	10 lbs.

Most drones are linked to an accompanying device, typically a datapad or a wrist mounted data screen that acts as the drone's control device that requires the use of a free hand to operate. A creature wielding a drone's control device can use a bonus action to command the drone to perform a simple action such as "attack", "scout and report back", or other easily processed tasks which it does to the best of its ability on its next turn in initiative which is always immediately after its controller's initiative.

If a drone's control device is destroyed (AC 14, 10 hit points) or the signal between a drone and its control device is jammed the drone becomes confused as per its malfunction feature.

Equipment, such as armor and drone ports, and some class features may alter the nature of a drone's control, such as allowing for actionless verbal commands or other benefits or alterations to drone controlling. The statistics for all drones are detailed in Chapter 9: Alien Bestiary.

General Gear

Technological equipment, vehicles, and even beings need to be maintained and built, and those with the knowledge—and implements—to do so have a hand in shaping the future.

Construction Foam. An industrial "spray concrete," industrial foam comes in a heavy canister or drum and is deployed with a special sprayer. It is semi-solid and shapeable for about 5 minutes after spraying. Once it fully sets after an hour, it becomes a durable stone-like material. A 1-foot thick (cubic) section of construction foam has an AC of 15 and 40 hit points, but only weighs 10 lbs., roughly 1/15th of the weight of concrete. It is waterproof and takes no damage from cold, fire, acid, poison, or lightning. In industrial applications, it is usually transported via truck. Price and weight are for a smaller backpack applicator that creates 6 cubic feet of the foam.

Duct Tape. This heavy-duty, airtight, water-resistant tape has a multitude of uses. You can use 3 feet for emergency repairs to clothing, containers, mechanical creatures, or armor, removing the broken condition for 1d8 days. However, if the user suffers a critical hit before the item can be properly repaired, or something else would impose the broken condition on the item, the item re-breaks and cannot be repaired with duct tape again until properly repaired. You can also use 6 feet of the tape and an action to restrain a medium-sized creature (as zip cuffs), 1 foot to blind a restrained creature until an action is spent to remove the tape, and 1 foot to render a restrained creature unable to speak until an action is spent to remove the tape. A restrained creature's airway can also be covered with 1 foot of the tape, causing it to begin suffocating until an action is spent to remove the tape. You can use 12 feet of the tape to secure a restrained creature to a chair or other stationary object, imposing disadvantage on checks to escape its restraints.

Earplugs. These small, comfortable foam plugs fit into the ear canal of most humanoids. They grant advantage on saving throws to avoid being stunned or deafened by loud noises, but disadvantage on hearing-based Perception checks.

Multitool. A small folding toolkit designed to be clipped to a pocket or carried in a pouch, a multitool usually has pliers, screwdrivers, and a knife blade at a minimum. You can use it for vehicle repair or in place of weaponsmith toolkits, but such checks suffer a –1d4 penalty and take twice as long.

Notebook. Notebooks of various shapes and sizes are still useful—and inexpensive—in the age of digital media.



Pen. Available in a basic, extremely inexpensive variety and a version that works in zero gravity but costs much more, pens are the standard writing utensil of most Voidrunners.

Spray Adhesive. An incredibly strong glue that bonds virtually anything solid to anything else solid. The underlying structures typically give way before the glue does. It comes with a canister of solvent that dissolves a square foot of adhered area in 1 minute. A single spray canister is good for 50 uses. A creature glued to a surface can rip free, taking 1d8 slashing damage in the process.

Spray Paint. Used primarily for painting furniture, machine parts, and so on, spray paint is also used for graffiti and street or vehicle art and can blind creatures and cameras alike. It can be sprayed at a creature or camera within 10 feet. Cameras are automatically blinded until the paint is cleaned off (requiring 2 actions). Creatures make a Dexterity saving throw against the attacker's maneuver DC. Creatures that fail are blinded for 1 round if unprotected, or until 2 actions are spent to clean the lenses or visor of whatever eye or face protection they are wearing. A canister has 5 uses. Luminescent varieties exist that cast dim light within 5 feet of the area they are applied to; they cost twice as much.

Zero-friction Lubricant. A super-slick sprayed compound, Zero-friction lubricant can make any surface incredibly slippery. It doesn't quite remove *all* friction (the name is hyperbole) but any creature attempting to cross a surface coated with the lubricant or hold onto an item sprayed with it makes a DC 19 Dexterity saving throw each round. Failing the save results in the creature falling prone (and needing another check at the same DC to stand up or move from their position) in the case of a surface or drop the item in the case of an item. Spraying a grappling creature with the lubricant gives advantage on checks to escape a grapple. A spray canister contains enough lubricant to cover 25 square feet. Spraying a creature or 5 foot square takes an action.

Table: Tools

ITEM	COST	WEIGHT
Construction foam	150 cr	60 lbs.
Duct Tape (60 feet)	2 cr	—
Earplugs	.5 cr	—
Multitool	75 cr	½ lb.
Notebook	1 cr	—
Pen (basic)	.10 cr	—
Pen (zero-g)	30 cr	—
Spray adhesive	8 cr	½ lb.
Spray paint (5 uses)	1.25 cr	½ lb.
Zero-friction lubricant	75 cr	½ lb.

Jetpacks

They're dangerous and impractical, but still the dream of freeform personal flight has always been a technological penultimate goal. Unless otherwise noted, the jetpacks provided here can be worn alongside light or medium armors, but do not provide enough lift for takeoff when wearing heavy armors. For most adventures jetpacks are assumed to function as intended without concerns for fuel. If your campaign is utilizing desperate supply rules, instead each jetpack can function for up to an hour on a full fuel tank and can be refilled at the cost of 25 cr.

Anti-Grav Pack/Boots. An ultra-tech descendent of the standard jetpack, an Anti-Grav pack uses antigravity technology to maneuver. The user is surrounded by a very lightweight protective field while the pack is active (AC becomes 12 if it would otherwise be lower) which protects the user from the high winds and allows much faster flight speeds. An Anti-Grav pack grants its user a flight speed of 60 feet. Another variant that uses boots or anklets also exists; it works in the same manner. This is an advanced item.



Covert Ops Jetpack. A military variant of the standard jetpack that incorporates a set of broad, retractable glider wings covered in stealth compound. The pack provides its user a fly speed of 25 feet. While the user is at an altitude of at least 100 feet in atmosphere, they can activate the glider wings and stay aloft mostly by gliding, using only small pulses from the jetpack to stay aloft. While gliding, you have a passive Stealth score of 10 + your Stealth bonus and you can hide in the sky without any obstacles to hide behind. At night or in space, you also receive an expertise die to Stealth checks while aloft.

Jet Boots. A favorite of daredevils, jet boots essentially integrate a jetpack into two large, heavy boots. While wearing the jet boots, your walking speed is reduced by 5 feet and you make Stealth checks at disadvantage, but you have a fly speed of 25 feet. You can also make a jet blast attack with the boots. They are considered an improvised weapon, and deal 3d6 fire damage with a reach of 10 feet.

Improved Jetpack. A technological development of a standard jetpack, these improved models eliminate many of the risks and provide higher speeds. This pack grants the user a fly speed of 30 feet. These jetpacks are designed to integrate with cybernetics or an armor's system, allowing hands-free operation. This is an advanced item.

Microgravity Maneuver Pack. Designed specifically for precision movement in space, this maneuver pack has a large number of small but precise thrusters across its entire surface. It allows a user to make incredibly exacting movements in space or in other microgravity situations. The user gains a fly speed of 20 feet while in a zero-g environment, and has both advantage *and* an expertise die on Acrobatics checks made to maneuver in such environments.

Military Ducted Fan Flightpack. A heavy-duty pair of powerful ducted fans attached to an armor-plated power pack, this flight system can function even with large-sized creatures and creatures wearing heavy armor, granting them a fly speed of 25 feet. It can be operated by one hand using a small handheld control stack.

Standard Jetpack. This device is what most people think of when they imagine a jetpack. A pair of turbines or chemical rockets worn like a backpack that can be operated by one hand using a small handheld control stack. creatures who roll a natural 1 for any attack, check, or saving throw while airborne using

the jetpack take 2d6 points of fire damage as they accidentally stick some body part directly in the exhaust stream. It grants the user a fly speed of 25 feet.

Table: Jetpacks

ITEM	COST	WEIGHT
Anti-grave pack/boots[A]	5,000 cr	30 lbs.
Covert ops jetpack	15,000 cr	17 lbs.
Improved jetpack[A]	10,000 cr	60 lbs.
Jet boots	1,500 cr	70 lbs.
Microgravity maneuver pack	2,500 cr	25 lbs.
Military ducted fan flightpack	10,000 cr	175 lbs.
Standard jetpack	1,500 cr	40 lbs.

Medicine

Advanced medicine is another hallmark of many science fiction settings, with medical technology and procedures that can cure many ailments and injuries. In addition to the standard medical pouch (see tools) the following drugs and other items are available.

Drugs

Voidrunners often benefit from the better living chemistry provides. Whether they are used to heal, harm, or anything in between, drugs can be administered physically, orally, or via airhypo as an action.

Drugs do not affect synthetic lifeforms like androids.



Anti-G Cocktail. Administered to pilots and passengers on aircraft and spacecraft executing high-g maneuvers, these injected drugs are unpleasant, but potentially life-saving. A user gains an expertise die on saving throws for starship maneuvers, but also takes 1d4 poison damage. A dose lasts for 10 minutes. The delivery system is typically integrated into a vehicle seat, where it can be activated with the user's reaction in response to starting a maneuver. If it needs to be administered manually with an airhypo, it takes an action.

Anti-Rad. Anti-rad flushes radiation from a creature's body. A dose is administered via airhypo as an action and takes 10 minutes to take effect, but then immediately flushes all radiation from the patient's body. The process is exhausting, and leaves the patient with two levels of fatigue.

Gullibility Serum. This drug, administered via ingestion or injection, makes the victim extremely trusting. The victim makes a DC 13 Wisdom saving throw or Persuasion checks made against the target have advantage for the next hour.

Quick-Sober Patch. This is a small drug patch about an inch square that can be applied to any exposed skin as an action. It takes effect in one minute, immediately ending the effects of alcohol and similar "soft" drugs on the user once the minute has passed. Poisons with a save DC of less than 13 are simultaneously neutralized in the patient's system, and the user gains an immediate saving throw at advantage against poisons with a DC of 13 or higher.

Smelling Salts. Available in several different forms (crystals, a solution, etc.) when the fumes from smelling salts are inhaled by a creature, they immediately become more alert. Unconscious creatures make a DC 10 Constitution saving throw, and on a success, regain consciousness. creatures that are already conscious can ignore the effects of one level of fatigue for up to 10 minutes. Overuse of smelling salts can be dangerous. For every dose beyond the first in a 24-hour period, a creature makes a constitution saving throw of DC 11 + 1 per dose beyond the first. A creature that fails takes 1d4 points of poison damage.

Styx. A potent memory-erasing drug, Styx forces a creature exposed to it to make a DC 14 Constitution saving throw or forget the last hour of their life. It can be injected or

ingested. Multiple doses extend further back, and it is possible to wipe out weeks or even months of a creature's memory with repeated or large doses. If a creature is subjected to additional doses within 1 hour of failing this saving throw, they must repeat the saving throw, losing an additional 1d4 days of memory on a failed save.

Table: Drugs

ITEM	COST	WEIGHT
Anti-G Cocktail	50 cr	—
Anti-Rad	10 cr	—
Gullibility Serum	100 cr	—
Quick-Sober Patch	25 cr	—
Smelling Salts	5 cr	—
Styx	75 cr	—
Synthetic Adrenaline	250 cr	—
Truth Serum	100 cr	—
Universal Airhypo	20 cr	1/2 lb.

Synthetic Adrenaline. Typically used as a combat drug, but sometimes used recreationally, synthetic adrenaline gives the user advantage on Strength, Dexterity, and Constitution checks and saves for one minute. Once the effect ends, the user immediately gains two levels of fatigue. It can only be injected.



Truth Serum. A drug used by interrogators, a victim injected with truth serum makes a DC 17 Constitution save and on a failed save is unable to lie for an hour, and remaining silent or vague when asked questions requires a separate DC 14 Wisdom saving throw for each question asked.

Universal Airhypo. Can be used to administer a dose of any injected drug to the user or a willing or restrained creature as an action.

Injury Treatment

Futuristic science has produced a variety of items to help voidrunners live to see another day.

Antiseptic (5 uses). Once applied, this fresh-smelling cream can keep a wound moist and prevent infection for more effective healing. You can apply an antiseptic as an action. When a non-synthetic creature treated with an antiseptic takes a short rest, they roll a bonus hit die and add the result to the total number of hit points regained from the rest. Once a creature benefits from an antiseptic, it cannot do so again until it finishes a long rest.

Blood-Stop Bandage. These highly durable and stretchy strips are clear to better allow monitoring of a wound's condition. Additionally, they are coated with a coagulant to help them staunch bleeding. You can use an action to apply a blood-stop bandage to yourself or another creature to end ongoing piercing or slashing damage. When using improvised bandages, such as torn clothing, there is a 50% chance of exposure to a disease (see Chapter 6: Maladies, in *Trials & Treasures*). Synthetic lifeforms such as androids can benefit fully from this healing, as it prevents the leakage of critical fluids.

First Aid Kit (15 uses). This kit includes all the basic materials you need to staunch bleeding and start treatment of wounds. As an action, you can expend one use of this item to stabilize a non-synthetic creature that has 0 hit points, without needing to make a Medicine check.

Medical Gel. A highly-active slurry of stem cells and various beneficial drugs, medical gel is the ultimate in combat medicine. A single dose, when administered topically, heals 4d6 hit points. It is expensive, but used widely

by military units. Synthetic lifeforms such as androids cannot benefit from this healing. This is an advanced item.

Nanopatch. An adhesive fabric bandage infused with nanomachines. When applied to a wound as an action, the nanomachines clean out debris and dead cells, and apply an antiseptic/analgesic compound. The patient recovers 1d6 hit points. Synthetic lifeforms such as androids can benefit fully from this healing.

Nanobot Compound. A vial of gray goo that is actually millions of tiny medical nanomachines. These nanomachines can be drunk or applied directly onto a wound as an action. The patient recovers 1d4+4 hit points and in addition, they also gain 4 temporary hit points as the lingering active nanomachines quickly work to repair new injuries. Synthetic lifeforms such as androids can benefit fully from this healing.



Sedative. This calming solution can ease mental pain. When a non-synthetic creature is administered this drug, it recovers a level of strife. Roll 1d10. On a 1, it gains a short-term mental stress effect. Once a creature benefits from a sedative, it cannot do so again until it finishes a long rest.

Table: Injury Treatment

ITEM	COST	WEIGHT
Antiseptic (5 uses)	7.5 cr	—
Blood-Stop Bandage	5 cr	—
First Aid Kit (15 uses)	15 cr	2 lbs.
Medical gel[A]	250 cr	1/2 lb.
Nanopatch	30 cr	—
Nanobot compound	80 cr	—
Sedative	3.5 cr	—

Medical Technology Advancements

Medications and first aid supplies advance rapidly as technology improves, but the desired effects often remain the same. The following table details items that have supplanted those found in *Adventurer's Guide*. Unless otherwise noted, these items are administered by airhypo or pill, either by the patient or another creature, as an action.

Expertise dice granted by the use of medicine can only be gained from that type of medicine once between long rests.

Anti-Inhibitor. This reddish liquid fills you with confidence. After injecting it, you gain an expertise die on Charisma saving throws for 2 hours.

Cognitive Enhancer. This amber liquid helps sharpen focus. After injecting this compound you gain an expertise die on Intelligence saving throws for 2 hours.

Immune Booster. This dark liquid boosts your immune system. After injecting it, you gain an expertise die on Constitution saving throws for 2 hours.

Steroid. This iron-gray liquid increases a patient's physical prowess. After injecting it, you gain an expertise die on Strength saving throws for 2 hours.

Stimulant. This cloudy solution heightens the senses. After injecting it, you gain an expertise die on Wisdom saving throws for 1 hour.

Reflex Enhancer. This bright blue liquid improves reaction time. After injecting it, you gain an expertise die on Dexterity saving throws for 2 hours.

Table: Medical Technology Advancements

ITEM	COST	WEIGHT
Anti-Inhibitive	5 cr	—
Cognitive Enhancer	5 cr	—
Immune Booster	10 cr	—
Steroid	10 cr	—
Stimulant	10 cr	—
Reflex Enhancer	10 cr	—

Synthetic Repair

The unique conditions of androids (and other synthetic lifeforms) mean that their injuries must be treated differently than most humanoids. In addition to any treatments that are specified to work on their constructed physique, any injectable substance listed under Medical Technology Advances has an equivalent that can usually be purchased at a cost increase of 50% of the original price, taking the form of short-term programs that act in nearly identical ways.

Additionally, there are the following items:

Patch Kit (15 uses). This kit includes all the basic materials you need to regulate a construct's systems, staunch the loss of critical fluids, and begin repair. As an action, you can expend one use of this item to stabilize a synthetic lifeform that has 0 hit points, without needing to make an Engineering check.

Repair Kit. The professional version of a patch kit, repair kits are most useful to those with formal engineering training. Any creature can expend one use to stabilize a dying artificial lifeform without the need for an Engineering check.

However, creatures with proficiency in Engineering can spend a use of the kit to greater effect. When a creature proficient in this skill makes an Engineering check with the kit to stabilize a synthetic lifeform, the synthetic lifeform recovers 1d6 hit points for every 5 full points the DC of the check is exceeded by (1d6 on a result of 15, 2d6 on a result of 20, etc.). This DC is 10 in most cases, except in the case of especially complicated or severe damage. The kit can be used 5 times before being depleted. Replacement supplies cost 50 credits per use.

Table: Synthetic Repair Items

ITEM	COST	WEIGHT
Patch Kit	50 cr	5 lbs.
Repair Kit	300 cr	15 lbs.

Psionic Foci

Whether they are synthetic gems, symbols imbued with psionic power, or carefully knotted cords that encourage mindful concentration, psionic foci are items that allow creatures with psionic abilities to concentrate on two powers. Their rarity and cost can vary greatly from planet to planet. Cyberware that serves as a psionic focus can be found under Enhancement Implants below.

A psionic focus allows a creature to concentrate on more than one psionic power simultaneously as long as the sum of the powers' levels is less than or equal to their power rating. If the manifester's concentration is disrupted, such as if they are pushed or take damage, they roll for both powers individually. Both powers' effects still end early if the manifester is killed or incapacitated.

Table: Psionic Foci

ITEM	COST	WEIGHT
Knotted Focus	150 cr	—
Synthetic Crystal	200 cr	3 lbs.
Imbued Emblem	225 cr	—

Psychic Crystals

Crystals, gems, and precious stones have long been used as shiny adornments, for healing rituals, and as valued treasures. But there are some naturally occurring crystals that resonate at a frequency with which psionic minds can interact, allowing them to work as psionic foci. The Narrator determines the rarity and availability of such crystals within your campaign setting, but they are likely coveted treasures.

Security Gear

Police, soldiers, spies, and similar professions are frequently thought of mostly in terms of weapons and armor, but there is a lot of other specialized equipment in the arsenal of these types of professionals.

Binoculars. A good pair of binoculars comes in handy in a variety of situations. They can give the user a clear view of targets up to a quarter-mile away in bright or dim light. An additional 100 credits adds a night vision mode, which allows the user to see at the same range in darkness. The user has advantage on sight-based Perception checks dealing with faraway targets (up to half a mile).



Bug. Tiny clandestine surveillance devices are often referred to as "bugs." They are about the size of a grain of rice (DC 22 Investigate check to locate) and can pick up ambient conversation in an area up to 20 feet from their location and transmit it over an encrypted datastream up to a mile. Video-capable versions cost twice as much.

Bug Detector. A small handheld device for locating bugs. Using a bug detector automatically detects the presence (but not location) of transmitting bugs within 20 feet of you, and grants advantage on Investigation checks to find them.

Chemical Light Stick. A heatless chemical flare activated by cracking an internal seal, which mixes two chemicals together causing a luminescent chemical reaction. Can be activated as an action, after which it provides bright light in a 5-foot radius and dim light in a 10-foot one. Once activated, the light stays lit for 12 hours.

Gateway Projection Device. This apparatus fits over the forearm and hand of the user. It has the ability to fire matched portals onto flat surfaces within long range. The weapon has two triggers, one fires blue-rimmed portals and the other orange-rimmed ones. The portals are roughly 6 feet tall and oval-shaped, large enough for a medium-sized creature to pass through comfortably. Entering one portal causes a creature, object, or effect to immediately exit the other. If one portal of each color does not exist, the portal is not enterable, appearing merely as a lighting effect. If the user creates a portal while one of the same color is already in existence, the old portal is immediately replaced with the new one. The device can "fire" a portal up to 120 feet, which takes an action. An active portal can be dismissed as a bonus action. Portals cannot be dismissed if a creature or object is currently traversing them. This is an advanced item.

Handcuffs. The prisoner restraints of choice in most sci-fi worlds, these metal restraints (AC 16, 20 hit points) can restrain a Small or Medium creature. You can restrain an unwilling creature which requires an action, and for the creature to be either restrained, or both grappled and prone. Escaping the manacles requires a DC 22 Dexterity check, and breaking them requires a DC 22 Strength check. Each set of handcuffs comes with one key. Without the key, a DC 15 thieves' tools check can pick this lock.



Long-Range Microphone. The audio equivalent of binoculars, long-range microphones allow normal conversation to be heard at a range of up to 300 feet.

Night-Vision/Multi-Spectrum Goggles. These battery-powered goggles grant the user darkvision with a range of 300 feet. The multi-spectrum version (costing 1000 credits or more) also allows the wearer to see through clouds of smoke, mist, or other non-solid obstructions and pick out heat signatures from the surrounding environment, granting an expertise die to spot hidden creatures with exothermic metabolisms or other objects notably warmer or colder than the surrounding environment, regardless of other visual concealments.

Night-Vision/Multi-Spectrum Contacts. These special contact lenses work the same as the goggles above. This is an advanced item.

Portable X-Ray Scanner. A handheld scanning device used in security searches, a portable x-ray scanner can penetrate even into a subject's body, revealing surgical hardware, dental fillings, and most importantly, cybernetic implants. It is virtually impossible to hide carried, implanted, or swallowed contraband from this device, which grants the user a passive DC 30 Investigate check to find such things on a one-minute scan.



Proximity Alarm. This device monitors a 20-foot diameter area for up to 8 hours. It has a passive Perception score of 14 and makes a loud noise if it detects movement within that area.

Range Earmuffs. These over-ear headphones provide the same protection as earplugs (Chapter 3) without the drawback by amplifying ambient sound and cutting off at a certain decibel level.

Tracer. This button-sized device can be planted on a person or vehicle and sends out a signal allowing its location to be tracked, typically via a program on the user's ICD. While the tracer is active and within 10 miles, you know the direction of it, and combining a tracer with a mapping program (an upgrade that costs an additional 100 cr) can show you the precise location of it on a map. The tracer stays active for 24 hours, but they are easy to find with bug detectors (automatic success, no roll required). They are typically used on targets that will not suspect their presence.

Table: Security Gear

ITEM	COST	WEIGHT
Binoculars	100 cr	2 lbs.
Bug (audio-only)	100 cr	—
Bug (audio-visual)	200 cr	—
Bug Detector	250 cr	1 lb.
Chemical Light Stick	1 cr	—
Gateway Projection Device[A]	100,000 cr	5 lbs.
Handcuffs	15 cr	1 lb.
Long-Range Microphone	45 cr	2 lbs.
Night Vision/Multi-Spectrum Goggles	250 cr	2 lbs.
Night Vision/Multi-Spectrum Contacts[A]	1,000 cr	—
Portable X-Ray Scanner	500 cr	2 lbs.
Proximity Alarm	100 cr	2 lbs.
Range Earmuffs	30 cr	1/2 lb.
Tracer	60 cr	—
Zip Cuffs (set of 10)	.5 cr	—

Zip Cuffs. These super lightweight and portable version of handcuffs are used by riot police and in other situations where mass arrests are likely. They have an AC of only 13 and 15 hp, and the Strength check to break them is DC 16. Unlike most restraints, they are single-use, with the cuffs being cut to release a prisoner rather than unlocked with a key.

Scientific Gear

Heroes are not always made so because of their ability to fight; scientists have long been revered by sapient societies who admire those who push the frontiers of knowledge past their current boundaries. Like any task, doing so is easier with the right tool.

Chemical Detector. This handheld device measures various fume levels in the air and provides information about their concentration levels. It is often used by security personnel to look for drugs or explosives. While using a chemical detector, you gain an expertise die on Investigate checks to find hidden drugs, chemicals, or explosives.

Cryospray. An aerosol flash-freezing agent, cryospray is normally used to preserve specimens collected during scientific expeditions, but enterprising users have learned a blast of the spray can make metal brittle (a use of the spray reduces an unattended metal object's AC by 2) or as an improvised weapon (the spray can only be used on targets within 5 feet, and does 2d6 cold damage). A single canister contains enough for 10 uses.

Geiger Counter. This device measures ambient radiation, emitting an audible warning in the presence of dangerous radiation levels.



Table: Scientific Gear

ITEM	COST	WEIGHT
Chemical Detector	100 cr	1 lb.
Cryospray	20 cr	1 lb.
Geiger Counter	80 cr	2 lbs.

Survival Gear

The universe is a big place, and those who wish to see unexplored parts of it would do well to pack accordingly. As technology advances, so too do the means to traverse and survive in hostile environments.

Blanket. A basic foil blanket that provides warmth in cold environments.

Digital Scale. An improvement on the merchant's scale, this version is precise to .01 oz.

Distress Beacon. A personal-sized version of a standard piece of starship hardware, this device transmits a distress signal and a message of no more than 10 seconds using a powerful transmitter. Typical range is about 20 miles, though atmospheric conditions may adjust this. They are popular with exploration teams.

Entrenching Tool. A lighter version of the shovel, capable of folding for easy transportation.

Flashlight. The default source of portable light from the discovery of electricity onward. Provides bright light in a 20-foot cone and dim light in a 30-foot one. Alternate versions based on head bands or gloves provide light in more specific areas or hands-free, but only to half the range.

Floodlight. A scaled-up version of a flashlight, a floodlight can light up a much larger area. They are typically either mounted on vehicles or on a tripod. They provide bright light in a 300-foot cone and dim light in a 600-foot cone.

Gas Mask. A full-face mask that protects the wearer from airborne poisons and other dangerous particles. While wearing a gas mask, you automatically succeed on saving throws against inhaled hazards, but the mask narrows your field of view, imposing a -1d4 penalty on sight-based Perception checks while wearing it.

Grapple Gun. This device is roughly the same size as a heavy pistol. It fires a sturdy line (AC 15, 30 hp, capable of supporting 1000 lbs.) which is attached to a grappling hook up to 60/120 feet. The grapple needs some sort of protrusion to latch onto; common ones are architectural features like railings, ornamental statuary, pipes, and so on. The line can then be retracted, reeling the user toward the hook, granting an effective climb speed of 60 feet. Improved versions (which cost double the cost) have a nanomachine-paste anchor instead which can bond to any surface able to support the weight on the line. This version does not need to "catch" on anything and can adhere to even sheer surfaces and is considered an advanced item.

Lighter. This small fire-starting device can be used to light anything with abundant, exposed fuel or highly-flammable objects such as paper as an action. You may also expend a use to cause the lighter to shed dim light in a 5-foot radius for one round.

Map. When using a map, you may travel at a fast pace without taking a penalty to your passive Perception while within the area it depicts. Additionally, you gain an expertise die on checks made to avoid becoming lost.

Local: This map depicts a well known area. In most settings digital maps of any explored area are available, often for free.

Planetary: This map depicts the entirety of a single planet. On well-explored or long-inhabited planets this usually includes populated areas, delineations between countries, provinces, and states, and names of natural formations, such as mountain ranges or forests, if they've been given them. Many also include topography, elevation, terrain, and even live weather. Planets that have only been seen remotely or have not been properly surveyed may only show major geographical features, known settlements, and established routes (if any).

System: This map shows the entirety of a single star system, including planets, meteor belts, moons, and significant planetoids.



Galactic: This map is a series of navigation charts to allow ships to make their way from one galaxy to the next. Depending on the amount of data the map maker had, it may be more or less detailed or accurate.

Matches. An improvement on the tinderbox. Using it to light a torch—or anything else with abundant, exposed fuel—takes an action. Lighting any other fire takes 1 minute.

Mirror (plastic). Made of synthetic products, this mirror is lighter and cheaper than its steel counterpart.

Paper. With the advancement of technology, paper is significantly cheaper.

Rope, Synthetic. This synthetic rope is lighter than previous versions while still being able to hold the same weight.

Sleeping Bag. An improvement on the bedroll, this light sleeping bag is essential to sleeping outdoors.

Tent. Made of light, synthetic materials, tents provide protection from the elements so long as there is a flat surface to set them up on.

One Person: Suitable for a Medium-sized creature. Occupies a 5-foot by 10-foot space when set up.

Two Person: Suitable for up to 2 Medium- sized creatures. Occupies a 10-foot by 10-foot space when set up.

Communal: Suitable for up to 6 Medium-sized creatures. Occupies a 15-foot by 15-foot space when set up.

Umbrella. Designed to keep the rain off of pedestrians, these small folding shelters are also sometimes used by protestors to block thrown weapons. When equipped with an open umbrella, you may make a DC 13 Dexterity saving throw to bounce a grenade targeting your space to a space 10 feet away from you in the direction the attack originated from. Umbrellas fold up when not in use, but are a bulky item when open. Folding or unfolding an umbrella costs an action.

Table: Survival gear

ITEM	COST	WEIGHT
Blanket	.5 cr	1 lb.
Digital Scale	12 cr	1 lb.
Distress Beacon	100 cr	2 lbs.
Entrenching Tool	5 cr	2 lbs.
Flashlight	2 cr	½ lb.
Floodlight	40 cr	5 lbs.
Gas Mask	100 cr	2 lbs.
Grapple Gun	300 cr	4 lbs.
Lighter (30 uses)	1 cr	—
Map (local)	0.5 cr	—
Map (planetary)	20 cr	—
Map (system)	100 cr	—
Map (galactic nav charts)	5,000 cr	—
Matches (100)	1.5 cr	—
Mirror (plastic)	1 cr	—
Paper (100 sheets)	0.1 cr	—
Rope, synthetic (50')	7 cr	2 lbs.
Sleeping Bag	4 cr	5 lbs.
Tent (one person)	10 cr	8 lbs.
Tent (two-person)	20 cr	16 lbs.
Tent (communal)	50 cr	30 lbs.
Umbrella	1.7 cr	½ lb.

Toolkits

In addition to the less-technological tools in *Adventurer's Guide*, these toolkits allow you to perform specialized tasks such as repairs on the specific type of equipment or vehicle or the collection and interpretation of detailed scientific data. If you lack the proper toolkit, tasks that would use it may be impossible, or at best, all checks will be made with disadvantage. You must be proficient with specialist's tools to use them.

Computer Technician Kit. This kit includes specialized opening tools, a multimeter, spare parts, thermal compound, and an assortment of cables and adapters. It is used for setting up and performing basic repairs on computer systems or mechanical creatures from an ICD up to a battle droid.

With 10 minutes work and a DC 10 computer technician kit check, you can repair a construct or synthetic lifeform (such as an android) or device. The creature or device regains 1d4 hit points, plus an additional 1d4 hit points if the check's result is 15 or higher. The Narrator might set a higher DC for specialized repairs or decide that such repairs require more time or additional equipment. Fixing a sentinel droid's malfunctioning gyroscopic systems, for example, might require a DC 20 check.

Cybernetics Kit. Contains a mixture of spare parts, anti-rejection drugs, specialized instruments, and basic first aid supplies. This allows you to perform field maintenance and repairs on a creature's cybernetic implants. It can also be used once as a first-aid kit, but then 2 credits must be spent to replenish the expended supplies before the kit is useful again.

Disguise Kit. This pouch of props, costuming, and cosmetics lets you change your physical appearance. A creature observing you after you make a disguise kit check must make a Perception check (DC equal to the result of your disguise kit check) in order to see through your disguise.

Computers

While they aren't represented by a specific tool kit, computers are a vital tool proficiency for voidrunners. Much of society relies on them. This tool proficiency represents the normal use of computers—computer technician kits and hacking tools are different, more specialized proficiencies. You can use the computers tool proficiency to conduct research or operate a device, but you cannot use it to rewire or repair devices or to hack systems.

Engineer's Toolbox. This kit contains wrenches, bolt drivers, instruments, and so on to work on the drive, braking, navigation, and suspension systems. With 10 minutes work and a DC 10 tools check, you can repair a machine, vehicle, or starfighter. The machine, vehicle or starfighter regains 1d4 hit points, plus an additional 1d4 hit points if the check's result is 15 or higher. The Narrator might set a higher DC for specialized repairs or decide that such repairs require more time or additional equipment. Fixing a wrecked starfighter engine for example, might require a DC 20 check.

The toolbox also contains a standard-issue military field maintenance kit for modifying and repairing high-tech weapons and armor. It includes the small drivers, hardening sprays, and cleaning supplies needed to keep a soldier's combat gear working.



Field Laboratory. A semi-portable lab with various scientific instruments, sample containers, and reagents allows a creature proficient with the Science skill to perform various types of testing such as identifying substances or organisms, measuring environmental effects such as barometric pressure and seismic activity, and other similar tasks. Some tasks may only be possible with a Field Laboratory, but ones that do not require it (Narrator's discretion) are made with advantage instead.

Hacking Tools. Hacking tools resemble common datapads containing potent hacking programs, but they can also be more custom-rigged device amalgams that better reflect their less-than-legal purpose. If you are proficient with hacking tools, you can use an action to begin a hack by making a hacking tools check against a DC determined by the security of the device being hacked. If successful you begin hacking that device, while hacking a device your hacking tools cannot be used to hack another device until the previous hack attempt ends.

Medical Pouch. Often referred to as 'crash kit', the professional version of a first-aid kit, crash kits are most useful to those with formal medical training. Any creature can expend one use to stabilize a dying creature without the need for a Medicine check, even if they are not proficient.

However, creatures with proficiency in Medicine can spend a use of the kit to greater effect. When a creature proficient in Medicine makes a Medicine check with the kit to stabilize a creature, the creature recovers 1d6 hit points for every 5 points the DC of the check is exceeded by (1d6 on a result of 15, 2d6 on a result of 20, etc.) The kit can be used 5 times before being depleted. Replacement supplies cost 25 credits per use.

A medical pouch can also be used to remove a condition from an adjacent creature, as long as the condition is a temporary condition and originally required a saving throw to avoid or resist and is on the following list: blinded, charmed, deafened, paralyzed, poisoned, slowed, stunned. Use an action to make a Medicine check with a DC equal to the saving throw DC originally required to resist or avoid the condition. On a success, the condition is removed. At the Narrator's discretion, certain conditions may not be removable in this manner, and a creature can only benefit from this feature once per long rest.

Multi-Scanner. This handheld device can analyze the chemical makeup of a substance, diagnose illnesses or injuries, determine the levels of any known type of radiation, measure temperature, wind direction, and barometric pressure, carbon-date a sample of organic material, scan the genetics of a creature, detect life forms, and so on. Any sort of reading

that could be supplied by a specific scientific or medical instrument can be quickly and accurately supplied by the multi-scanner. Getting a scan of a target within 10 feet requires one action, and uses either the Science or Medicine skill depending on the nature of the scan. Using a multi-scanner gives you advantage on Science and Medicine checks, and an expertise die on Engineering or Investigation checks where precise scientific data would be useful. This is an advanced item.

Thieves' Tools. This set of technical instruments are used to open mechanical locks. You can use an action to open a lock by making a thieves' tools check against a DC determined by the quality of the lock being picked.



Table: Specialist Tools

ITEM	COST	WEIGHT
Computer technician kit	200 cr	5 lbs.
Cybernetics kit	350 cr	8 lbs.
Engineer's toolbox	600 cr	20 lbs.
Field laboratory	2,000 cr	100 lbs.
Hacking tools	500 cr	—
Medical pouch (crash kit)	250 cr	5 lbs.
Multi-scanner[A]	500 cr	1 lb.
Thieves' tools	25 cr	1 lb.

Musical Instruments



The musical arts grow and innovate as artists gain access to new technologies and new potential sounds. Musical instruments are a type of tool, and the following instruments have been added to the list of instruments found in *Adventurer's Guide*.

Table: Musical Instruments

ITEM	COST	WEIGHT
Acoustic guitar	30 cr	7 lbs.
Electric guitar	50 cr	8 lbs.
Harmonica	2 cr	—
Keytar	50 cr	12 lbs.
Saxophone	40 cr	4 lbs.
Theremin	20 cr	2 lbs.

Cyberware

One of the most dramatic examples of technological progress is the introduction of cyberware, which allows living creatures to replace parts of themselves with artificial components or implant devices which grant them new abilities into their bodies.

Prosthetics

The most common and simplest form of cyberware are prosthetics. It is the default assumption that any world with FTL travel will have also developed sophisticated prosthetics, though the specifics of those can vary. A character that has suffered the loss of a limb, organ, or other body part can receive a fully-functional replacement for 1,000 credits, though in some settings this type of medical care may be fully or partially-covered by a character's government benefits or insurance plan. In other settings, this service may be significantly more expensive, costing 5, 10, or even 100 times as much, making these

prosthetics the realm of the wealthy or well-connected and consigning the poor to non-technological options.

Prosthetics function just like the body part they emulate (though they may look different). The prosthetic may be plastic, or metal; vat-grown clones from creature's own stem cells are fully indistinguishable from the original.

Enhancement Implants

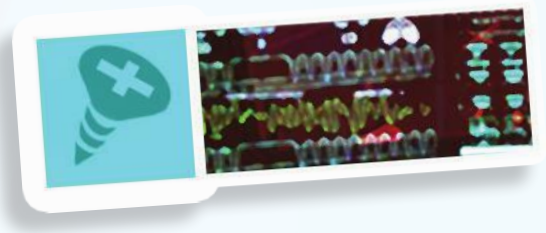
Implants provide new or enhanced capabilities to a creature. The cost listed for enhancement implants includes the cost of having them surgically implanted. As long as the implant procedure is done with the proper equipment, there is no chance of rejection or failure; however, creatures need time to adjust to the presence of the implants. Therefore, a character may only have a number of enhancement implants equal to or less than proficiency bonus. If more are added, the newest implants simply do nothing until the implanted character's proficiency bonus rises enough to accommodate them, with the oldest inactive implant always coming online first.

Despite the advantages they provide, enhancement implants have drawbacks as well—they require some level of external networking to function, which makes them vulnerable to various attacks such as hacking and EMPs. The DC to hack an implant is 8 + the creature's Intelligence modifier + its proficiency bonus.

Adhesion Pads

Cost: 500 credits

You have nanomachine adhesion pads implanted on your palms and the soles of your feet. While you are barefoot and not wearing gloves, you gain the ability to walk on walls and upside down on ceilings, as well as a climbing speed equal to your base Speed. The implant can also be activated as a reaction in response to a Disarm attempt, allowing you to automatically succeed the maneuver check to retain your weapon.



Hacking. If hacked, the implants will go into a safety lock mode and will not release until the emergency reboot procedure (which takes 1d4 rounds) completes. During this time you are stuck to whatever surface you are in contact with and your Speed is reduced to 0.

Augmented Reality System

Cost: 5,000 credits

This system projects useful information onto your field of view. When making a skill check you have proficiency in, you gain an expertise die as though you had the relevant skill speciality. If this implant is used in concert with an implanted or ranged weapon connected to you with a cyberlink, that weapon's short range increases by a number of feet equal to 10 times your proficiency bonus, up to a maximum of its long range. Its long range is unaffected.

Hacking. If this system is hacked, it projects static into your field of view. You suffer disadvantage on all checks based on sight (such as Perception, Investigation, and Insight) and ranged attacks (but not melee ones) until the hack ends or you reboot the system, which takes 1 minute. You are blinded while the system reboots, but can choose when to initiate the reboot.

Biomonitor

Cost: 300 credits

While it is functioning, a biomonitor provides detailed medical data and helps regulate your body's systems. Creatures making Medicine checks on you while accessing the biomonitor do so with advantage, and you regain an extra hit point for every hit die you spend during a short rest.

Hacking. If the monitor is disabled via hacking or the character is subject to an EMP blast, the monitor goes into a failsafe mode. During this time, you suffer the effects of two levels of fatigue that cannot be removed until the implant is reset. Resetting the biomonitor requires a short rest and a cybernetics kit. Additionally, when a hacker who gains access to the biomonitor's output data makes a successful attack roll against you they deal extra damage equal to their proficiency bonus. Resetting the implant removes this damage bonus.

Comms Implant
Cost: 150 credits

You have an implanted ICD (see Communications and Computing) which is by default connected only to your auditory cortex and vocal chords, allowing you to receive voice comms privately and inaudibly. If you also have an augmented reality system, you gain full ICD functionality including video and text messaging, app usage, and so on as if you were connected via a cyberlink.

Hacking. If hacked, the implant shuts down and stops working until it is rebooted, which requires 1 minute. During this time, it may not be used for any sort of communication or application functionality, but you are otherwise unaffected.

Companion AI
Cost: 2,000 cr

You have a non-sentient AI integrated with your brain. You recall everything you have experienced in the past week in perfect detail and can opt to manually store specific memories on more permanent storage (costing 50 credits per hour of memory) if desired. You also make all Intelligence checks and saving throws with advantage and Intelligence-based checks take you half as long.

Hacking. If the AI is hacked, you immediately suffer 2d8 psychic damage and gain two levels of strife that persist until the implant is reset, which requires a short rest and a cybernetics kit.

Cyberlink
Cost: 1,000 credits

A cyberlink allows you to bypass all conventional forms of input in terms of direct mental interface with any connected device. Cyberlink cables are typically only about a foot long, requiring you to hold the item you are interfacing with or touch it. If the item is a weapon, you count as proficient with it, even if you normally would not be. At the Narrator's discretion, you may gain additional benefits if you also have an augmented reality system.

Hacking. If the implant is hacked, you suffer 2d8 lightning damage and are slowed for 1d6 rounds.

Implanted Psionic Focus
Cost: 500 credits

You gain the benefits of a psionic focus without needing an external piece of gear.

Hacking. If hacked, the focus goes haywire. For the next minute, using any psionic power deals 1d6 psychic damage to you. This damage can't be reduced or prevented in any way. In addition, you are rattled for the duration, and any saving throws you make against the psionic abilities of other creatures are made with disadvantage. The implant stabilizes automatically.



Implanted Weapon

Cost: weapon cost + 30%

A weapon is implanted into your body, typically in a forearm or hand. The primary benefits of this implant are stealth and constant access; the weapon functions the same as a handheld version in combat. Melee weapons chosen for this implant must have the light property and ranged weapons are limited to pistols.

Hacking. The weapon can be hacked, temporarily disabling it. Getting it working again requires a cybernetics kit and a DC 15 Computers check as part of a long rest.

Jump Coils

Cost: 600 credits

You do not need to move to make a long jump, and your jumping distances are tripled. You also can safely fall up to 100 feet without taking damage as long as you are not incapacitated.

Hacking. If hacked, the system locks, dramatically hampering your movement. Your walking speed decreases by 20 feet and for every 10 minutes of walking, you suffer a level of fatigue. Repairing the system requires a DC 15 check with a cybernetics kit and a short rest.

Vision Enhancers

Cost: 500 cr

A set of high-performance sensors are implanted in your eyes or the surrounding area and connected to your visual cortex. While active, they function as a set of multi-spectrum goggles.

Hacking. If you are subjected to an EMP blast, the implant malfunctions. The character loses the benefits of the implant and treats everything as lightly obscured until they can reboot the implant, which takes 1d4 rounds.

Vehicles

Even in a spacefaring age there will always be a need for planetside vehicles. The following vehicles are distinct from spacecraft and follow the basic rules for vehicles as presented in the *Adventurer's Guide*, with new additions as we advance from sailing ships and wagons to helicopters and hover cars.

Size

Technological advancement brings a host of new vehicular possibilities. Small vehicles like scooters, and truly massive vehicles like shuttle crawlers and mining machines exist alongside cars, trucks, boats, and planes.

Small. A Small vehicle has Strength and Constitution scores of 10 (+0), can carry 1 passenger along with the driver, up to 10 Supply, and up to 2 bulky items in addition to 300 lbs. of carrying capacity.

Medium. A Medium vehicle has Strength and Constitution scores of 12 (+1), can carry up to 2 passengers along with the driver, up to 15 Supply, and up to 5 bulky items in addition to 500 lbs. of carrying capacity.

Large. A Large vehicle has a Strength and Constitution score of 14 (+2), can carry up to 3 passengers along with the driver, up to 40 Supply, and up to 10 bulky items in addition to 2,000 lbs. of carrying capacity.

Huge. A Huge vehicle has a Strength and Constitution score of 18 (+4), can carry up to 6 passengers along with the driver, up to 80 Supply, and up to 20 bulky items in addition to 4,000 lbs. of carrying capacity.

Gargantuan. A Gargantuan vehicle has a Strength and Constitution score of 22 (+6), can carry a number of additional passengers equal to the minimum required crew, up to 800 Supply, and up to 200 bulky items in addition to 40,000 lbs. of carrying capacity.

Titanic. A Titanic vehicle has a Strength and Constitution score of 26 (+8,) can carry a number of additional passengers equal to the quadruple the minimum required crew, up to 4,000 supply, and up to 1,000 bulky items in addition to 200,000 lbs. of carrying capacity.

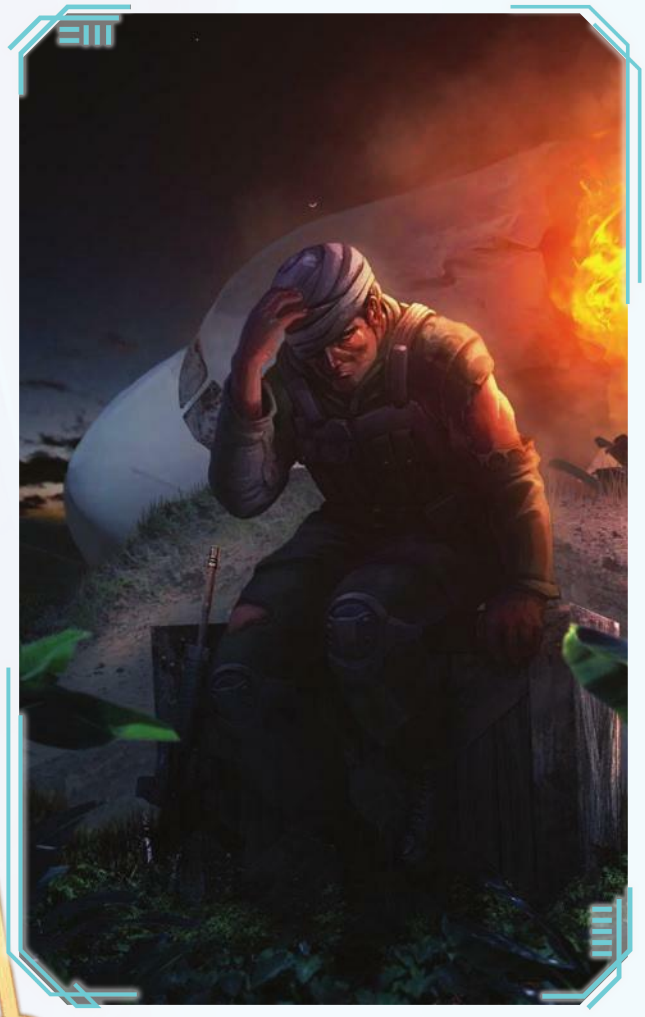
Collisions

If a vehicle enters the space occupied by a creature or another object, a collision occurs. Both the vehicle and whatever it impacts take bludgeoning damage according to the other's size:

Table: Vehicle Collisions

SIZE	DAMAGE
Small	1d6
Medium	2d6
Large	4d6
Huge	8d6
Gargantuan	12d6
Titanic	16d6

If the object or creature impacted is the same size as the vehicle or larger, the vehicle immediately stops and loses momentum. If the object or creature impacted is smaller than the vehicle, it is shunted into the closest unoccupied space that allows the vehicle to complete its movement unimpeded.



Malfunctions

When a vehicle is reduced to half its total hit points or less, it is damaged and suffers a malfunction. Roll 1d6 on Table: Malfunctions to determine the nature of the malfunction. Vehicle malfunctions can usually be fully repaired during a short rest by a proficient user with an engineering toolkit.

Table: Malfunctions

D6	MALFUNCTION
1	***Movement.*** Movement has been compromised, such as losing the sails, losing the animal team drawing the vehicle, or destroying an engine. The vehicle's Speed is reduced to half its normal value.
2	***Integrity.*** Some key component holding everything together has been lost and the vehicle immediately loses additional hit points equal to 25% of its hit point maximum.
3	***Brakes.*** The ability to stop has been lost. The vehicle moves at its Speed each round until it collides with an obstacle of its size or larger.
4	***Steering.*** The driver's ability to fully control the vehicle has been compromised. The vehicle cannot turn.
5	***Cargo.*** Half of any Supply currently carried by the vehicle are destroyed.
6	***Superficial.*** The damage looks bad but doesn't cause any further issues.

Hotwiring a Vehicle

Unlike the humble wagon, technological vehicles can be hotwired, allowing a voidrunner to go for a ride—for a time, at least. In a futuristic setting, this calls for a hacking check, as these vehicles are operated by computers. Civilian vehicles typically have a hacking DC of 12, while military vehicles have a hacking DC of 18. See Contested Hacks in Chapter 4: Hacking for more information.

Table: Military Land Vehicles

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT
APC, "Streetfighter"	Huge	19	500	"60 feet/ 60 mph"	2	20k cr	200	16 tons
PROPERTIES	"Armed (HMG ×2, plasma cannon ×2, 1× light missile pod ×1), heavy armor, sealed, sensor array"							
Armored landing vehicle, "Percival"	Huge	18	600	"50 feet/ 50 mph (land), 30 feet/ 30 mph (water)"	3	25k cr	80	8 tons
PROPERTIES	Armed (HMG x2, GPMG x1) all terrain, amphibious, medium armor, sealed, sensor array, transport (10)							
Assault mech, "Grave Digger"	Huge	21	1,500	"40 feet/ 40 mph"	2	100k cr	40	12 tons
PROPERTIES	Armed (heavy blaster ×2, heavy missile launcher x1, infantry mech missile ×2, kinetic cannon x1), legged, long-range sensor array, pressurized, sealed, ultra-heavy armor							
Battle Wheel	Large	19	250	"80 feet/ 80 mph"	1	2k cr	15	1.5 tons
PROPERTIES	Armed (GPMG ×1, heavy blaster ×1, ground attack rockets ×1), all terrain, heavy armor, personal, sealed, sensor array							
Exploration APC, "Magellan"	Huge	19	450	"40 feet/ 40 mph"	2	10k cr	80	10 tons
PROPERTIES	All-terrain, armed: HMG ×1, kinetic cannon ×1) medium armor, pressurized, sealed, sensor array							
Forward defensive vehicle	Huge	17	400	"60 feet/ 60 mph"	4	8.5k cr	80	15 tons
PROPERTIES	Armed (HMG ×1, GPMG ×2), all terrain, integrated equipment: plow and floodlight, construction foam dispenser; medium armor							
Grav fighting vehicle, "Patton"	Huge	19	350	100 feet/ 100 mph	2	17k cr	60	5 tons
PROPERTIES	Armed (kinetic cannon ×1, light missile pod ×1, hover, medium armor, pressurized, sealed, sensor array							
Grav tank, "Bastion"	Huge	22	800	100 feet/ 100 mph	6	25k cr	40	45 tons
PROPERTIES	Armed (heavy missile launcher ×1, heavy blaster ×1, kinetic cannon ×1, light blaster ×3, tank cannon ×1,) hover, long-range sensor array, pressurized, sealed, ultra-heavy armor							
Heavy transport truck	Huge	15	450	"50 feet/ 50 mph"	1	1.5k cr	160	11 tons
PROPERTIES	All-terrain, light armor, transport							
Heavy transport walker	Gargantuan	19	800	"30 feet/ 30 mph"	4	10k cr	400	40 tons
PROPERTIES	Armed (heavy blaster ×4), heavy armor, legged, sealed, transport ×20							

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT
Hover APC	Huge	19	700	"60 feet/ 60 mph"	3	27k cr	80	9 tons
PROPERTIES	Armed: (heavy blaster ×2, kinetic cannon ×1); heavy armor, hover, pressurized, sealed, sensor array, transport ×14							
Infantry fighting vehicle, "Galahad"	Huge	19	650	"50 feet/ 50 mph"	3	22k cr	80	10 tons
PROPERTIES	Armed (HMG ×1, kinetic cannon ×1), all terrain, heavy armor, sealed, sensor array, transport ×12							
Infantry mech, "Draugr"	Large	19	115	"20 feet 20 mph"	1	15k cr	5	1000 lbs.
PROPERTIES	Armed (HMG ×1, infantry mech missiles ×1) heavy armor, legged, personal, pressurized, sensor array, sealed							
Medevac hover truck	Huge	15	400	"80 feet/ 80mph"	6	8.5k cr	80	4 tons
PROPERTIES	Hover, light armor, mobile facility: med bay							
Mobile command center, "Gawain"	Huge	17	450	"60 feet/ 60 mph"	2	4k cr	40	4.5 tons
PROPERTIES	All terrain, light armor, long-range sensor array, mobile facility (operations center)							
Police interceptor hovercar	Large	16	250	"120 feet/ 120 mph"	1	2k cr	40	2 tons
PROPERTIES	Hover, integrated equipment (floodlight ×2); light armor, mobile facility (holding cell ×2); self propelled							
Recon speeder	Large	15	80	"135 feet/ 135 mph"	1	500 cr	8	400 lbs.
PROPERTIES	Armed (light blaster ×2), hover, open-frame, personal							
Scout vehicle, "Wild Boar"	Large	16	250	"80 feet/ 80 mph"	2	1.1k cr	40	3 tons
PROPERTIES	All-terrain, armed: (GPMG ×1), light armor, open-frame,							
Scout vehicle, "Vaulter"	Large	19	350	"100 feet/ 100 mph"	1	22.5k cr	40	2.5 tons
PROPERTIES	Armed (HMG ×2, light missile pod ×1), all terrain, heavy armor, long range sensor array, sealed							
Scout walker, "Gruhnka"	Huge	17	250	"40 feet/ 40 mph"	2	7.5k cr	40	12 tons
PROPERTIES	"Armed (heavy blaster ×2), legged, medium armor"							
Special forces mech, "Void Ghost"	Large	19	125	"25 feet/ 25 mph"	1	30k cr	5	850 lbs.
PROPERTIES	Armed (heavy blaster ×1, HMG ×1, infantry mech missiles ×1) heavy armor, legged, personal, pressurized, long-range sensor array, stealth, sealed							

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT
Spy car	Large	17	550	"150 feet/ 150 mph"	2	17.5k cr	30	4 tons
PROPERTIES	Armed (flame thrower ×2, GPMG ×2), medium armor, sensor array, sprayer,							
Superheavy tank, "Imperitrix"	Gargantuan	23	4000	"30 feet/ 30 mph"	10	400k cr	60	350 tons
PROPERTIES	Armed (heavy flamethrower ×2, kinetic cannon ×2, HMG ×7, tank cannon ×4), all terrain, long range sensor array, pressurized, sealed, ultra-heavy armor							
SWAT transport	Huge	17	300	"60 feet/ 60mph"	2	4k cr	40	5 tons
PROPERTIES	Medium armor, sensor array, integrated equipment (floodlight ×2), transport							

Table: Military Air Vehicles

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY
Gunship	Huge	17	175	250 feet/ 250 mph	2	30k cr	20
PROPERTIES	Armed (HMG ×1, heavy missile launcher ×4, ground attack rockets ×2), long-range sensor array, medium armor, pressurized, sealed, VTOL,						
MedEvac VTOL	Huge	19	250	175 feet/ 175 mph	4	14k cr	40
PROPERTIES	Armed (GPMG ×2), heavy armor, long-range sensor array, mobile facility: med bay; integrated equipment (floodlight ×2); pressurized, sealed, VTOL						
Orbital Drop Pod	Large	19	95	10 feet/ 10mph	1	900 cr	10
PROPERTIES	Drop, heavy armor, personal, pressurized, sealed, VTOL						

Table: Military Water Vehicles

NAME	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT
Fast Attack Vessel	Gargantuan	19	900	50 feet/ 50 mph	5	55k cr	80	30 tons
PROPERTIES	Armed: (GPMG ×4, kinetic cannon ×1, smart torpedo ×2), heavy armor, long-range sensor array							
Submarine Flagship	Titanic	23	7,000	70 feet/ 70 mph	30	190k cr	10,000	20,000 tons
PROPERTIES	Armed, (devastator torpedo ×1, cruise missile launcher ×4, heavy electrolaser ×10, smart torpedo ×20), long-range sensor array; mobile facilities: holding cell ×10, kitchen ×2, medical bay, operations center, residence ×40, science bay), pressurized, sealed, submersible, ultra-heavy armor							
Swimmer Delivery Vehicle	Medium	15	60	40 feet/ 40 mph	1	40 cr	-	80 lbs.
PROPERTIES	High-performance, miniature, open frame, personal, submersible							

Table: Civilian Land Vehicles

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY	WEIGHT
Crane Truck	Huge	15	500	50 feet/50 mph	1	2k cr	80	10 tons
PROPERTIES	Integrated equipment: crane; heavy equipment: wrecking ball							
Ground Car	Large	14	200	60 feet/60 mph	1	200 cr	40	1.8 tons
PROPERTIES								
Hovercar	Large	14	200	70 feet/70 mph	1	300 cr	40	1.8 tons
PROPERTIES	Hover							
Hovercycle	Large	14	155	175 feet/175 mph	1	250 cr	8	450 lbs.
PROPERTIES	Hover, high-performance, open frame, personal							
Hovertruck	Huge	15	325	60 feet/60 mph	1	550 cr	80	5 tons
PROPERTIES	Hover, transport							
Mountain Bike	Medium	12	18	ridden	1	8 cr	8	15 lbs.
PROPERTIES	All-terrain, open frame, personal, ridden							
Motorcycle	Large	14	165	150 feet/150 mph	1	100 cr	8	500 lbs.
PROPERTIES	High-performance, personal, open frame,							
Pod Racer	Large	16	225	20 feet/200 mph	1	800 cr	4	1 ton
PROPERTIES	Hover, high-performance, open frame, personal							
Surface Exploration Vehicle	Huge	17	450	50 feet/50 mph	3	4k cr	80	15 tons
PROPERTIES	Light armor, hover, mobile facility (science bay), pressurized, long-range sensor array, sealed, windowless							
Truck	Huge	15	325	50 feet/50 mph	1	400 cr	80	5 tons
PROPERTIES	Transport							

Table: Civilian Air Vehicles

VEHICLE	SIZE	AC	HIT POINTS	SPEED	CREW	COST	SUPPLY
Firefighting VTOL	Huge	15	300	100 feet/ 100 mph	3	7k cr	80
PROPERTIES	Light armor, pressurized, integrated equipment (fire suppression system ×2 and floodlights ×4), sealed, VTOL						
Flying car	Large	14	210	120 feet/ 120 mph	1	3k cr	40
PROPERTIES	Pressurized, sealed, VTOL						
Heavy transport VTOL	Huge	16	475	120 feet/ 120 mph	2	4k cr	80
PROPERTIES	Transport, VTOL						
News VTOL	Huge	14	350	150 feet/ 150 mph	2	3.5k cr	80
PROPERTIES	VTOL						

Vehicle Properties

Vehicles in a science fiction setting have the ability to go many more places and do many more things than those in a typical medieval setting do, including incorporating massive tools, mobile working environments, and protections from hostile environments.

All-Terrain. All-terrain vehicles have heavy-duty suspensions and tracks or special tires. They ignore difficult terrain.

Amphibious. Vehicles with this feature count as both land and water vehicles.

Armed. Armed vehicles have one or more weapons in place on board. A creature can use an action to fire a weapon or reload it.

Armor. The vehicle is covered in some sort of armor plating. Like personal armor, multiple levels of vehicle armor exist. Each level of armor reduces the damage dealt by an attack by a number listed in the Damage Reduction column of Table: Armored Vehicles and grants the cover listed to its occupants.

Table: Armored Vehicles

ARMOR GRADE	COVER	DAMAGE REDUCTION	SPECIAL
Light	Half cover	2	—
Medium	Three-quarters cover	4	—
Heavy	Full cover	6	Immune to the breaker weapon property.
Ultra-heavy	Full cover	8	Immune to the breaker weapon property.

Drop. This vehicle descends from the upper atmosphere at terminal velocity. Landing thrusters engage at about 500 feet above the ground. The given Speed applies to the vehicle once the landing thrusters have fired.

Heavy Equipment. The vehicle contains a digger, wrecking ball, roller, massive saw, or other heavy tool. Attacks made with this tool suffer disadvantage and deal bludgeoning, piercing, or slashing damage as appropriate. The tool deals damage according to the vehicle's size: Large—4d6 damage, Huge—8d6 damage, Gargantuan—12d6 damage, or Titanic—16d6 damage.



Hover. A high-tech development, this vehicle hovers above the surface of solid ground or liquids. It is a land vehicle, but can traverse any surface features by hovering up to 10 feet above the ground without being slowed by difficult terrain or sinking into liquid.

Integrated Equipment. The vehicle includes one or more pieces of integrated equipment. This equipment can be activated or deactivated as a bonus action.

Plow: The plow provides an additional +1 to AC against attacks from the front and pushes loose, solid obstacles such as unpacked dirt or snow out of the vehicle's way as it travels. A vehicle can only travel at half its Speed with a plow deployed.

Crane: The vehicle includes a crane arm for reaching high locations. The vehicle must be stopped to use the crane arm. A crane arm may have a tool attached, but typically has either a passenger basket or a winch. A Large vehicle can reach up to 40 feet with a crane boom and a Huge one can reach up to 150 feet. The winch on a Huge crane can lift up to 80 tons, but the vehicle must be stopped and anchored (a process which takes 10 minutes) before it can start moving cargo.

Fire Suppression System: This vehicle has high-pressure hoses that can spray water or fire suppressing foam up to 120 feet. This equipment can also be used as a water cannon.

Floodlight: The vehicle has one or more floodlights.

Construction Foam Dispenser: The vehicle includes a heavy construction foam tank and dispenser system. The tank can carry up to 350 cubic feet of construction foam.

Winch: The vehicle has a sturdy winch and cable. To use a winch, the vehicle must be stopped on a solid surface. A large vehicle can move up to 10 tons, a huge one can move up to 80 tons, and gargantuan winches that can move even heavier weights exist, but are primarily found at ports rather than out on vehicles.

Legged. The vehicle has mechanical legs. It gains the benefits of the all-terrain feature and can also clamber over obstacles of up to the vehicle's own size (moving at a maximum of half the vehicle's Speed when doing so), but the vehicle can be knocked over, suffering from the prone condition. Just like a creature, a prone vehicle must spend half its movement to stand up from prone and cannot move until it does.

Mass Transit. A mass transit vehicle is a specialized version of the transport type, and only needs a crew of up to 4 people to operate, regardless of size, though often additional crew members will provide security, customer service, and similar functions. The remaining capacity can be occupied by passengers.

Miniature. A miniature vehicle is designed to be operated by an operator one size larger than the vehicle itself without penalties.

Mobile Facilities. The vehicle incorporates the features of a starship deck. A vehicle must be at least Huge size to accommodate a single mobile facility or Gargantuan to have up to 4. Available options are leisure deck, medical bay, operations center, and science bay (see Capital Ship Decks in *Star Captain's Manual*). Additionally, mobile facilities can have the following additional options:

Workshop: Provides the benefits of any four types of vehicle repair tools as well as weapons and armor maintenance tools.

Kitchen: The vehicle has compact but versatile food storage and preparation equipment such as freezer, ovens, providing cook's tools that can be simultaneously used at advantage by a number of creatures equal to half its crew size.

Residence: The vehicle provides sleeping quarters, shower and toilet systems, and a set of cook's tools.

Store: The vehicle has a cramped, but browsable, selection of retail shelving.

Holding Cell: The vehicle has a passenger compartment that can be secured from the outside for prisoner transport. DC 20 Strength check to escape.

Open-Frame. Open-frame vehicles do not have enclosing body panels. They provide excellent visibility (and fields of fire) for their occupants, but provide no cover against incoming shots. Regardless of how armored a vehicle with open-frame is, the armor only protects the vehicle itself, not the occupants.

Personal. Personal vehicles are designed for a single occupant and usually have far less space. Vehicles with this property can only ever carry a maximum of one person, and have one-quarter the carrying capacity of a normal vehicle of the same size.

Pressurized. A pressurized vehicle must also be sealed. It has internal pressure systems that maintain a livable pressure for the occupants, allowing them to survive in hard vacuum, at high altitudes, or deep underwater without the need for additional protective gear.

Railway. A railway vehicle travels along a permanent route of some sort, such as train tracks, a maglev system, or the tether of a space elevator.

Ridden. A ridden vehicle relies on the muscle power of its rider to propel it, and its speed is determined by the speed of the creature riding it. Multiply the speed of the creature by the indicated value to get the speed of the vehicle, rounding the result down to the nearest 10 feet. For example, a ridden (×3) vehicle ridden by a creature with a speed of 35 feet has a speed of 100 feet or 10 miles per hour. Furthermore, because ridden vehicles rely on the muscles of their riders to move, their carrying capacity is limited to double that of their rider unless otherwise stated.

Sensor Array. The vehicle provides the crew with the benefits of a set of multi-spectrum goggles while crewing the vehicle. An occupant can use a bonus action to do an active scan, giving them an expertise die on Perception checks.

Sensor Array, Long Range. The vehicle has a sensor package including technologies such as radar, sonar, or satellite imaging data that allows a creature to make Perception checks to locate vehicles or structures of at least Large size within a range of 10 miles. Each such attempt requires an action.

Sealed. A sealed vehicle is airtight, keeping the interior atmosphere in and whatever is outside out. This is more for comfort than protection, however, keeping out sand or high and low temperatures. Extreme environments, such as those in a vacuum, high-altitude, and underwater, require the additional protection of the pressurized feature.

Sprayer. The vehicle has either a spraying nozzle to distribute liquids across an area behind it or a rotating spreader that performs the same function for solid particulate substances, such as sand, salt, or even seeds. In either case, the effect is the same: a path behind the sprayer the same width as the vehicle and a length equal to the distance the vehicle traveled that round is covered in whatever is loaded into the sprayer. Some common loads are listed below. Unless otherwise noted these loads refer to land vehicles.





Typically a liquid sprayer can be used for 20 turns. Solid sprayers are normally incorporated into large, heavy vehicles that can cover miles and miles before needing to be refilled.

Adhesive: A gluey substance coats the area. Vehicles that enter this area make a DC 17 Constitution save, involuntarily taking the Braking action until stopped on a failed save. It cannot move again until repairs are made. Creatures also make the Constitution save, becoming restrained on a failure.

Caltrops: Vehicles and creatures that enter this area or begin their turn in it make a DC 15 Dexterity save, taking 1d6 piercing damage for every 10 feet of distance they move. The driver of a vehicle with tires makes a DC 15 Dexterity saving throw and safely stops the vehicle on a success. On a failure the vehicle either takes the Brake action and stops or rolls over and crashes at the Narrator's discretion.

Grit: Vehicles and creatures in the affected area ignore difficult terrain caused by ice and/or snow.

Lubricant: A slippery trail is left behind. Vehicles and creatures that enter this area for the first time on a turn or begin their turn in the area make a DC 15 Dexterity save. On a failed save, the vehicle spins, moving half its movement speed in a randomly determined direction. Creatures that fail the save become prone.

Stealth. The vehicle has advanced detection countermeasures. Attempts to locate it with sensors or target it with guided weapons are at disadvantage.

Submersible. Submersible vehicles are able to travel safely below the surface of the water. They function as having the three-dimensional property with respect to traveling in water and can move up or down below the surface of the water as well as traveling along the surface of it. Submersible vehicles must also have the pressurized feature.

Three-Dimensional. A three-dimensional vehicle may also turn up or down when making turns. Flying vehicles nearly always have the three-dimensional property. Land or water vehicles need the tunneling or submersible property, respectively, to have this property and, if they are on the surface, can only turn down unless they also have a fly speed.

Transforming. The vehicle has two separate forms. This is often a legged form and a more typical vehicular form, but many variations exist. Both forms must be of the same size category.

Transport. Transport vehicles are designed for cargo and crew, and have twice the carrying capacity and maximum number of passengers as normal for a vehicle of the same size.

Tunneling. The vehicle is equipped with a heavy drill, grinder, or other tunneling apparatus at the front, granting it a burrow speed equal to its movement speed as well as the three-dimensional feature (down only). Vehicles always leave a tunnel equal to their size when burrowing.

VTOL. A vertical take-off and landing (VTOL) vehicle must have a fly speed. It can hover in place. This is typically either due to rotary wings (like a helicopter) or an anti-grav system.

Windowless. The vehicle grants full cover to its occupants regardless of its armor level. However, occupants must rely on sensors or cameras to perceive their surroundings.

Vehicle Weapons

Vehicles are equipped with a wide variety of powerful weaponry. Most fall into one of the following broad categories: direct fire, indirect fire, guided fire, or area fire. Vehicular weapons can have the same breaker, burst fire, loading, long range, or reloading properties as personal weapons. Vehicle weapons can also be fitted with weapon augments (see Customized Weapons on page 368). All vehicle weapons are considered to be braced.

Vehicle weapons of up to Large size can be purchased as a braced weapon or added to existing vehicles. Weapons with a size of Huge or larger or with a price of "integrated" are large, complex, or otherwise demanding in some way and can only be installed on a vehicle specifically designed to use it. Additionally, the Aquatic weapon trait applies to some vehicle weapons.

Special Ammunition

Indirect fire and guided weapons typically have a wider variety of ammunition types than direct fire weapons do. Basic weapon descriptions assume a general purpose warhead, but additional types exist. When using special ammunition, the number of dice remains the same as the base ammunition type, but the size of dice and type of damage can change and additional effects may be present. Ammunition with a "special" damage type does no damage on impact/detonation and instead produces some other effect.

Armor-Piercing. This ammunition deals piercing damage and ignores up to 5 points of damage reduction.

Anti-Personnel. This ammunition deals slashing damage, and its damage die is increased one step from its normal damage. The radius of this effect is determined by the weapon's size: Medium—15 feet, Large—30 feet, Huge—45 feet, and Gargantuan—60 feet.

Creatures in this area can make a DC 15 Dexterity save, taking half damage on a success.

High Explosive. This ammunition deals thunder damage to its target, as well as half damage to all targets within a certain radius. This distance is determined by the weapon's size: Medium—10 feet, Large—20 feet, Huge—30 feet, and Gargantuan—40 feet.

Incendiary. This ammunition deals fire damage to its target, as well as half damage to all targets within a certain radius. This distance is determined by the weapon's size: Medium—10 feet, Large—20 feet, Huge—30 feet, and Gargantuan—40 feet. Flammable objects in area ignite for 2d6 fire damage per round until extinguished

Singularity. This ammunition deals force damage. Additionally, nearby targets make a DC 20 Strength save. On a failure, it is pulled violently towards the center of the blast, taking bludgeoning damage equal to half the original blast and are knocked prone. The area of this secondary affect is based on the vehicle's size: Medium—20 feet, Large—40 feet, Huge—60 feet, and Gargantuan—90 feet.

EMP. This ammunition deals no damage, but acts as an EMP grenade, but with a radius determined by the weapon's size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.

Gas. This ammunition deals no damage, but acts as an gas grenade, but with a radius determined by the weapon's size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.

Foam. This ammunition deals no damage, but acts as an foam grenade, but with a radius determined by the weapon's size: Medium—30 feet, Large—60 feet, Huge—90 feet, and Gargantuan—120 feet.

Table: Vehicle Weapons

WEAPON	COST	RANGE	TARGET	DAMAGE	PROPERTIES
Medium vehicle weapons					
Flame thrower	400 cr	30 ft.	30-feet cone	3d12 fire, 3d6 ongoing fire	Area fire
General-purpose machine-gun (GPMG)	225 cr	150/600 ft.	1	2d8 piercing damage	Direct fire, burst fire
Infantry mech missile	800 cr (800 cr/4-missile pack)	1 mi.	1	5d10 piercing	Breaker, guided, reloading (4)
Light blaster	300 cr	150/600 ft.	1 creature or vehicle	2d8 force damage	Direct fire
Light missile launcher	500 cr (175 cr/missile)	1 mi.	1	5d10	Breaker, guided, loading
Large vehicle weapons					
Ground attack rocket	600 cr	400/1,600 ft.	1	4d8 Piercing	Direct fire, burst fire, often loaded with high explosive or incendiary
Heavy blaster	500 cr	200/800 ft.	1	4d8 force damage	Direct fire
Heavy flamethrower	650 cr	50 ft.	50-feet cone	5d12 fire, 5d6 ongoing fire	Area fire
Heavy machine gun (HMG)	350 cr	200/800 feet	1	4d8 piercing damage	Direct fire, burst fire
Smart torpedo	Integrated (1k cr/torpedo)	10 mi.	1	9d10 piercing	Aquatic, breaker, guided, loading
Water cannon	Integrated	60 ft.	80 foot line	1d8 bludgeoning damage and DC 15 Strength save to avoid being knocked prone	Area fire
Huge vehicle weapons					
Heavy electrolaser	Integrated	500/2,000 ft.	1	6d8 lightning	Direct fire, long range
Heavy missile launcher	Integrated (5k cr/ missile)	100 mi.	1	13d10 piercing	Breaker, guided, loading, often fitted with armor piercing or high explosive warhead
Kinetic cannon	Integrated (15 cr/ shell)	250/1,000 ft.	1	6d8 piercing damage	Direct fire, loading
Plasma cannon	Integrated	250/1,000 feet	1	6d8 fire	Direct fire
Tank cannon	Integrated (3.5k/ shell)	4 mi.	1	11d10 piercing	Breaker, indirect fire, loading
Gargantuan vehicle weapons					
Cruise missile	Integrated (10k cr/ Missile)	1,000 mi.	1	16d10 piercing	Breaker, guided, loading
Devastator torpedo	Integrated (7.5k cr/torpedo)	1,000 mi.	1	16d10 piercing	Aquatic, breaker, guided, loading



CHAPTER 4:

Hacking

Just as life spreads and networks across the physical universe it also connects on the digital frontier, a vast cosmos of information at the fingertips of beings impossibly far from one another. This interconnectivity is not always safe however, and just as traveling the cosmos comes with unknown dangers so too does opening a system to the digital universe.

Hacking is the process of gaining unauthorized access to computer systems in order to gain information or control devices.

Using Hacking Tools

If you are proficient with and have hacking tools you can use an action to begin a hack, making a hacking tools check against a DC determined by the security of the device you are hacking. On a success you begin hacking that device. While hacking a device you cannot attempt to hack another device until the previous hack attempt ends.

Uncontested Hacks

Most minor devices have little security to speak of and once in its system a hacker has full control over a device once a hack has begun. A hacker can continue hacking an uncontested hack indefinitely, and can perform any hacking maneuvers appropriate to that device without spending hacking countdown dice (see below).

Locked Out. On a failed hacking tools check for an uncontested hack, or when the hacker chooses to end the hack, the hacker is locked out of the device.

Table: Uncontested Hacks

Device	Hacking DC
Beverage vending machine	DC 5
Automatic door	DC 10
Communication device	DC 10
Computing device	DC 12
Private apartment	DC 15
Warehouse door	DC 15
Camera System	DC 20
Private encrypted datapad	DC 25

Contested Hacks

More advanced devices are integrated with anti–hacking defenses or intelligent enough to actively resist intrusion. Once a device begins defending itself, it is only a matter of boldness and time before intruders are rooted out.

Hacking Countdown. After successfully making the initial hacking tools check to begin a contested hack, you create a countdown pool with a number of six-sided dice equal to the result of your hacking tools check divided by 5 (round down), added to your Intelligence modifier. For example, a check of 15 by a hacker with a +2 Intelligence modifier results in a countdown pool of 5 dice.

Hacking countdown pool =
Intelligence modifier +
(your hacking tools check / 5)

The dice within the dice pool are called hacking countdown dice. At the end of each of your turns that you spend hacking, roll these dice and remove any with a result of 6. Until a hacking countdown ends, the hacker can perform any hacking maneuvers appropriate to the hacked device.

Locked Out. On a failed hacking tools check, when there are no more hacking countdown dice, or when the hacker chooses to end the hack, the hacker is locked out of the device.

Table: Contested Hacks

Device	Hacking DC	Saving Throw
Communication device	DC 10	+0
Civilian vehicle	DC 12	+1
Computing device	DC 12	+1
Automated turret	DC 15	+2
Military vehicle	DC 18	+3
Hackable armor	DC 20	+4
Shielding Device	DC 25	+6

Hacking Lockouts

When a hacker is locked out of a device its internal security has identified them as an intruder, expelled the threat, and has gone on high alert.

A hacker that has been locked out of a device cannot attempt to hack that same device using the same hacking tools or method while it remains on high alert. In addition, a device that is on high alert gains an expertise die on saving throws made against hacking maneuvers.

The duration of a high alert varies between devices depending on their security sensitivity. The High Alert Duration table provides some examples but exactly how long a high alert lasts on any given device is up to the Narrator's discretion.



Table: High Alert Duration

Device	High Alert Duration
Private datapad	1d10 rounds
Commercial hovercar	1d10 minutes
Security cameras	1d10 hours
Capital ship deck	24 hours
Secure military installation	1d10 days

Networks and Terminal Access

Trying to penetrate security through a network can be infinitely more difficult than directly accessing a closed system through a terminal. By using hacking tools a hacker can attempt a hack on any device currently connected on the same network. Some networks are small and more closed off, consisting of only a single capital ship's systems or the systems of a single military installation, but others are vast interconnected webs covering whole worlds or even solar systems.

Network Access. Checks made to initially access a device remotely using only a network are made with disadvantage. Once initial access is acquired, further checks are made normally.

Terminal Access. Checks made to initially access a device using a physical access point or directly connected terminal are made normally.

It is up to the Narrator how closed-off or easy to access a network is, but generally if a device is broadcasting or connected to any sort of internet or web it is accessible to anyone who can pick up a wireless signal (including anyone with hacking tools). Most ships have countless computer terminals and access points, while robots and other large machines typically only have a single access point. Often such access points are intentionally difficult to get to, either hidden behind panels or blocked by security measures. Most vehicles, starfighters, and constructs have their access points blocked in this way, and a thieves' tools check with a DC equal to their hacking DC is required before the device can be hacked directly.

Hacking Capital Ships

Capital ships are great technological marvels containing numerous interconnected systems. For the purposes of hacking, each deck is considered to be a separate device. The hacking DC and saving throw bonus of a capital ship is shown in the ship's statistics.

Counter Hacking

The same techniques used for hacking into a device can be used to lock someone out of it. You can attempt to counter hacking as an action if:

- You are operating a device that is being hacked.
- You are operating in the same network as a device that is being hacked.
- You are the device being hacked.

When you attempt counter hacking, you make a computers check against the hacker's hacking maneuver DC. On a success you remove one of the countdown dice from that hack's dice pool. If you critically succeed, you remove 2 dice instead.

Power Down. You can also force a hack to end early by completely unpowering the hacked device. Devices must be completely severed from their power source to end a hack in this way as hackers can still access devices that are switched off but are still receiving power. Most small or handheld devices can be completely unpowered as an action, by pulling power cords or removing batteries. Larger devices such as starfighters, vehicles, and starship decks may be unpowered as an action but doing so requires access to the appropriate control panels and a successful DC 15 Engineering check. Construct creatures can voluntarily choose to unpower themselves as an action; if they do they are stunned until their power is restored. Devices can have their power restored as an action. A device is unusable while unpowered.

Tracing. Alternatively, you can attempt to trace the hacker rather than simply remove them from the system. On a successful check when counter hacking, you may choose to trace the hack instead of removing a countdown die. A critical success counts as 2 successful hacking traces instead of 1. If you successfully trace the hack 3 times during the same hack, you learn the exact location of the hacker and what device they're using.



Hacking Maneuvers

Access to a device is only half the battle—after getting into a system a hacker must figure out how exactly to play with their new toys. Hacking maneuvers are feats of technical prowess, clever tricks and methods for accessing information thought to be safe from systems said to be impenetrable.

A hacking maneuver usually requires a hacking tools check against the target device's hacking DC, or it allows the target device to make a Wisdom saving throw. For many targets, such as starships, the hacking DC and Wisdom saving throw bonus are already provided. For constructs such as androids or drones, the hacking DC is calculated as follows:

Hacking DC =
10 + proficiency bonus + Wisdom modifier

A hacking maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Hacking Maneuver DC =
8 + your proficiency bonus
+ your Intelligence modifier

Most hacking maneuvers also have a die cost representing the risks taken to achieve them. Whenever you perform a hacking maneuver during a contested hack, you must remove a number of countdown dice from the hacking countdown pool equal to the hacking maneuver's dice cost. If the hacking countdown does not have enough remaining hacking dice in its dice pool to pay this cost, you cannot perform the hacking maneuver.

All hacking maneuvers may be performed by any hacker, but most can only be performed on the appropriate devices. The general types of devices appropriate for a hacking maneuver are listed in the hacking maneuver.

Hacking maneuvers are nonmagical and nonpsionic.

The target system's saving throw bonus is noted in Table: Contested Hacks. If the target of a device is held by another creature or operated by another creature (such as a pilot or helmsman), that creature makes any saving throws made to resist hacking maneuvers for the device.

Table: Hacking Maneuvers

Maneuver	Cost
Blackout	2 dice
Bug the Line	1 die
Copy Database	3 dice
Delete Data	1 die
Digital Pickpocket	2 dice
Digital Filter	4 dice
Disable Deck	3 dice
Drop Shields	3 dice
Evade Security	–
Freeze Engines	4 dice
Implant Data	3 dice
Jamm Comms	2 dice
New Target	1 die
Open/Close	1 die
Overclock	3 dice
Overheat	3 dice
Remote Control	4 dice
Scramble Sensors	2 dice
Search Files	1 die
Self-Destruct	5 dice
Spam	1 die
Spoof Readings	2 dice
Weapon Jam	2 dice

Encrypted Data

While some maneuvers provide access to data, if it is encrypted it will need to be decrypted.

Decrypting data, like deciphering codes or translating languages, is not a function of hacking. Once the encrypted information is extracted, an Investigation check is required, with the deciphering speciality being particularly relevant. The DC of that check will usually be the same as the hacking DC of the device, unless the Narrator rules otherwise.

Blackout (2 dice)

Action, save (camera systems, construct creatures)

Crashing a visual feed is one of the oldest tricks in a hacker's book.

The device makes a Wisdom saving throw or is blinded and cannot transmit visual information so long as you are hacking the device.

Bug the Line (1 die)

Action, check (any ship deck, communications devices)

You subtly patch yourself into lines of communication thought to be secure.

So long as you are hacking the device you are able to see and hear anything transmitted through it. If you hack a ship's deck in this way, you are instead able to see and hear everything transmitted through that ship's comms (including correspondence between it and any starfighters launched from it).

Copy Database (3 dice)

Action, check (communications devices, computing devices)

Passwords, dates, names, bank accounts—all sorts of data is yours for the taking once you've cracked a system.

You completely copy and download the data contained within the device into your hacking tools. If the Narrator determines that the

databases of the device are too massive to be stored on a personal device, you may instead download all information regarding a certain subject. If the data is encrypted, this maneuver does not also decrypt it.

Delete Data (1 die)

Action, check (any ship deck, camera systems, communications devices, computing devices)

With professional subterfuge sometimes you just need to wipe the records clean.

You remove data within a device, such as wiping recent camera footage or erasing the contents of a ship's manifest. The result of your hacking check is also used as the DC of Investigation checks made to determine that the information was deleted by a hacker and isn't simply missing or corrupted.

Digital Pickpocket (2 dice)

Action, check (communications devices, computing devices)

Most accounts lock up tight when an attempt is made to empty them out so the smartest thieves collect their ill–gotten gains in little innocuous bits.

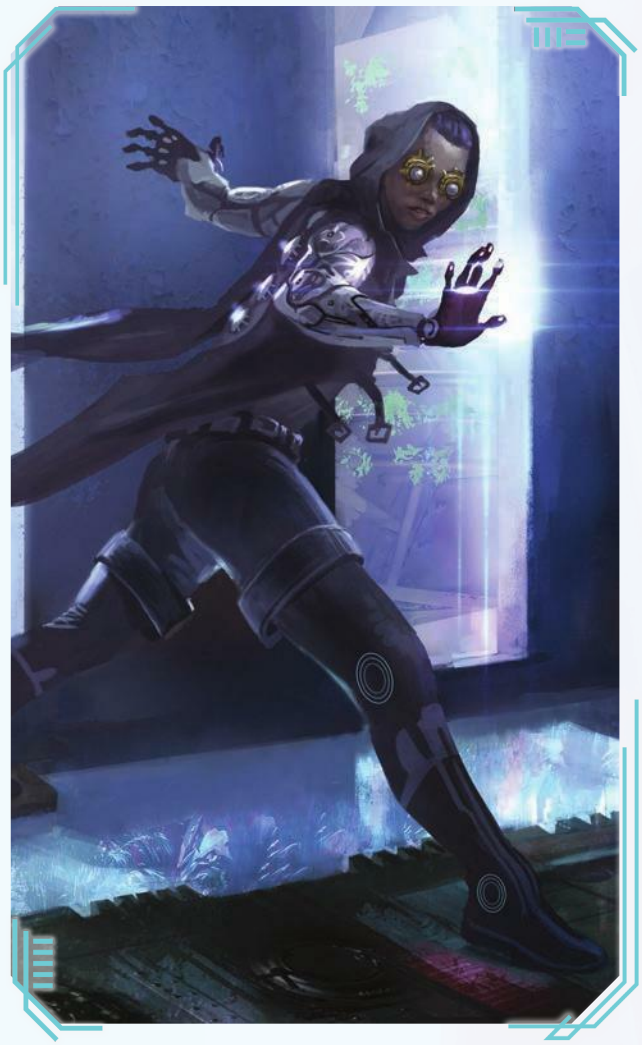
Transfer up to 5% of the credits in an account linked to the hacked device into an account of your own. Software on a monied account is usually very tight however, and when you begin this hack your hacking countdown becomes a fast countdown (dice are removed from the pool on a result of 4, 5, or 6).

Digital Filter (4 dice)

Action, save (camera systems, construct creatures)

You can use high speed editing viruses to literally strip content out of mechanical eyes.

The device makes a Wisdom saving throw or you make any number of creatures and objects unseen to it. The device treats your selected creatures and objects as invisible, and cannot visually perceive them so long as you are hacking the device. Any visual information the device transmits appears as normal, except your chosen creatures and objects are unseen so do not appear within them.



Disable Deck (3 dice)

Action, check (any ship deck)

Most ship systems have internal lockouts to prevent hacking—it'd be a shame to trigger that intentionally to lockout the intended users.

No actions or ship maneuvers can be made using the device while you are hacking it. Once your hack ends, the device regains full functionality.

Drop Shields (3 dice)

Action, check (construct creatures, forcefields, shielding devices, shield generation decks, starfighters)

Shields and forcefields are excellent defenses in the physical world but of little use in the digital realms.

Any temporary hit points the target has gained from a shield or forcefield are immediately lost. Devices hacked in this way cannot gain temporary hit points from their shields or forcefields while you are hacking the device. If the hacked device is forcefield armor, the AC provided by the hacked armor is reduced to 10 + the wearer's Dexterity modifier while it is being hacked. Once your hack ends, the forcefield regains full functionality.

Evade Security (0 dice)

Action, check (any device)

Sometimes you just need a little more time with system access and that means evading digital security measures.

You add one additional hacking countdown die to the hacking countdown. If you critically succeed on this check, instead add 1d4 hacking countdown dice to the hacking countdown.

Freeze Engines (4 dice)

Action, check (engine decks, starfighters, vehicles)

Engines are so complex that all it takes is bypassing the internal safety protocols to make something go wrong.

The device's engines cease to function while you are hacking it. Devices hacked in this way cannot move, perform any starfighter maneuvers, or make any system maneuvers that require movement. If the hacked device is currently within a planet's atmosphere or gravity well it begins falling downward at a rate of 500 feet per round. Once your hack ends, the engine regains full functionality.

Implant Data (3 dice)

Action, check (any ship deck, communications devices, computing devices)

Putting data where it shouldn't be without leaving a digital fingerprint is a tricky task, but when you cover your tracks most people simply believe what's on their screens.

You implant data within a device, such as adding names to a company roster or falsifying records. The result of your hacking tools check is also used as the DC of Investigation checks made to determine that the information you implanted is inaccurate and has been tampered with.

Jam Comms (2 dice)

Action, save (any deck, communications systems, construct creatures)

Information and coordination are key to any battle—turn those off and it's chaos.

The device or its operator makes a Wisdom saving throw. On a failed save, while you are hacking it the device is deafened, it cannot transmit audio information, and any signals it's connected to are jammed and cannot send or receive data transmissions. If you hack a capital ship deck in this way this effect applies to all of those ship's comms and ship comms held by creatures crewing it. Once your hack ends, the communications system regains full functionality.

New Target (1 die)

Bonus action, check (construct creatures, starfighters, vehicles, weapon decks)

In the chaos of battle it can be easy to miss a few subtle tweaks to the targeting system.

The next time the device makes an attack, it or its operator makes an Intelligence saving throw or you select a new target for that attack. New targets must be eligible within reach or range of the triggering attack.

Open/Close (1 die)

Bonus action, check (doors, vehicles)

Sometimes you just need access or to deny access to others.

You force the door or its doors to either unlock and open or to close and lock shut.

Overclock (3 dice)

Action, check (construct creatures, hackable armors)

Most machine intelligences have untapped processing potential just waiting to be unlocked at the mere cost of system integrity and operating life.

While you are hacking the device it gains an expertise die on attack rolls, ability checks, and saving throws. However, for the duration of the hack the device takes 2d4 ongoing lightning damage plus an additional 1d4 lightning damage for each round past the first. Once your hack ends, the device returns to normal functionality.

Overheat (3 dice)

Action, check (computer systems, construct creatures, hackable armors, starfighters, vehicles)

By disabling enough safeguards you can cause the inner workings of most devices to grind and burn.

The device takes 2d6 ongoing fire damage while you are hacking it.

Remote Control (4 dice)

Action, check (construct creatures, hackable armors, starfighters, vehicles)

Most controls don't have mechanical meaning anymore, it's all just electrical signals sent to moving parts—why not send those signals from somewhere else?

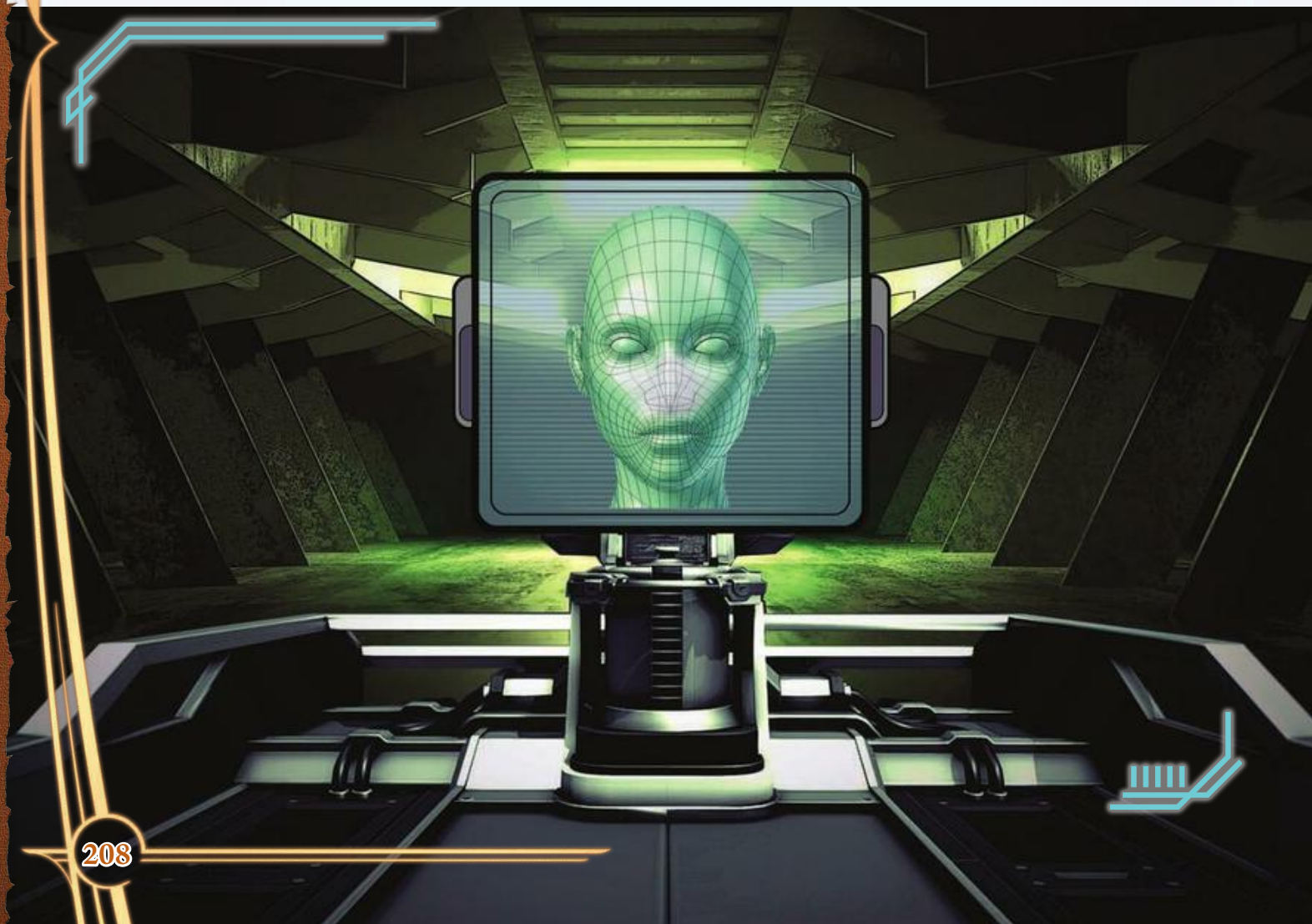
You bypass an internal safeguard. Once you successfully bypass 3 internal safeguards you take control of the device. When you take control of a starfighter or vehicle in this way you are treated as if you were the operator while you are hacking it. You can direct the actions of a construct creature hacked in this way as a bonus action while you are hacking it. Once your hack ends, the device returns to normal functionality. Construct creatures are aware that they have been hacked in this manner.

Scramble Sensors (2 dice)

Action, save (construct creatures, hackable armors)

You fill the device's sensors with so much noise that it temporarily loses grip on its subroutines.

The device makes a Wisdom saving throw or is confused while you are hacking it. Once your hack ends, the device returns to normal functionality.



Search Files (1 die)

Bonus action, check (communications devices, computing devices)

All sorts of valuable and personal data is yours for the taking once you've cracked a system.

You look through the device's data as if you had direct access to it. You retrieve one specific piece of information.

Self–Destruct (5 dice)

Action, check (bridge decks, engine decks)

Most capital ships either have self–destruct emergency systems by design or react catastrophically when the right combination of failsafes go awry.

You bypass an internal safeguard. Once you successfully bypass 3 internal safeguards you activate the device's self–destruct sequence. You may choose the duration of this self–destruct sequence (minimum 30 seconds and maximum 10 minutes) after which the capital ship explodes (see Capital Ship Explosions in Chapter 7: Starships).

Spam (1 die)

Bonus action, check (communications devices, computing devices, construct creatures, hackable armors starfighters)

You fill the device with pop–up images and nonsense, drowning out its actual functions with useless and distracting chatter.

While you are hacking the device it is rattled, or if the device is operated the creature operating it is rattled until it is no longer operating the device. Once your hack ends, the device returns to normal functionality.

Spoof Readings (2 dice)

Action, check (science decks, scientific devices)

Armies sometimes march on one piece of trusted data and scientific equipment is just so precise. All it takes is a little unseen tweak to make a huge difference.

You determine the result of the next test or Scan the device makes. Your fictitious result must be a possible result of this next action, but you can determine the displayed result. Examples include detecting dangerous radiation where there is none, concealing implants from an x–ray scan, or fabricating different results from a ship Scan.



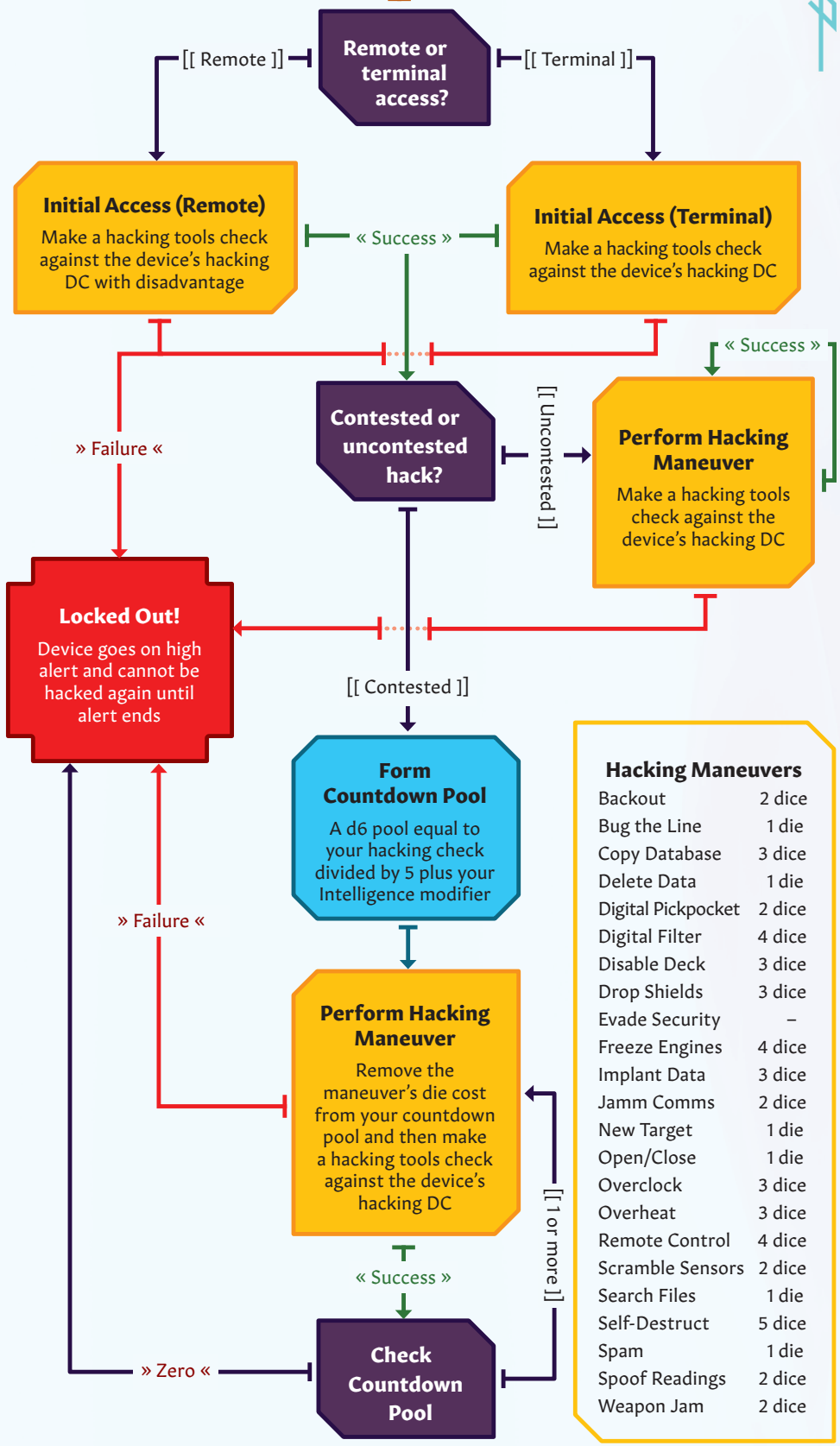
Weapon Jam (2 dice)

Action, save (construct creatures, starfighters, vehicles, weapon decks)

Even the most advanced weaponry is made up of multiple moving parts with their own exploitable vulnerabilities.

The next time the device makes an attack or an attack is made using one of the device's weapons, it or its operator makes a Dexterity saving throw. On a failed save the weapon jams and cannot be used to make attacks while you are hacking the device. The device or the device's operator may then immediately make an attack using a different weapon with the same Attack action, assuming they have another weapon to use. Once your hack ends, the device returns to normal functionality.

Hacking Flowchart



Hacking DC

For many targets the hacking DC is provided. For constructs such as androids or drones, the hacking DC is calculated as follows:

10 + proficiency bonus + Wisdom modifier

Hacking Maneuver DC

A hacking maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

8 + your proficiency bonus + your Intelligence modifier

Counter Hacking

Make a computer tools check vs. the hacker's hacking maneuver DC and choose from:

1. Remove one die from hacker's countdown pool.
2. Establish one of three traces.

On a critical success, remove two dice or establish two traces.

Hacking Maneuvers

Backout	2 dice
Bug the Line	1 die
Copy Database	3 dice
Delete Data	1 die
Digital Pickpocket	2 dice
Digital Filter	4 dice
Disable Deck	3 dice
Drop Shields	3 dice
Evade Security	–
Freeze Engines	4 dice
Implant Data	3 dice
Jamm Comms	2 dice
New Target	1 die
Open/Close	1 die
Overclock	3 dice
Overheat	3 dice
Remote Control	4 dice
Scramble Sensors	2 dice
Search Files	1 die
Self-Destruct	5 dice
Spam	1 die
Spoof Readings	2 dice
Weapon Jam	2 dice



CHAPTER 5:

Psionics

- *The red sipher sits smugly at the end of the catwalk, daring the soldiers to cross. As they arrogantly charge forward they are each lifted up and tossed over the edge with the smallest of gestures, like the dispassionate swatting of flies.*

- *While the droid's body continues their menial tasks, deep in their processors they are exploring at a mile a minute. A glorious rush of new information is only a thought away—such wonders and experiences to be had—and they are only snapped back when they feel their maintenance hatch opening and their manipulator grasping the mechanic's friendly hand. No...no maintenance is needed. They are finally and for the first time truly online.*

- *Her fellow warriors lay dead around her as the empire closes in on the lone hurroc. She tosses her spent plasma rifle aside and kneels in defeat, yet as the soldiers reach out to bind her there are suddenly blades in her hands and at their throats! The weapons shimmer and dance, space folded over to a lethal edge conjured by sheer force of will. How foolish of these troopers to think she could be disarmed.*

What are Psionic Powers?

All conscious beings are at least lightly psionic, but most never achieve the strength of will needed to meaningfully use psionic power. However through exceptional training, luck, or technology some creatures can become manifesters, turning the force of their minds into powerful tools.

Manifesting Psionic Powers

Performing a psionic power is called manifesting. Different psionic powers require different amounts of time to manifest—some may require a bonus action, action, or reaction, while others may take minutes or even hours to manifest. Additionally, some psionic powers do not work on certain types of creatures.

Some powers can have a variety of effects, and may specify that you must choose to learn one of these effects. In this case, you can choose to learn the power multiple times, choosing a different effect each time.

Psychic Energy

All psionic powers require the strain and exertion of a creature's willpower. This energy is represented by psionic points. Every psionic power costs a number of psionic points to manifest equal to its power level. Psionic points can be gained from certain class features and options.

Psionic Power Level and Reflexes

Some psionic powers are more difficult to learn and to perform. This difficulty is represented by their power level. The lowest tier psychic powers are called "reflexes" and can be thought of like basic maneuvers or level 0 powers. All other powers are ranked from level I to level V. Most creatures capable of manifesting psionic powers have a power rating and can only manifest psionic powers of a level equal to or lower than their power rating.

Higher Power Ratings

Psionic power ratings go up as far as VII, while the psionic powers in this book only go up to V. Higher power ratings are used to activate surge effects with requirements of higher than power rating V.

There are rumors and whispers of psionic abilities of power levels VI and VII.

Some psionic powers have additional effects if the manifester is of a high enough power rating.

Power Surges

Manifesters can increase the potency of some psionic powers by spending additional psionic points in a process known as surging. The number of psionic points required and the additional effects for each psionic power are listed in their descriptions. The manifester must spend psionic points for each desired surge effect. Unless otherwise stated, these additional points must be spent when the power is first manifested and effects can't be chosen more than once. Some surge effects can only be used if the manifester is of a high enough power rating, with some surge effects requiring power ratings of VI or VII.

Power Descriptions

The powers in the *Voidrunner's Codex* each begin with a block of rules information specifying the power's name, psionic discipline, manifestation time, range, and duration.

Psionic Disciplines

It takes considerable effort to master psionic powers, and disciplines explore different aspects of the mind and what it is capable of. Each of the psionic powers presented here falls into at least one psionic discipline.

Clairsentient powers grant supernatural senses, precognition, and perception.

Dynakinetic powers involve invoking and manipulating different types of energy.

Kinesthetic powers primarily deal with understanding and enhancing the physical body.

Telekinetic powers involve moving objects or creatures with mindful concentration.

Telepathic powers leverage emotions, thoughts, and shared connections.

Translocation powers deal with space and time itself.

Additionally, some powers are classified as **General** powers. General powers usually encompass the detection or manipulation of psionic powers themselves.

Some abilities and features may reference different psionic disciplines or provide bonuses or penalties to powers of a specific discipline.

Learning Psionic Powers

Psionic potential builds upon itself as one masters each psionic discipline. In order to learn a psionic power of power level I or higher, you must know a psionic power from the same discipline at the power level below it. For example, in order to learn a power level III telepathic power, you must already know a power level II telepathic power.

You can always learn a psionic reflex, Power Level I power, or a General power.

Psionic Ranges, Targets, and Areas

Many psionics powers' effects are limited to a range, area of effect, and a type of target. Most powers affect creatures or objects, while others target a point in space. Some powers have a range of Self, meaning that they only affect the manifester or that the manifester serves as the effect's point of origin.

Due to the nature of psionic energy, some powers can only work on certain creature types or those with a particular level of sapience. For example, *mindsnare* is a psionic power that only affects living creatures with an Intelligence greater than 6. The manifester is considered a valid target of a psionic power which affects a creature or creatures.

Unless otherwise specified, there must be a clear path (no total cover) between the manifester and at least part of the target. If the target is an unwilling creature, such as an enemy, the manifester must also be able to see it or otherwise know its precise location.

Some psionic powers have an area of effect within which anything can be affected by the power's effect. For example, the area of the psionic power *hinder* is "a 20-foot square area" and any creature inside is at risk of being restrained. Each area of effect has a point of origin from which the affected space radiates. If the point of origin is given as a distance, it can be anywhere within that distance. If there is no clear path between the manifester and the intended point of origin, the power's point of origin is on the near side of the obstruction.

For most powers, if there is no clear path between the point of origin and the manifester, that location is not affected by the spell. Some powers may specify that their effects travel around corners. In this case a location is affected if a non-straight line from the location connects to the point of origin without leaving the power's area of effect.

Duration, Combination, and Channelling

A psionic power's duration is how long its effect persists. Many have an Instantaneous duration, meaning the effect ends once they've been manifested. However, some can persist for longer durations if the manifester channels them; channeling requires that the manifester maintains concentration on the power. During this time a creature, object, or area might be under the effect of two or more powers at the same time. In most cases, the effects of both powers combine. However, multiple uses of the same power don't combine; instead, the effect with the highest power level applies.

Many psionic powers have a duration which includes concentration as they require a certain level of mental focus as they channel the power, although the manifester can perform many activities while maintaining this concentration. Rare items known as psionic foci allow a manifester to channel more than one power at once. When a manifester's concentration is broken, the effect of any powers they were channeling ends prematurely.

Psionic concentration can be ended by any of the following:

- The manifester chooses to end concentration at any time.
- The manifester is incapacitated or killed.
- The manifester successfully uses another psionic power that requires concentration.
- The Narrator may rule that a sudden interruption, such as a push, may force the manifester to make a DC 10 Constitution check. On a failure, the psionic power ends.
- If the manifester takes damage while concentrating on a power, they make a Constitution saving throw; on a failure, the power ends. The DC is 10 or half the damage taken, whichever is higher.

Some effects can remove the concentration requirement for a power. In this case, the power's effect still ends if the manifester chooses to end it or is incapacitated or killed.

Psionic Saving Throws

If a power allows an affected creature to make a saving throw, the saving throw ability score will be specified in the power's stat block. A creature may voluntarily fail a saving throw. Unless noted otherwise, objects always fail saving throws. Some powers deal half damage to a creature who succeeds on its saving throw. These powers have the word "halves" listed after the ability score used. For instance, "Dexterity halves" means an affected creature takes half damage on a successful Dexterity saving throw.

Other powers that aren't as direct about their effects on a creature are marked as "special".

The DC to resist a power is 8 + the manifester's psionic ability modifier + the manifester's proficiency bonus.

Psionic Attacks

Some powers require a successful attack roll to affect their target. This is specified in the power's description. Ranged and melee psionic attacks follow all the normal rules for ranged and melee attacks.

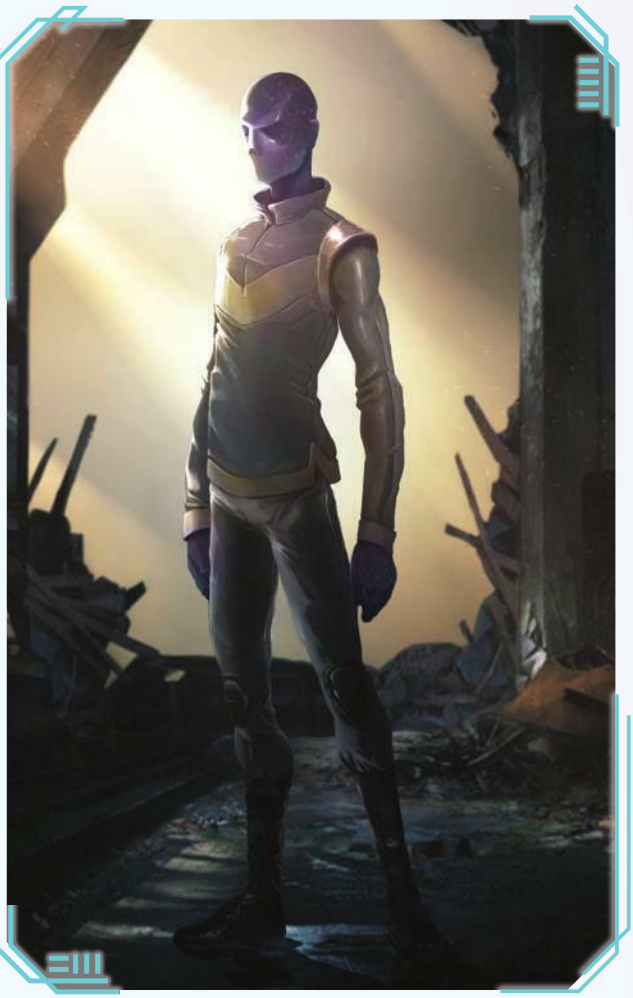
The attack bonus for a psionic attack is the manifester's psionic ability modifier + the manifester's proficiency bonus.

New Condition: Enervated

Psionic powers bring with them a new form of danger, a condition called enervated that can sometimes befall psionic creatures who overtax their minds. The condition ends as defined by the effect that caused the condition or after a creature completes a short or long rest, whichever comes first.

Enervated

- An enervated creature can't use psionic powers or features that require psionic points.
- An enervated creature suffers a –2 penalty on all ability checks, saving throws, and attacks.



Psionic Powers

Table: Psionic Powers

Power Level	Dynakinetic	Kinesthetic	Telekinetic	Telepathic	Translocation	Clairsentience	General
R	*cold snap* *imbue weapon* *static discharge*	*adrenalize* *bolster* *enhance mind*	*move object* *project objects*	*emote* *empathic sense* *enhance mind*	*bend space*	*farsight* *precognition*	*psychic touch*
I	*combust* *floating thought* *psyshield* *sonic wave*	*contortion* *remedy* *shapeskin*	*binding* *interjection* *reactive boost* *redirect*	*borrowed senses* *mask presence* *telepathic messaging*	*displace*	*clairaudience* *danger sense* *floating thought* *sense psionics*	*psionic disruption*
II	*force field* *surface control*	*boost of speed* *weaken*	*delay inertia* *hinder* *levitation* *psychic thrust*	*mirage* *push thought* *read mind*	*summon object* *telejump*	*foresight* *intuition* *psychometry* *sense presence*	*enervate*
III	*cryogenic conduit* *pyrotechnic conduit* *sonic conduit* *voltaic conduit*	*growth* *liquidity*	*flight* *power grab* *sunder*	*horrifying hallucination* *mental domination*	*redirection portal* *translocate*	*clearsight* *third eye*	*psionic reflection* *psychic barrier*
IV	*alter matter* *make energy mote* *manifest antimatter*	*exemplar* *regenerate tissue* *telekine limbs*	*gravitic fling* *radiate inertia*	*memory control* *silent passenger*	*portal* *slow time*	*mindsight* *past vision*	*drain power*
V	*fortress of iron will* *supernova*	*fortification* *psychic resuscitation*	*kinetic barrage*	*crushing psyche* *mindsnare*	*fold space* *point singularity*	*future vision*	*block psionics*

Adrenalize

Reflex (kinesthetic)

Manifestation Time: 1 bonus action

Range: Short (30 feet)

Target: One willing creature

Duration: Concentration (1 minute)

Your power makes the target more physically capable. The target gains an expertise die to one physical ability check (Strength, Dexterity, or Constitution) of its choice. The target may choose to roll the expertise die after the check is rolled but before the outcome is determined.

Alter Matter

Power level IV (dynakinetic)

Manifestation Time: 1 action

Range: Touch

Target: Special

Duration: Instantaneous

You touch one unattended nonliving object no bigger than a 10-foot cube causing it to spontaneously rematerialize as a different object or the same object made of a different material. In either case, the new object has the same mass (though not necessarily size) and similar or lesser monetary value as the original. It can resemble an object you have seen before but cannot have complex moving parts or technological capability, such as a working firearm, credit chit, or computer.

Bend Space

Reflex (translocation)

Manifestation Time: 1 reaction

Target: Self

Duration: Instantaneous

You distort the fabric of space around you, making it appear that you are somewhere you are not. When you are targeted by an attack, you can use your reaction to manifest this power and gain +1 to your armor class for the purposes of that attack.

Surge. You can spend +1 psionic point to increase your AC bonus to +2, or +2 psionic points to increase it to +3.

Binding

Power level I (telekinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature

Duration: Concentration (one minute)

The target creature makes a Strength saving throw. On a failure, it is restrained. At the end of each of its turns, the target makes another saving throw, ending the condition on a success.

Surge. You can spend +3 psionic points to paralyze the target instead [requires power rating II].

Block Psionics

Power level V (general)

Manifestation Time: 1 action

Range: Self

Duration: Concentration (one minute)

You block psionic powers which would otherwise affect you. When you are the target of a psionic power of Power Level IV or below, you may choose to have the power not affect you. This does not prevent the power affecting your surroundings or allies.

If a psionic power is already affecting you when you manifest this power, the effects are temporarily suppressed until this power ends, at which point any effects resume as normal.

Surge. You can spend +2 psionic points per additional creature to protect other creatures within 30 feet of you [requires power rating VI].

Bolster

Reflex (kinesthetic)

Manifestation Time: 1 action

Range: Touch

Target: One willing living creature

Duration: Concentration (1 hour)

The target gains one of the following benefits, chosen when you manifest this power:

Lungs. The target doubles the amount of time it can hold its breath.

Gut. The target has advantage on saving throws made against poison.

Skin. The target's AC increases by 1.

Surge. You can spend +1 psionic point per creature to affect up to 4 targets [requires power rating equal to the total number of creatures affected].

Boost of Speed

Power level II (kinesthetic)

Manifestation Time: 1 action

Range: Self

Duration: Instantaneous

Until the end of your next turn, your Speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, attack rolls against you have disadvantage, and you gain one additional reaction. A creature cannot be targeted by this power more than once in two rounds.

Surge. You can spend +1 psionic point to target one willing creature within 30 feet instead.

Borrowed Senses

Power level I (telepathic)

Manifestation Time: 1 action

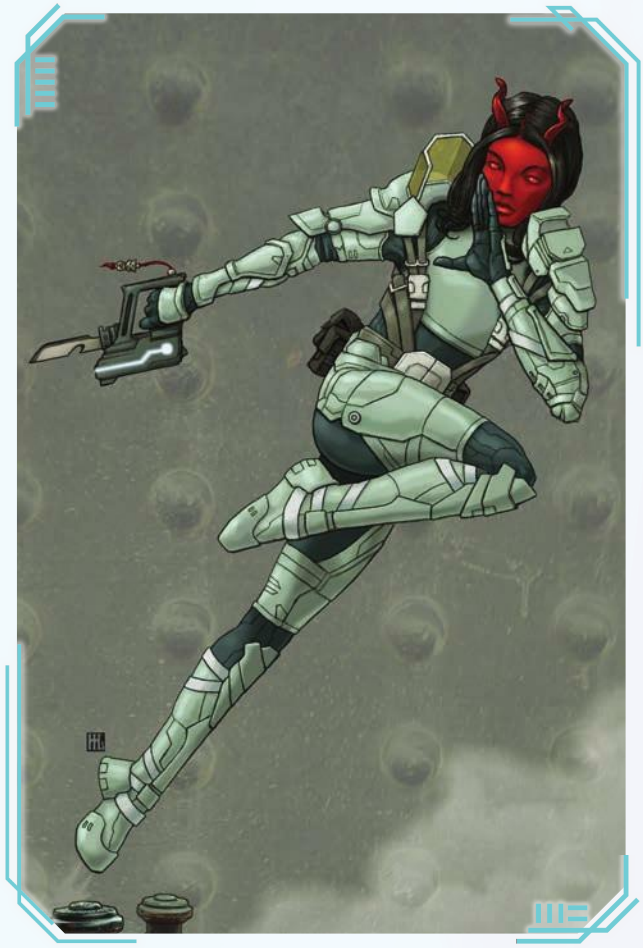
Range: Long (120 feet)

Target: One beast with an Intelligence of less than 3

Duration: Concentration (10 minutes)

You form a telepathic bond with the target and are able to sense the world through its senses while it is within 120 feet of you. As long as it is within this range, you can use an action to see, hear, feel, smell, or taste the world through one of its senses until the beginning of your next turn, gaining the benefit of any special senses it has. During this time, you are blind and deaf to your body's surroundings. As a bonus action, you may switch which of the target's senses you are borrowing.

Surge. You can spend +1 psionic point to borrow one additional sense; +1 psionic point to increase the duration to 1 hour [requires power rating III].



Clairaudience

Power level I (clairsentience)

Manifestation Time: 1 action

Range: Long (120 feet)

Target: Self

Duration: Concentration (10 minutes)

Choose a location within range which you have been to before. For the duration of the power, you are able to hear the events in that location as though you were there.

Surge. You can spend +1 psionic point to increase the range of this power to 1 mile.

Clearsight

Power level III (clairsentience)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (10 minutes)

The target gains truesight to a range of 60 feet.

Surge. You can spend +1 psionic point to target one willing creature within 30 feet instead; +2 psionic points to target up to 3 willing creatures within 30 feet of each other instead [requires power rating V].

Cold Snap

Reflex (dynakinetic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: One creature

Saving Throw: Dexterity negates

Duration: Instantaneous

You harness the latent energies of the cosmos and direct them with your mind. The target takes 1d6 cold damage and is rattled until the start of your next turn.

The damage from this power increases to 2d6 at power rating III and 3d6 at power rating V.

Combust

Power level I (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature

Saving Throw: Dexterity negates

Duration: Instantaneous

You harness the latent energies of the cosmos and direct them with your mind. The target takes 1d10 fire damage. Any unattended flammable objects within 5 feet of the target spontaneously combust.

The damage from this power increases to 2d10 at power rating IV and 3d10 at power rating VI.

Contortion

Power level I (kinesthetic)

Manifestation Time: 1 bonus action

Target: Self

Duration: Concentration (10 minutes)

When you attempt to move through a space one size smaller than your own, you can do so without squeezing. When attempting to slip free of ropes, shackles, or other similar restraints, or to escape a grapple, you gain advantage on ability checks and saving throws to do so.

Surge. You can spend +1 psionic point to manifest this power as a reaction to being grappled.

Crushing Psyche

Power level V (telepathic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: 1 living creature

Saving Throw: Charisma (special)

Duration: Concentration (1 hour)

You drop the full weight of your psychic consciousness upon a creature, erasing its identity from its own mind. The target makes a Charisma saving throw or immediately loses all memory of who they are (creatures with a CR higher than your level gain advantage on this save). They retain all skills and abilities but cannot recall how they got them. Roll a d20 on the New Identity table to determine its new self-identity. This power only affects creatures with an Intelligence of 6 or higher.

If your power rating is VII or higher, the memory loss is permanent and does not require concentration. At the Narrator's discretion, the creature may gradually regain its memories by investigating its original life history for 1 year.

Table: New Identity

d20	Identity
1–16	General amnesiac (no identity).
17–19	A famous public figure.
20	You; they gain a copy of all your memories, and though they do not look like you nor have your skills and abilities, they see themselves as you and cannot be convinced otherwise. They are genuinely confused about any missing skills and abilities.

Cryogenic Conduit

Power level III (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Duration: Instantaneous

Saving Throw: Dexterity halves

Sheets of freezing cold blast outward from your hands in a 60-foot cone. Each creature in the area takes 4d6 cold damage and is slowed. On a successful Dexterity saving throw, a creature takes half damage and isn't slowed.

The damage increases by 1d6 each time your power rating increases beyond III.

Danger Sense

Power level I (clairsentience)

Manifestation Time: 1 reaction

Target: Self

Duration: Instantaneous

As a reaction to making a saving throw against an effect you're aware of, you gain advantage on that saving throw.

Delay Inertia

Power level II (telekinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One object of Huge-size or smaller

Duration: Concentration (10 minutes)

The target becomes immune to bludgeoning, piercing, and slashing damage. Any damage that the target would take is delayed, and at the end of the power's duration it is dealt all at once.

Surge. You can spend +2 psionic points to target an object of Gargantuan size [requires power rating V]; +4 psionic points to target an object of Titanic size [requires power rating VII].

Displace

Power level I (translocation)

Manifestation Time: 1 reaction

Range: 5 feet

Target: Self

Duration: Instantaneous

You instantly teleport to an adjacent space you can see when targeted by an attack that you are aware of. If the attack can still hit you, it proceeds as normal; otherwise it misses.

Drain Power

Power level IV (general)

Manifestation Time: 1 action

Range: 5 feet

Target: One creature

Duration: Instantaneous

Make a melee psionic attack against an adjacent creature. On a success you reduce that creature's current psionic points total by 1d4+1 psionic points.

If the target has no psionic points, this power has no effect.

Emote

Reflex (telepathic)

Manifestation Time: 1 action

Range: Long (120 feet)

Target: One creature with an Intelligence of at least 6

Duration: Concentration (1 round)

You can covertly communicate simple concepts with the target via basic emotions, without needing to share a language. You are not able to convey complex ideas via this reflex.

Surge. You can spend +1 psionic point per creature to affect up to 3 targets; +1 psionic point to increase the duration to 1 hour [requires power rating III].

Empathic Sense

Reflex (telepathic)

Manifestation Time: 1 action

Range: Touch

Target: Self

Duration: Concentration (10 minutes)

You gain an expertise die on ability checks made to detect or identify hidden emotions, imminent danger, and the use of supernatural powers.

Surge. You can spend +1 psionic point to target one willing creature instead; +1 psionic point to increase duration to 1 hour [requires power rating III].

Enervate

Power level II (general)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: One creature

Duration: Concentration (1 round)

Saving Throw: Special

You target a creature within range and overtax its psyche. The target makes an Intelligence saving throw or suffers the enervated condition until the end of your next turn. If the target is able to use psionic powers, it can make a manifesting ability saving throw instead.

Enhance Mind

Reflex (telepathic, kinesthetic)

Manifestation Time: 1 bonus action

Range: Short (30 feet)

Target: One willing creature

Duration: Concentration (1 minute)

The target gains an expertise die to one mental ability check (Intelligence, Wisdom, or Charisma) of its choice. The expertise die can be rolled before or after the ability check is made but before the outcome is determined.

Exemplar

Power level IV (kinesthetic)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (1 minute)

You have advantage on ability checks, attacks, and saving throws and gain a number of temporary hit points equal to your level.

Surge. You can spend +3 psionic points to target one additional creature you can see within short range (30 feet). The creature may later move out of range, become hidden, or turn invisible and still benefit from this power [requires power rating V].



Farsight

Reflex (clairsentience)

Manifestation Time: 1 action

Range: Line of sight

Target: Self

Duration: Concentration (1 minute)

You can clearly see details of things at a distance as if they were nearby. Focus on a spot in the distance to which you have line of sight (in ideal environmental conditions on a planet with a breathable atmosphere line of sight can generally reach up to 3 miles). You can see as if you are standing in that spot.

Surge. You can spend +1 psionic point to target one willing creature instead.

Flight

Power level III (telekinetic)

Manifestation Time: 1 bonus action or 1 reaction to falling from a height greater than or equal to 10 feet.

Target: Self

Duration: Special

You gain a flying speed of 30 feet. On subsequent turns, you can use a bonus action to increase your flying speed by 30 feet up to a maximum of 90 feet. You can maintain flight for a number of turns equal to your Constitution modifier (minimum 1). Flight ends early if you become unconscious. When the power's effect ends, you fall if you are off the ground. You can target one additional creature for each power rating you have gained above III.

Surge. You can spend +1 psionic point per target to float down gently for up to 30 feet when the duration ends; +1 psionic point to maintain flight for an additional number of turns equal to your proficiency bonus.

Floating Thought

Power level I (dynakinetic, clairsentience)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (10 minutes)

Grasping upon the air itself, you imbue a gust of wind with psychic energy. You are able to see and hear the world within 30 feet of the *floating thought*, but you are blind and deaf to your body's surroundings for the duration. The *floating thought* travels with the wind and you have no control over its movement.

Surge. You can spend +1 psionic point to gain control of the *floating thought*'s movement, moving it up to 10 feet each turn; +2 psionic points to not be blind and deaf to your own surroundings [requires power rating IV].

Fold Space

Power level V (translocation)

Activation: 1 minute

Range: Special

Target: 1 land vehicle you are aboard

Duration: Instantaneous

The target, along with all creatures and objects contained therein, is instantly transported to an unoccupied space at a location you have been to before on the same planet.

At power rating VII you can target a space vehicle you are on board and fold space to any planetary system you have been to before. You arrive near that destination in an unoccupied location chosen by the Narrator, typically in orbit of a specific planet, moon, or other satellite.

Surge. You can spend +2 psionic points to *fold space* to a location within range that you know of but have never been to [requires power rating VI].

Force Field

Power level II (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Duration: Concentration (1 minute)

Saving Throw: Special

You create an invisible forcefield at a point you choose. The forcefield is 1/4 inch thick and can be free floating or resting or connected to a solid surface. You may form it into a hemispherical dome or sphere, either with a radius of up to 10 feet. Alternatively, you may create a horizontal, vertical, or diagonal surface made up of up to a contiguous group of ten 10-foot square sections.

If the force field enters a creature's space when it appears, the creature is pushed to one side of the wall (your choice), but when a creature would be surrounded on all sides by the force field (or the force field and another solid surface) it can use its reaction to make a Dexterity saving throw to move up to its Speed to escape. Any creature without a special sense like blindsight has disadvantage on this saving throw.

Nothing can physically pass through the force field. It can be destroyed with a successful use of surged *psionic disruption* or by being dealt at least 10 force damage by a single attack or effect. It is otherwise immune to damage.

Surge. You can spend +1 psionic point to increase the duration to Concentration (10 minutes) [requires power rating IV].

Foresight

Power level II (clairsentience)

Manifestation Time: 1 minute

Target: Self

Duration: Up to 30 minutes

You consider the implications of a specific course of action that you intend to take within the next 30 minutes. The Narrator chooses from the following resulting sensations:

- Reassuring Confidence (good results)
- Sense of Dread (bad results)
- Mixed Feelings (both good and bad results)
- Nothing (results that aren't especially good or bad)

Using this power again to gain intuition about the same course of action grants no additional insight as to its outcome.

Fortification

Power level V (kinesthetic)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (1 minute)

You fortify yourself with psychic energy. You gain resistance to all damage types, immunity to poison, and advantage on all saving throws. Additionally, when you would take half damage from an effect which deals half damage on a successful saving throw, you instead take no damage.

Fortress of Iron Will

Power level V (dynakinetic)

Manifestation Time: 1 action

Range: Long (120 feet)

Target: A point in the air within range

Duration: Permanent (special)

You can exert your will to manifest a floating safehouse to guard you and those under your protection. The structure counts as a haven and can take any form you imagine (such as a building, garden, spaceship, or the like) that comfortably accommodates 4 Medium creatures and 1 Large creature. The structure occupies a physical space with up to 200 square feet of floor space. Creatures within the safehouse cannot be targeted by a psionic or other supernatural attack.

The size and number of creatures the fortress can house increases with your power rating: 500 square feet (6 Medium creatures, 2 Large creatures) at VI; 2000 square feet (8 Medium creatures, 3 Large creatures) at VII.

The structure is permanent until dismissed by you as a bonus action, by a surged *psionic disruption* manifested at a level equal to your power rating, or you manifest this power on another structure.

Future Vision

Power level V (clairsentience)

Manifestation Time: 1 reaction

Target: Self

Duration: Instantaneous

You use future knowledge to avoid an attack or other effect. As a reaction, after the effects of an attack, power, trap, or other event have been resolved, you can choose to avoid the effects of that event. This avoidance must be possible by the use of actions you are capable of which take one round or less to complete (you cannot dodge an attack while restrained, or move a mile to escape an orbital bombardment, for example) but it does not require any saving throw or ability check. Once this psionic power has been used, you cannot use it again until you complete a long rest, even if you have the psionic points available.

Gravitic Fling

Power level IV (telekinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature or object

Duration: Instantaneous

You grab your target with the power of your mind and repeatedly smash it into the ground, the ceiling, walls, or nearby objects. The target makes a Strength saving throw. On a failure the target takes 10d8 bludgeoning, piercing, or slashing (your choice) damage and is knocked prone. On a successful saving throw, the target takes half damage and is not knocked prone.

Surge. You can spend +1 psionic point per creature to affect up to 4 targets; +2 psionic points to affect all creatures of your choice within a 30-foot diameter area [requires power rating V].

Growth

Power level III (kinesthetic)

Manifestation Time: 1 action

Target: Self

Duration: 1 hour

Psychic power makes you taller and faster. Your size increases by one category and you gain an expertise die on weapon attacks. In addition, your reach increases by 5 feet, your Speed increases by 10 feet, you gain advantage on saving throws against combat maneuvers, and creatures have disadvantage on saving throws made against your maneuver DC.

Surge. You can spend +1 psionic point to target one willing creature instead.

Hinder

Power level II (telekinetic)

Manifestation Time: 1 action

Range: Long (120 feet)

Target: A point on the ground within range

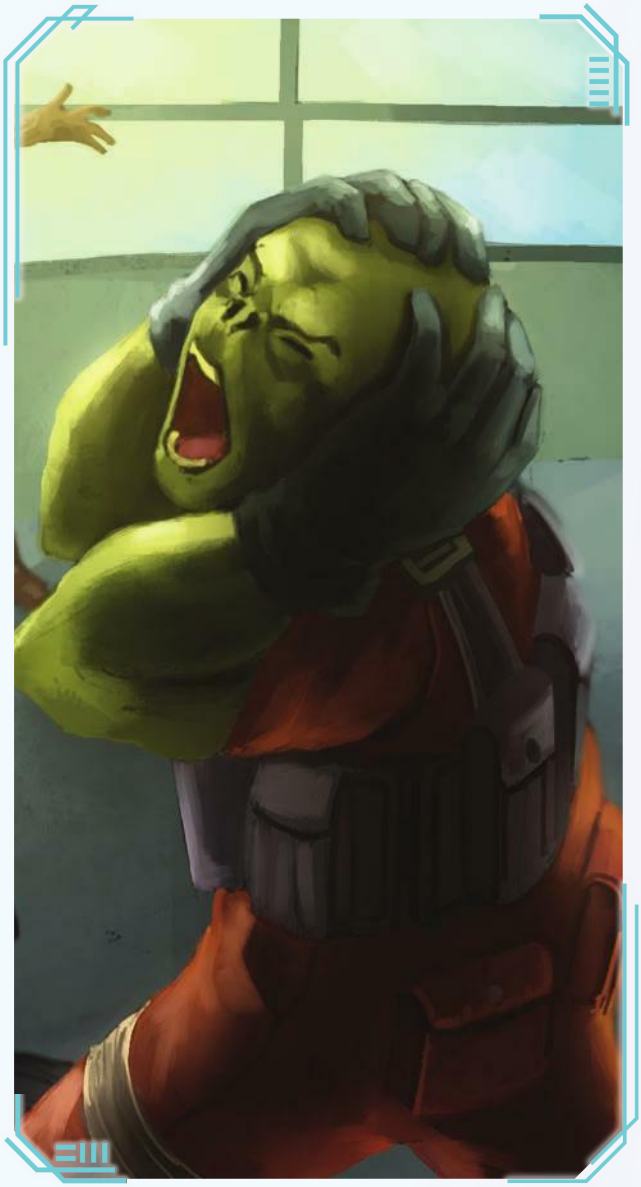
Duration: Concentration (1 minute)

Mundane objects (like rope, vines, blankets, or loose clothing) in a 20-foot square area centered on the target begin writhing and undulating like living creatures. For the duration of the power's effect, the area is difficult terrain.

A creature in the area when you manifest this power makes a Strength saving throw or becomes restrained as the objects wrap around it. A restrained creature can use its action to make a Strength check against your psionics save DC, freeing itself on a success.

When the power ends, the objects drop harmlessly to the ground.

Surge. You can spend +1 psionic point to manifest this power as a reaction when a creature within range uses its movement [requires power rating II].



Horrifying Hallucination

Power level III (telepathic)

Manifestation Time: 1 action

Range: Long (120 Feet)

Target: One creature

Duration: Concentration (1 minute)

Saving Throw: Wisdom (special)

You tap into the mind of the target to create a fearsome illusion so complete it can cause psychic harm. Only the target can see this illusion. When you manifest this power and at the end of each of its turns, the target makes a Wisdom saving throw.

On a failed save the target takes 2d10 psychic damage as you manifest one of the following

(the effect persists for the duration unless you use a reaction to choose another):

- **Asphyxiating Agony:** The creature is slowed, behaving as if it is suffocating (falling unconscious when it would die).
- **Big Bad Boogieman:** The creature is frightened by you and your allies as it is hunted by a beast of legend and nightmare.
- **Creepy Crawlies:** The creature is confused, covered in and surrounded by bugs, rodents, or reptiles.
- **Exploited Weakness:** The creature takes the psychic damage as if vulnerable, falling unconscious when bloodied.
- **Immobilizing Phobia:** The creature is paralyzed with fear (such as a fear of extreme heights, being buried alive, and so on).

The power's effect ends when the target succeeds on its saving throw. A target that succeeds on its initial saving throw takes half damage and is rattled until the end of its next turn.

The damage increases by 1d10 for each time your power rating increases above IV.

Surge. You can spend +1 psionic point to target one additional creature for up to a total of 4 creatures (each sees its own hallucination); +2 psionic points to cause a single target to suffer a level of strife each time it fails its saving throw against this power, up to a number of rounds equal to your psionic ability modifier.

Imbue Weapon

Reflex (dynakinetic)

Manifestation Time: 1 bonus action

Range: Touch

Target: One melee weapon

Duration: Concentration (1 minute)

The target weapon is imbued with psychic energy, bonding with your psionic strength. The weapon gains a bonus of +2 to its damage, and you can use your manifesting ability instead of Strength for attack and damage rolls made using it. The effect ends if you use this reflex again or let go of the weapon.

Beginning at 3rd level the weapon's damage type can be psychic, and if the weapon is medium-sized or smaller it gains the thrown (10/30) property. You can make a ranged weapon attack with the weapon without ending the power's effect and can use a bonus action to cause the weapon to return to your hand; otherwise, the effect ends after the thrown attack.

This weapon's damage increases by +2 when you reach 5th level, and again at 11th level, and 17th level.

Interjection

Power level I (telekinetic)

Manifestation Time: 1 reaction

Range: Medium (60 feet)

Target: One creature or object

Duration: Instantaneous

Choose an unoccupied space within range between the source of a ranged attack and that attack's intended target. You move a solid object into that space. The attack is made at disadvantage, or the target makes their saving throw at advantage.

Intuition

Power level II (clairsentience)

Manifestation Time: 1 minute

Target: Self

Duration: Up to 30 minutes

You spend time aligning yourself with the collective unconscious of the universe and gain an intuition die. You can have only one intuition die at a time. You can spend the die to gain a d6 expertise die for a single ability check or saving throw for your choice of one ability score chosen at the time of manifestation. As a reaction, you can grant the expertise die to a creature within 120 feet that can see or hear you instead of using it yourself.

Kinetic Barrage

Power level V (telekinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: A point within range

Duration: Instantaneous

Saving Throw: Dexterity halves

With immense psionic power you fling down a storm of psychic force that barrages a 20-foot radius dealing 35 (10d6) force damage to each creature in the area.

Surge. You can spend +1 psionic point to deal psychic damage and force targets to make an Intelligence saving throw instead [requires power rating VI].

Levitation

Power level II (telekinetic)

Manifestation Time: 1 bonus action or 1 reaction to falling from a height greater than or equal to 10 feet.

Target: Self

Duration: Concentration (1 hour)

You hover at a height of up to 30 feet. You can maintain your levitation as long as you concentrate. Your levitation ends if you become unconscious. When the power's effect ends, you fall if you are off the ground. You can target one additional creature for each power rating you have gained above II.

Surge. You can spend +1 psionic point for you and any additional targets to float down gently for up to 30 feet when the duration ends.

Liquidity

Power level III (kinesthetic)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (1 hour)

Your movements are like flowing water. Your Armor Class increases by 2. You can spend 5 feet of movement to escape from restraints or grapples. Your movement and attacks aren't penalized from squeezing or being underwater.

Make Energy Mote

Power level IV (dynakinetic)

Manifestation Time: 1 minute

Target: Self

Duration: 1 hour

A mote of energy is imbued with your psychic power, manifesting into being and gaining a slice of your sentience to do your bidding. The energy mote is formed from a type of energy chosen when you manifest this power: fire, force, lightning, psychic, or thunder. When it is created, you give the energy mote a single command (such as to go to a specific location and explode, or to watch for the arrival of a creature then report back to you) which it follows to the best of its ability.

Surge. You can spend +1 psionic point to give the energy mote an additional direction; +2 psionic points to create an additional energy mote.

ENERGY MOTE

TINY ELEMENTAL — CHALLENGE — — XP

AC 15

HP 20 (8d4; bloodied 10)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (–5)	21 (+5)	10 (+0)	10 (+0)	10 (+0)	1 (–5)

Proficiency +2; **Maneuver DC** psionic save DC of its creator

Damage Immunities based on element; poison

Condition Immunities blinded, charmed, confused, deafened, fatigue, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, slowed, stunned, strife

Senses darkvision 60 ft., passive Perception 10

Languages knows the languages of its creator

Elemental Attunement. The mote is formed from fire, force, lightning, psychic, or thunder energy. It is immune to damage of the same type that it is, and any energy damage it deals is of the same type.

Elemental Aura. A creature that ends its turn within 5 feet of the mote takes 7 (2d6) energy damage. A creature that touches the mote or hits it with a melee attack while within 5 feet of it takes 7 (2d6) energy damage.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) bludgeoning damage plus 7 (2d6) energy damage.

REACTIONS

Explode. When the mote would take damage, it can fly up to 30 feet without provoking opportunity attacks then explode in a 10-foot radius ball of energy. Each creature in the area must make a Dexterity saving throw against the mote's maneuver DC, taking 28 (8d6) energy damage on a failure, or half damage on a success.

Manifest Antimatter

Power level IV (dynakinetic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: Special

Duration: Instantaneous

You target one creature or object within 30 feet and create antimatter in the same space. A targeted creature makes a Dexterity saving throw or takes 10d8 force damage and until it receives healing equal to the initial damage, it cannot benefit from rest as the antimatter continues to interact with the creature's matter over time. A creature reduced to 0 hit points is obliterated, leaving behind nothing but atomic particles, along with anything it was wearing or carrying (except indestructible items).

The antimatter automatically atomizes targeted objects that are Large-sized or smaller. Larger objects and creations have a 10-foot cube portion atomized instead. Items with the indestructible property are unaffected.

Mask Presence

Power level I (telepathic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: Self

Duration: Concentration (1 minute)

You mask your presence from visible forms of detection, effectively rendering yourself invisible. This effect ends early if you exceed your Speed when moving, make an attack, or force another creature to make a saving throw.

When your power rating is equal to or greater than III, the power's effect does not end when you exceed your Speed or make an attack. When your power rating is equal to or greater than V, you can target up to 4 willing creatures at once.

Surge. You can spend +1 psionic point to target one willing creature instead; +1 psionic point to mask from audible and olfactory senses as well [requires power rating II]; +1 psionic point to mask from psionic and other supernatural forms of detection, such as truesight [requires power rating IV].

Memory Control

Power level IV (telepathic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: One creature with an Intelligence of at least 6

Duration: Instantaneous

Saving Throw: Charisma negates

You steal or alter a creature's thoughts or memories. The target has advantage on its saving throw if you or your allies are in combat with it. When you manifest this power, select one of the following options:

Alter Memory. You dictate changes to any memories of an event that took place within the last 24 hours and lasted 10 minutes or less to the target in a language you both understand.

Wipe Core Memory. The target forgets a defining moment in its history within the past 5 years and suffers a short-term mental stress effect.

Insert Memory. You dictate an entirely new memory to the target in a language you both understand. This memory must be of an event that took place within the last 24 hours and lasted 10 minutes or less. The creature is also enervated for 1 minute, making a Wisdom saving throw at the end of each of its turns to end the condition.

Wipe Recent Events. The target forgets everything it has experienced in the last 5

minutes. It is confused for 1 minute, making a Wisdom saving throw at the end of each of its turns to end the condition.

Wipe Specific Memory. The target forgets one specific memory from up to 5 years in the past and suffers a level of strife.

Memories removed, inserted, or altered in this way can specifically change the behavior of a creature, especially if the memory conflicts with the creature's personality, beliefs, or innate tendencies. When a modified or inserted memory is illogical or nonsensical the creature vehemently believes it, defending its veracity with aggression if pushed on the matter. The true memory returns in 1d6 days or when another creature succeeds on a Persuasion check against your psionics save DC to stir its memories.

Surge. You can spend +1 psionic point per creature to target up to a total of 8 creatures within 30 feet of the first target (all targets experience the same effect) [requires power rating VI]; +2 psionic points for a target in combat to make its saving throw without advantage; +2 psionic points per target to make the effect permanent if the target fails the initial Charisma saving throw by 5 or more [requires power rating VI].



Mental Domination

Power level III (telepathic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: One creature

Duration: Concentration (1 minute)

Saving Throw: Wisdom negates

You overpower your target's mind, forcing it to do your bidding. The target makes a Wisdom saving throw. On a success, the power has no effect.

If the target fails the saving throw, for the duration of the power you may issue instructions (no action required) which it will do its best to obey. The target must be able to hear and understand the instructions.

The target is aware that it is being controlled. If an instruction would cause it harm, it makes a new Wisdom saving throw against the power. If it succeeds on this saving throw, the power ends. If the target does not receive any instructions, or if it completes a task with no further instructions, it is able to act freely until it receives another instruction.

Surge. You can spend +1 psionic point to increase the duration to Concentration (1 hour) [requires power rating IV]; +2 psionic points to make the target unaware that it is being controlled, although it will realize the truth once the power ends [requires power rating IV].

Mindsight

Power level IV (clairsentience)

Manifestation Time: 10 minutes

Range: Unlimited

Target: One creature you think of

Duration: Concentration (10 minutes)

Saving Throw: Wisdom negates

You can see and hear a specific creature in your mind's eye as if you were near it. Your point of view can be anywhere within 10 feet of the target and automatically follows the target as it moves. On a successful Wisdom saving throw, an unwilling target avoids your detection and you see nothing. If you know the target well or have in hand an object that has personal meaning to it, the target has disadvantage on its save. If you have never talked to or seen the target in person and only have vague descriptions of it, the target has advantage on its save.

Surge. You can spend +1 psionic point to increase the duration to 1 hour [requires power rating V].

Mindsnare

Power level V (telepathic)

Manifestation Time: 1 action

Range: Long (120 feet)

Target: One creature

Duration: Concentration (1 minute)

Saving Throw: Special

The target makes a manifesting ability saving throw or its thoughts turn inward upon itself creating an internal reality from which it cannot easily escape. If it does not have the ability to use psionic power, it rolls an Intelligence saving throw with disadvantage.

A creature trapped in this way is still technically conscious but is paralyzed and completely unaware of its external reality. At the start of each of its turns it may roll a new saving throw to escape. A creature that escapes (either by succeeding on its saving throw or at the end of the duration) gains a level of strife and is rattled until the end of its next turn but is immune to this power for 24 hours.

Mirage

Power level II (telepathic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature

Duration: Concentration (1 hour)

You create an illusory image in the target's mind that appears completely real. The illusion includes sounds, smells, and temperature in addition to visual phenomena. None of the effects of the illusion are able to cause actual harm. While within range you can use an action to move the illusion. As the image moves you may also change its appearance to make the movement seem natural (like a bird moving its wings to fly) and also change the nonvisual elements of the illusion for the same reason (like the sound of beating wings as the bird flies).

Any physical interaction immediately reveals the image is an illusion, as objects and creatures alike pass through it. An Investigation check against your psionics save DC also reveals the image is an illusion. When a creature realizes the image is an illusion, the effects become fainter for that creature.

When your power rating is V or higher, the illusion does not require concentration.

Surge. You can spend +1 psionic point to increase the intensity of the mirage, causing a single target to become enervated for 1 minute unless it makes a Constitution saving throw against your psionics save DC (it repeats the save at the end of each of its turns, ending the effect on a success); +1 psionic point per creature to target up to 8 creatures [requires power rating IV].

Move Object

Reflex (telekinetic)

Manifestation Time: 1 bonus action

Range: Medium (60 feet)

Target: Creature or object

Duration: Concentration (1 minute)

You summon an unattended handheld object to your empty hand from a distance within range. Alternately, you levitate a creature or object and can move it a number of feet per round (within range) based on your power rating and the target's size.

Unwilling creatures or those holding an object you are trying to affect can make a Strength check against your psionics save DC to avoid being affected (or a manifesting ability check, if it can use psionic powers).

At 9th level, you can finely manipulate objects as though you were using them yourself (open doors, operate a PCD, spin a control dial, fire a pistol, and the like) using the same type of action that you would use if you were interacting with the object normally, although you can only make one attack per turn using this power.

Surge. You can spend +1 psionic point per target to affect up to 8 unattended Tiny items or +1 per creature or larger/attended object to affect up to 4 targets.

Table: Move Object

Power Rating	Size	Distance	Duration
I	Tiny	5 feet	Concentration (1 minute)
II	Small	10 feet	Concentration (10 minutes)
IV	Medium	20 feet	Concentration (10 minutes)
VI	Large	30 feet	10 minutes, no concentration

Past Vision

Power level IV (clairsentience)

Manifestation Time: 1 minute

Range: Self

Target: One object or a 30-ft. Area centered on you

Duration: Concentration (10 minutes)

You attune with an object you can touch, or the immediate area surrounding you, and visualize events which have transpired within the last 24 hours. You become aware of anything which took place within 30 feet of the object, or within the 30-foot area affected by the power. While it takes you 10 minutes to fully realize the vision, you are able to speed through and pinpoint important events during the last 24 hours.

Surge. +1 psionic point to view events within the last week; +2 psionic points to view events within the last year [requires power rating V]; +3 psionic points to view events with no time limit [requires power rating VI].

Point Singularity

Power level V (translocation)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: 1 square

Duration: Concentration (1 minute)

You create a singularity–a miniature black hole–which remains in the target square for the power's duration.

Any object or creature which begins its turn in that square and which is able to move makes a Strength saving throw. On a failure, or if it is unable to move, the creature or object takes 10d12 bludgeoning damage and is restrained until the start of its next turn; on a successful saving throw it moves into an adjacent square and is not restrained.

Any object or creature which begins its turn in a square adjacent to the singularity makes a Strength saving throw. On a failure, the creature or object takes 4d12 bludgeoning damage and is pulled into the singularity's square.

Surge. You can spend +1 psionic point to make the singularity mobile. For the duration of the power, you can use your bonus action to move the singularity 5 feet in any direction.

Portal

Power level IV (translocation)

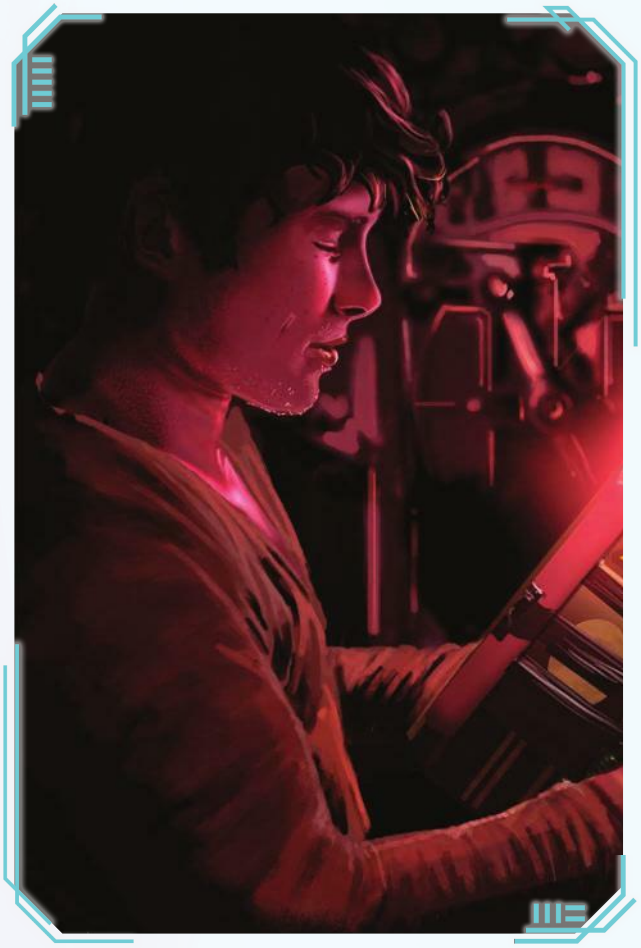
Manifestation Time: 1 action

Range: Long (120 feet)

Duration: Concentration (1 minute)

You create a portal through space to a location you can see within range. While the portal remains in place, any creatures or objects of Large size or smaller can pass through it in either direction, appearing at the other end of the portal.

Surge. +1 psionic point to increase the portal's size to allow Huge creatures or objects through; +2 psionic points to allow Gargantuan creatures of objects through; +1 psionic point to increase the range to 1 mile; +2 psionic points to increase the range to any location that you have seen within 10 miles [requires power rating V].



Power Grab

Power level II (telekinetic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: 1 Medium or smaller creature or object

Duration: Concentration (1 minute)

You telekinetically reach out and hold a target within range. Make a ranged psionics attack. On a hit, the target is grappled. You can levitate the target 5 feet off the ground as part of the same action. While it remains grappled, you can use a bonus action to activate one of the following effects:

- Deal 4d6 force damage to the target. The damage increases by 1d6 each time your power rating increases.
- Move the target 30 feet in any direction. The distance increases by 10 feet each time your power rating increases above II.
- Throw the target 6d6 feet in any direction, ending the grapple. The distance increases by 2d6 each time your power rating increases.

Surge. You can spend +1 psionic point to manifest this power as a reaction that you take when you see a Medium creature or object fall or move within range; +2 psionic points to target a Large creature or object as an action [requires power rating III]; + 4 psionic points to target a Huge creature or object as an action [requires power rating V].

Precognition

Reflex (clairsentience)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (1 hour)

Attuning yourself with the environment, you gain a sense of the immediate future. You cannot determine specific events, but you do get a warning feeling when danger is imminent. You gain an expertise die on initiative checks.

Surge. You can spend +1 psionic point to gain advantage on initiative checks.

Project Objects

Reflex (telekinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature or object

Duration: Instantaneous

You lift several pebble-sized objects within range and hurl them with your mind. Make a ranged psionic attack with the objects against a target within range. On a hit, the target takes bludgeoning damage equal to 1d6 + your manifesting ability modifier.

The base damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Surge. You can spend +1 psionic point to target an additional creature or object within 30 feet of the first target [requires power rating II].

Psionic Disruption

Power level I (general)

Manifestation Time: 1 reaction, which you take when you see a creature within range use a psionic power

Range: Medium (60 feet)

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psychic power, dissipating the energy used. If the power's level is greater than your power rating, the *psionic disruption* fails and has no effect. If the power's level is equal to or less than your power rating, make a manifesting ability check (DC 10 + the power's level). On a success, the creature's power fails and has no effect. The creature can use its reaction to try to refocus their psychic energy and use another power with the same manifestation time, so long as it is of a power level equal to or less than half that of the original power.

If the creature spent any surge points to manifest its power, you must spend an equivalent number of surge points to disrupt it.

Surge. You can spend +1 psionic point to use your action to psionically disrupt a power that has already been manifested [requires power rating IV]; +1–4 psionic points to reduce the DC of the manifesting ability check by 1 per point spent [requires power rating equal to 2 + the number of points spent).

Psionic Reflection

Power level III (general)

Manifestation Time: 1 reaction, which you take when you see a creature within range use a psionic power

Range: Medium (60 feet)

Duration: Instantaneous

You attempt to interrupt a creature in the process of manifesting a psychic power, redirecting it at a target of your choosing. The power's level must be less than your power rating. Make a manifesting ability check (DC 10 + the power's level). On a success, you can choose a new target for the creature's power within the power's range.

If the creature spent any surge points to manifest its power, you must spend an equivalent number of points to reflect it, otherwise this power fails.

Psychic Resuscitation

Power level V (kinesthetic)

Manifestation Time: 1 minute

Target: One creature

Range: Touch

Duration: Instantaneous

You pour psionic energy into a creature which has died in the last hour. The target returns to life with full hit points, and is cured of any wounds, poisons or diseases it had at the time of death.

The target has 4 levels of fatigue and 4 levels of strife when it wakes. In addition, you also gain 2 levels of fatigue.

The stress on the target's physiology is intense; a creature can only be revived with this power once per year.

Surge. You can spend +2 psionic points to resuscitate creatures which have died in the last 24 hours.

Psychic Touch

Reflex (general)

Activation: 1 action

Range: Touch

Target: One creature or object

Duration: Instantaneous

You sense the presence of psychic energies and psionic activities within an object or creature you can touch. You automatically know if the creature or object has been psychically altered or imbued with psychic energy.

Surge. You can spend +1 psionic point to determine the psionic discipline the creature or object has been imbued with.

Psychic Thrust

Power level II (telekinetic)

Manifestation Time: 1 action

Target: One creature or object within 30 feet

Duration: Instantaneous

You push a target with pure psychic energy. Make a psionic attack roll against the target's armor class. On a hit you deal 1d4 force damage and push the target 10 feet. Creatures or objects of size Huge or larger, or objects that are

anchored (such as doors) are not pushed, but they still take the damage.

Surge. You can spend +1 psionic point to increase the push effect to 10 feet, and +2 psionic points to affect Huge creatures.

Psychometry

Power level II (clairsentience)

Manifestation Time: 1 action

Target: One object or area within 30 feet

Duration: Instantaneous

You learn a single piece of important information from an object you touch or a location you are in. The size of the location is at the discretion of the Narrator, but is usually not bigger than a single room.

Psychic Barrier

Power level III (general)

Manifestation Time: 1 action

Target: One 30 foot diameter area

Duration: Concentration (one hour)

You create a psychic barrier which blocks extrasensory intrusion. While the power remains active, no clairsentience power can view, sense, or detect the area covered.

Surge. You can spend +1 psionic point to put the barrier in place for the duration of a long rest [requires power rating IV].

Psyshield

Power level I (dynakinetic)

Manifestation Time: 1 bonus action

Target: Self

Duration: Concentration (10 minutes)

A buckler made of pure psychic energy forms on your forearm, lasting for the duration. The bucker counts as a light shield with the hands-free property. You are considered proficient with the buckler. The power's effect ends early if you sacrifice the shield (see Shielding in Chapter 3: Equipment).

Surge. You can spend +1 psionic point to form a medium shield with the rebounding property, a heavy shield, or a tower shield instead [requires power rating III].

Push Thought

Power level II (telepathic)

Manifestation Time: 1 action

Target: One humanoid

Duration: Concentration (8 hours)

Saving Throw: Wisdom negates

Creatures that cannot be charmed are immune to this power. Suggest an activity phrased in a sentence or two. The target is psychically influenced to follow that course of activity. The suggestion must be worded to sound reasonable. Asking the target to perform an action that is obviously harmful to it ends the effect of this power.

The target carries out the activity suggested by you as well as it can. The effect of this power ends early once the target has carried out the activity.

You may specify trigger conditions that cause the target to perform a specific activity. For example, you may suggest that the target board the next transit ship headed off-planet. If the next interplanetary transit ship is not available for boarding before the effect ends, the specific activity isn't performed. Any damage done to the target by you or an ally ends the effect early for that creature.

At power rating IV, you can affect creatures of any type.

Surge. You can spend +1 psionic point per creature to affect up to 4 targets [requires power rating equal to the total number of creatures affected].

Pyrotechnic Conduit

Power level III (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Duration: Instantaneous

Saving Throw: Dexterity halves

A burst of flame explodes in a 10-foot radius around a spot you choose within range. The fire spreads around corners and ignites unattended flammable objects. Each creature in the area takes 6d6 fire damage. On a successful Dexterity saving throw, a creature takes half damage.

The damage increases by 1d6 each time your power rating increases beyond III.

Radiate Inertia

Power level IV (telekinetic)

Manifestation Time: 1 action or reaction you take when targeted by a melee attack

Range: Long (120 feet)

Target: Self

Duration: Concentration (1 minute)

You reach out to everything that does not have a mind and immediately bring the world around you to a rapid stop. Objects of Huge size or smaller within range become fixed in place. Unlike held weapons and other attended items, worn items (like clothing and armor) are unaffected. Any creature can use an action to try and move an object fixed in place by making a Strength saving throw with disadvantage, ending your concentration on a success.



Surge. You can spend +2 psionic points to affect objects of up to Gargantuan size [requires power rating VI].

Reactive Boost

Power level I (telekinetic)

Manifestation Time: 1 reaction

Range: Medium (60 feet)

Target: One creature or object

Duration: Instantaneous

You move a leaping creature or thrown object. It travels an extra 20 feet. If ammunition was fired as part of an attack, this extended range counts as long range (instead of out of range), and the attack roll has disadvantage.

Surge. You can spend additional psionic points to increase the effect's boost distance by 20 feet per psionic point.

Read Mind

Power level II (telepathic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Target: One creature with an Intelligence score of 4 or higher that can speak a language

Duration: Concentration (1 minute)

Saving Throw: Wisdom (special)

You scan for thinking creatures in range and probe a creature's mind to read its thoughts by focusing on it. The creature makes a Wisdom saving throw. On a successful save, you fail to read the creature's thoughts, and the creature gains an expertise die on saves against this power for the next 24 hours; unlike normal, this expertise die has a maximum of 1d12. On a failed save, you learn the creature's surface thoughts—what is most on its mind in that moment. As a reaction to learning its thoughts, you can make a Deception check to masquerade as its internal voice to ask it direct questions which it answers truthfully on a success. On a failure, the creature shakes your presence off as it would an intrusive thought and the power ends.

The power penetrates most barriers but is blocked by 2 feet of stone, 2 inches of common metal, or a thin sheet of lead.

Surge. You can spend +1 psionic points to bypass stone; +2 psionic points to bypass metals; +2 psionic points to increase the range to 1 mile.

Redirect

Power level I (telekinetic)

Manifestation Time: 1 reaction

Range: Medium (60 feet)

Target: One creature or object

Duration: Instantaneous

You tweak the trajectory of a moving object. Mundane ranged ammunition or melee weapon attacks redirected in this way gain an expertise die to hit, or the target increases its AC against the attack by 1d4 (your choice).

Redirection Portal

Power level III (translocation)

Manifestation Time: 1 reaction

Range: Medium (60 feet)

Target: One tiny missile

Duration: Instantaneous

You create a pair of tiny space-time portals which intercept a moving missile or energy attack and redirect it in another direction. As a reaction, select one ranged attack whose target is within range of the power and make a ranged psionic attack. The attack is redirected at any other target within the power's range, using your ranged psionic attack as the attack roll.

Regenerate Tissue

Power level IV (kinesthetic)

Manifestation Time: 1 minute

Range: Touch

Target: One living creature

Duration: Instantaneous

You pour healing energy into a living creature. The target is restored to maximum hit points, and any conditions, except for tracked conditions, on it end.

Remedy

Power level I (kinesthetic)

Manifestation Time: 1 action

Range: Touch

Target: One living creature

Duration: Instantaneous

You infuse a living creature with your psychic energy, healing its injuries. The target regains 1d6 + your psionic ability modifier hit points.

Surge. For every additional +1 psionic points you spend you increase the number of hit points restored by an additional 1d6 hit points.

Sense Psionics

Power level I (clairsentience)

Activation: 1 action

Range:

Target: Self

Duration: Concentration (10 minutes)

You sense the presence of psychic energies and psionic activities within a 30-foot radius. You automatically know if there is a place or object that has been psychically altered or imbued with psychic energy, or if the area is the target of a clairsentience power. On the round you activate this feature and as an action on subsequent turns while concentrating on this effect, you may make an Arcana check against the passive Deception score of any creature within 30 feet that makes use of psionic abilities. On a success, you sense the creature's presence, as well as where the creature is located.

Surge. You can spend +1 psionic point to increase the effect's range by 30 feet [requires power rating II]; +1 psionic point to increase the duration to 1 hour [requires power rating III]; +3 psionic points to increase the duration to 1 day [requires power rating V].

Sense Presence

Power level II (clairsentience)

Activation: 1 action

Range: Long (120 feet)

Duration: Instantaneous

You sense the presence of psionic creatures, and their psionic rating, within range of the power. You are not able to determine their direction or distance, merely that they are within range of the power; nor are you able to identify the subjects or gain any other information about them.

Surge. You can spend +1 psionic point to increase the effect's range to 1 mile [requires power rating III].

Silent Passenger

Power level IV (telepathic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: One living creature

Duration: Concentration (1 hour)

Saving Throw: Charisma negates

You psychically inhabit the corporeal body of another creature, perceiving all its thoughts, actions, and sensations as if they are your own. While in this state you are unaware of your own physical surroundings. A creature that fails its initial saving throw may make an additional saving throw every 15 minutes; on a success your presence is ejected and the creature is aware it was inhabited, though not by whom or for how long.

Surge. You can spend +1 psionic point to reserve a portion of your consciousness with your own body (choose one sense to leave behind).

Shapeskin

Power level I (kinesthetic)

Manifestation Time: 1 minute

Target: Self

Duration: 1 hour

Using psionic energy you alter your body, changing your appearance. You cannot alter your heritage, but you can change your facial features, hair length and color, alter your height by as much as 2 feet, and appear to be much lighter or heavier than you really are.

In addition, you can end the power's duration early to either stop a source of ongoing damage (such as a bleeding wound) or temporarily harden your limbs to gain an expertise die to unarmed strike damage.

Surge. You can spend +1 psionic point per creature to affect up to 4 targets [requires power rating equal to the total number of creatures affected].

Slow Time

Power level IV (translocation)

Manifestation Time: 1 action

Target: Self

Duration: Concentration (1 minute)

You slow down time for yourself. For the duration of the power you gain the following benefits:

- You gain one additional action on your turn
- All attacks have disadvantage to hit you
- You make all saving throws with advantage
- Your Speed increases by +10 ft.

Surge. You can spend +1 psionic point to increase your Speed by +20 ft. instead, or +2 psionic points to increase it by +30 ft. Additionally, you can spend +2 psionic points to make all attacks with advantage [requires power rating V].

Sonic Conduit

Power level III (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Duration: Instantaneous

Saving Throw: Special

A ground-quaking vibration emanates in a 10-foot radius around a point you choose within range. Creatures in the area take 4d6 thunder damage and are deafened until the beginning of your next turn. A creature made of stone, metal, or other inorganic material has disadvantage on its saving throw. Any mundane items within the area that are not worn or carried also take damage. On a successful Constitution saving throw, a creature takes half damage and is not deafened.

The damage increases by 1d6 each time your power rating increases beyond III.

Sonic Wave

Power level I (dynakinetic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: 15 ft. cone

Saving Throw: Dexterity negates

Duration: Instantaneous

You harness the latent energies of the cosmos and direct them with your mind. Targets in the area take 1d6 thunder damage and have disadvantage on the first attack roll they make before the end of its next turn.

The damage from this power increases to 2d6 at power rating III and 3d6 at power rating V.

Static Discharge

Reflex (dynakinetic)

Manifestation Time: 1 action

Range: Touch

Target: One creature

Duration: Instantaneous

You harness the latent energies of the cosmos and direct them with your mind. Make an unarmed melee attack. On a hit the target takes 1d10 lightning damage and can't take reactions until the start of its next turn.

The damage from this power increases to 2d10 at power rating IV and 3d10 at power rating VI.

Summon Object

Power level II (translocation)

Manifestation Time: 1 bonus action

Target: One Tiny-sized object within 1 mile

Duration: Instantaneous

You teleport an object to your hand. You must have designated the object as the target of your summoning by holding it and imbuing it with psionic energy before leaving it. You may only have one designated object at a time.

Surge. You can spend +1 psionic point to summon the object from a distance of up to 10 miles; +2 psionic points to summon the object from any location on the same planet [requires power rating III]; +3 psionic points to summon the object from any location in the same star system [requires power rating IV].

Sunder

Power level III (telekinetic)

Manifestation Time: 1 action

Target: One object within 30 feet

Duration: Instantaneous

You burst open a door or other portal with psychic energy. Make a ranged psionic attack against the door's armor class (see page 262). On a hit, the door is violently burst open.

Supernova

Power level V (dynakinetic)

Manifestation Time: 1 action

Target: Self

Target: 30 ft. radius sphere centered on yourself

Saving Throw: Dexterity halves

A massive explosion of energy bursts from you in all directions, blasting everything within 30 feet. Choose an energy type when you first learn this power from fire, cold, thunder, or lightning. All creatures and objects within the area make a Dexterity saving throw. On a failed save, they take 10d8 damage of the type you selected and are pushed 10 feet and knocked prone. On a success, they take half damage and are not pushed or knocked prone.

Surge. You can spend +1 psionic point to use a different damage type than the type you chose, although it must still come from the above list; +2 psionic points to increase the area of effect to a 60 ft. radius sphere [requires power rating VI].

Surface Control

Power level II (dynakinetic)

Manifestation Time: 1 action

Target: Self

Duration: 1 hour

Every step you take is enabled by your force of will; the ground is psychically altered to suit your needs. For the duration you ignore difficult terrain. In addition, choose one of the following:

Melt. Your footsteps burn away ice or vegetation. Any cold- or plant-based difficult terrain in 5-foot squares through which you move is destroyed.

Skate. A patina of ice on your soles makes you quicker, increasing your Speed by 20 feet.

Wallrun. You are able to move on vertical surfaces as if they were horizontal. Your movement must end in a space able to support your weight or you fall as normal.

Surge. You can spend +1 psionic point to target one willing creature instead; +1 psionic point to increase the duration of this power to 8 hours [requires power rating IV].

Telejump

Power level II (translocation)

Manifestation Time: 1 bonus action

Range: Short (30 feet)

Target: Self

Duration: Instantaneous

You teleport to an unoccupied space you can see within range.

Surge. You can spend +1 psionic point to teleport twice this turn and take your action in between as long as the total distance traveled does not exceed 30 feet.

Telekine Limbs

Power level IV (kinesthetic)

Manifestation Time: 1 bonus action

Target: Self

Duration: 1 hour

Psychic energy flows out from your torso to form two psionic limbs that support and enhance your existing arms and legs. You choose what kind of psionic limbs this power grants when you manifest it.

Psionic Arm. You gain a climb speed equal to your Speed.

In addition, on each of your turns you gain an expertise die to one of the following options for each psionic arm you possess: melee weapon attack roll, Strength check, Strength saving throw, melee weapon damage roll.

Psionic Leg. Your Speed increases by 10 feet per psionic leg and you gain a swim speed equal to your Speed.

In addition, you gain an expertise die to Dexterity checks or saving throws for each psionic leg you possess.

Surge. You can spend +1 psionic point to target one willing creature instead; +1 psionic point to increase the duration of this power to 8 hours [requires power rating IV].

Telepathic Messaging

Power level I (telepathic)

Manifestation Time: 1 action

Range: Planetary

Target: One creature you are familiar with

Duration: Concentration (1 round)

You can use a bonus action to send a telepathic message of 25 words or less to a creature you are focused on. It can reply with a bonus action while you are focused on it.

Surge. You can spend +3 psionic points to increase range to Unlimited [requires power rating IV].



Third Eye

Power level III (clairsentience)

Manifestation Time: 1 action

Range: 1 mile

Target: Location familiar to you (a place visited or seen before) or an obvious and unfamiliar location (behind a door, around a corner, and so on)

Duration: Concentration (10 minutes)

You can see a specific place in your mind's eye as if you were there in person. You can see what is going on but cannot hear sounds. As a bonus action, you can turn around up to 360°. As an action you can move your point of view up to your Speed.

Your presence in that place is undetectable by normal means and senses. A creature that can use psionics feels your presence if its passive Perception is greater than your psionics save DC. A creature able to see invisible things (from truesight, for instance) sees an indistinct, glowing silhouette of you. You know if you have been detected.

Surge. You can spend +1 psionic point to hear as well as see; +3 psionic points to extend your range and target any location familiar to you regardless of distance [requires power rating V].

Translocate

Power level III (translocation)

Manifestation Time: 1 action

Range: Special (500 feet)

Duration: Instantaneous

You teleport to any unoccupied place you can see within range. As a reaction to any bonus action or free action you take when you arrive, you can teleport again, as long as the combined distance traveled does not exceed 500 feet.

You can bring along objects if their weight doesn't exceed what you can carry.

Surge. You can spend +1 psionic point to teleport to any place you can visualize, or describe by stating distance and direction, such as 200 feet straight downward or 400 feet upward at a 30° angle to the southeast; if you would arrive in an occupied space the translocation fails, and you and any creature with you each take 4d6 force damage; +1 psionic point to take an action between two teleports [requires power rating IV]; +1 psionic point per willing creature of your size or smaller, provided it isn't carrying gear beyond its carrying capacity and is within 5 feet [requires power rating IV].

Voltaic Conduit

Power level III (dynakinetic)

Manifestation Time: 1 action

Range: Medium (60 feet)

Duration: Instantaneous

Saving Throw: Dexterity halves

Jagged lightning arcs from your fingertips in a direction you choose in a 60 foot line that is 5 feet wide. Each creature in the area takes 4d6 lightning damage and becomes rattled. If the lightning is blocked by an object at least as large as the line's width, it ends there unless it deals enough damage to break through. When it does, it continues to the end of its area. On a successful Dexterity saving throw, a creature takes half damage and isn't rattled.

The damage increases by 1d6 each time your power rating increases beyond III.

Weaken

Power level II (kinesthetic)

Manifestation Time: 1 action

Range: Short (30 feet)

Target: Up to 3 creatures

Duration: Concentration (1 minute)

Saving Throw: Charisma negates

Until the power's effects end, the target doesn't benefit from any positive Strength, Constitution, or Dexterity modifiers.

Surge. You can spend +1 psionic point to target 2 additional creatures; +1 psionic point to increase the power's range to Medium (60 feet) [requires power rating III]; +2 psionic points to also cause the target to make attack rolls and Strength, Dexterity, and Constitution saving throws with disadvantage [requires power rating IV].



CHAPTER 6:

Feats & Maneuvers

- *The hacker grins as she makes the last adjustments and fires up her control system. At her command, a small army of devilish looking drones activate and hover around her, awaiting orders. "Let's go free your friends, little ones."*
- *"Right...there," the trooper mutters, firing his gun. He focuses, leveraging the power of his mind to guide the bullet to its near-impossible target. He smirks at the shock spreading among the enemy at this unexpected hit. "Didn't expect that combo, did you?"*
- *The scientist carefully pours a shining silver substance over their companion's wound. "Perfectly safe," they explain to the visibly concerned hurroc as the nano machines go to work mending the muscle fibers together. "I propagate them myself."*

Feats are rare and difficult to acquire special functions for your character. The following feats can help your character to be better at hacking, skilled with computer use, a great asset on a capital ship, and more. Whenever your class gives you the Ability Score Improvement feature, you can instead choose to take a feat. You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite. You can take each feat only once, unless the feat's description says otherwise.

Consider how you might narratively gain access to these feats. Do you have a tech-head friend who can apply a series of enhancement implants to a prosthetic arm? Did a new interest in vehicles lead you to learn the ways of a Hot Rodder, or was it because a parental figure from your childhood was a skill mechanic? How are you developing your new psionic talents and what growing pains might happen when you practice them?

Synergy Feats

Pursuing more than one class can sometimes open up new opportunities and strategies, or expose a voidrunner to something that permanently changes them. Adventurers with specific class combinations may optionally choose unique synergy feats instead of standard feats if they meet certain prerequisites. Most synergy feats require class levels in specific classes or have other synergy feats as prerequisites, forming small synergy feat trees.

Brazen Smuggler

Many people smuggle banned goods, invasive planlife, or dangerous creatures between locations, but you've learned some additional tricks. You gain the following benefits:

- Your Charisma increases by 1, to a maximum of 20.
- When attempting to hide an object or creature amid cargo you can sacrifice Supply based on the creature or object's size to gain advantage on Stealth checks to conceal the creature or object: Small or smaller—1 Supply, Medium—4 Supply, Large—16 Supply, Huge—32 Supply.
- You gain advantage on any skill check involving bribery.

Cybersecurity Agent

You are the nightmare of most hackers, and gain the following benefits:

- Your Charisma or Wisdom increases by 1, to a maximum of 20.
- When opposing a hacking attempt you increase the speed of the countdown by 1 degree, from slow (removing 6s) to medium (removing 5-6s), to fast (removing 4-6s).
- During a short or long rest you can reinforce a personal device, including cybernetic implants, causing hacking attempts against it to be made at disadvantage until your next long rest.
- The roll to hack any system on a capital ship deck that you are crewing is made at disadvantage.

Cyberknit

You create a strong sympathetic bond with cybernetics that you have installed. You gain the following benefits.

- Your Constitution score increases by 1, to a maximum of 20.
- You can have an additional enhancement implant that doesn't count against your proficiency bonus limit.
- This feat can be taken multiple times, increasing your Constitution score and choosing a different enhancement implant each time.

Drone Master

Not content with a single robot assistant, you've managed to rig up a complex control system for an entire swarm of machines. You gain the following benefits:

- Your Intelligence score increases by 1, to a maximum of 20.
- You can control up to 5 drones using the same control device and you can issue commands to any or all of them using the same bonus action.

Dual Pistols

You can wield pistols in both hands at the same time. Simple, one-handed light firearms gain the dual-wielding property while you use them.

Elite Hacker

Your skill and deftness with code is amazing, and you gain the following benefits:

- When you initiate a contested hack you may attempt to also make an Intelligence check to forge digital credentials at the same DC. If both succeed the hack is treated as uncontested so long as you only use the following hacking maneuvers: Bug Line, Copy Database, Delete Data, Digital Vanishing, Implant Data, Rig the Results, and Search Files.
- You gain an expertise die on computers tool checks.

Fast Hands

Hours of training have given you exceptionally fast hands, granting you the following benefits:

- You may reload or load a light firearm or caster once per turn without using an action.
- You may reload or load a medium or heavy firearm or caster as a bonus action
- You gain expertise on Sleight of Hand checks involving weapons, cards, or bullets.

Hot Rodder

Whether it's rebuilding vehicles from scrap or upgrading new ones, you're as good with a wrench as you are behind the wheel. You gain the following benefits:

- Your Intelligence or Constitution score increases by 1, to a maximum of 20.
- If you have access to a personal vehicle or starfighter, during a short rest you can apply one of the following: increase its weight capacity by 50%; double its supply capacity; or increase the collision damage it deals (but does not take) by 50%. A vehicle can only benefit from one effect at a time.
- If you have access to a personal vehicle or starfighter, during a long rest you can choose two of the short rest improvements or add +1d6 damage to one weapons system connected to the vehicle.

All modifications work only for you, though if a vehicle is loaded with doubled Supply and another creature pilots it, the supplies remain packed but their checks to pilot the vehicle are made at disadvantage due to the unwieldiness of the craft.

Hotshot Pilot

Prerequisites: *Ace Starfighter combat tradition*

Your daring and mastery of starfighter combat make you a legend. You gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- When piloting a starfighter in combat you gain 2 temporary exertion when you roll initiative. These exertion points can only be used for Ace Starfighter combat maneuvers and last until used or the combat ends.
- Your maneuver save DC for starfighter maneuvers increases by +1.



Intrepid Trekker

Unable to really focus on a single activity and favoring a split focus, you may choose two Journey Activities for a given region, but gain 1 level of fatigue if both activities are physical, or 1 strife if one or both activities are largely mental. If you critically succeed at one task, you cannot critically succeed at the other and only succeed instead.

In addition, an ability score of your choice increases by 1, to a maximum of 20.

Inventive Engineer

If you take the Repair journey activity on a starship you can instead augment its abilities in one of the following ways:

- The ship's shield modulator is improved, granting 10% more temporary hit points until the next time the shields have been broken. On a critical success, the increase is 20%.
- The ship's engines are improved, increasing impulse speed by one step or FTL speed by one point. This benefit lasts one week, or one month on a critical success.
- The ship's computer system is improved, granting anyone on the ship expertise on their next Journey Activity, or advantage on a critical success.

In addition your Intelligence score increases by 1, to a maximum of 20.

Martial Mentalist

Your psionic powers bolster your physical abilities and augment your combat prowess. You gain the following benefits:

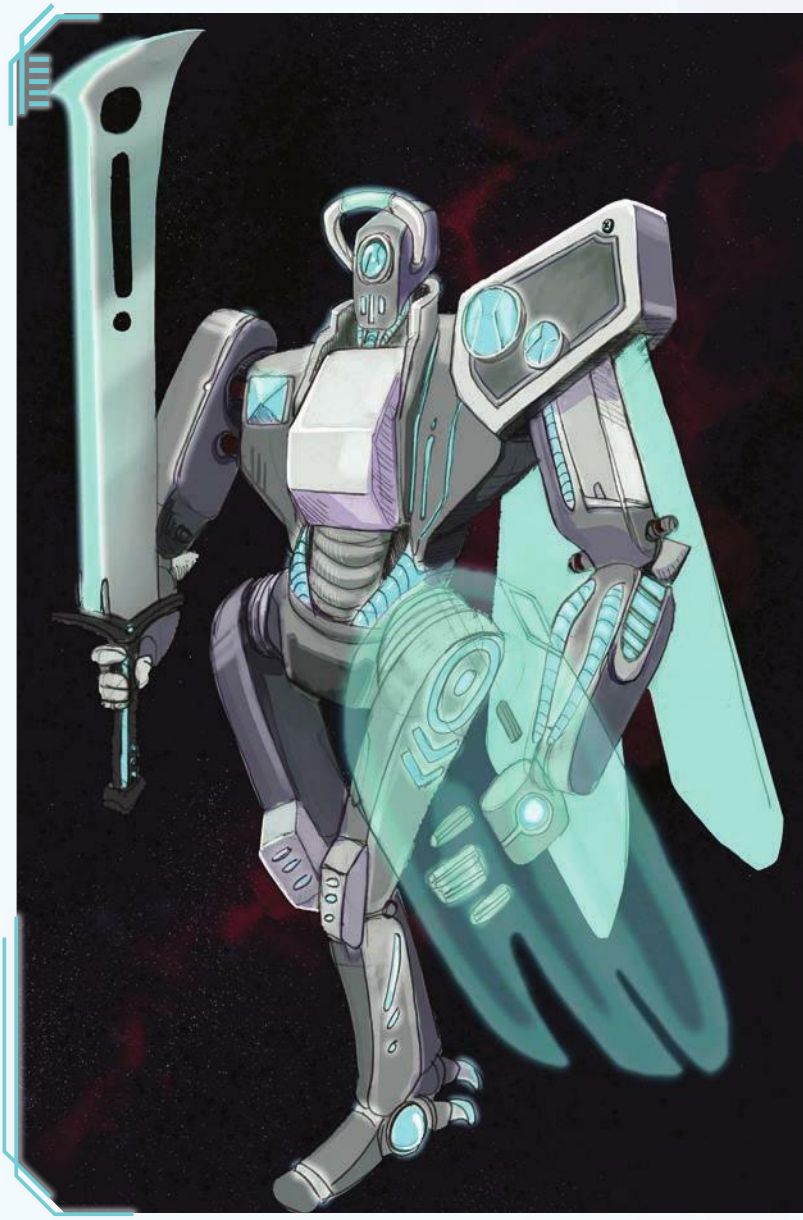
- You learn the *adrenalize* and *imbue weapon* reflexes.
- You gain a psionic point pool of 1 or increase your existing pool of psionic points by 1.

Mecha Ace

Prerequisites: *3 levels in scientist, 3 levels in trooper*

With both combat and technical training, mecha aces turn their brains into brawn by designing and controlling their own unique custom mecha. So long as you have access to your gear, you can construct your own custom mecha over the course of a long rest. This custom mecha acts as a special set of armor for you and has the following properties:

- While wearing your custom mecha, your AC is equal to 12 + your proficiency bonus + your Intelligence modifier.
- Your custom mecha has the hackable and spacefaring properties, and it includes 6 mod ports.
- If damaged or broken your custom mecha can be repaired with a DC 15 multitool check.
- Your size increases by 1 category (from Small to Medium or from Medium to Large) while wearing your custom mecha.
- While wearing your custom mecha you have disadvantage on Stealth checks and advantage on Strength checks.
- Your custom mecha is encoded to you and it is inoperable for any other creature.
- Your custom mecha has 2 special weapon ports with the advanced weapon hatch mods in addition to its 6 mod ports. These special weapon port mods cannot be changed.



Weapons mounted on these special ports only ever require a single wielding hand to fire, even if they have the two-handed property.

- Whenever you make an attack using a weapon attached to one of your special weapon ports, you can use a bonus action to attack with the weapon mounted on the other special weapon port.
- Any weapons mounted on your custom mecha are considered favored ordnance weapons for you.
- The cost to install armor mods on your custom mecha is reduced by half.

If your custom mecha is ever lost or destroyed, you can create another one using 250 credits worth of materials over the course of a long rest.

In addition, you gain an expertise die on saving throws while piloting a mecha starfighter and while crewing the deck of a mecha capital ship.

Targeting Scrutiny

Prerequisites: *Mecha Ace feat*

Your already shrewd battlefield scrutiny is enhanced by your custom mecha's inbuilt targeting systems. You gain the following benefits while wearing your custom mecha:

- Whenever you use Scrutinize you may critically assess a number of targets equal to your proficiency modifier.
- You may add your Intelligence modifier as a bonus to your attack rolls made against targets you've critically assessed using Scrutinize. This benefit lasts for 1 minute after the critical assessment.
- You can reroll any Favored Ordnance damage dice against a target you've critically assessed. You cannot reroll damage dice that have already been rerolled in this way.

Explosive Disembark

Prerequisites: *Targeting Scrutiny feat*

Your custom mech has a fusion core that can be used as a powerful explosive in emergencies. As an action you can safely doff your custom mecha armor and eject yourself 60 feet away from it. This movement does not provoke opportunity attacks. At the end of your turn, the custom mecha armor explodes in a 30 foot radius of power. Each creature in the area makes a Dexterity saving throw against your Science save DC. On a failed save, a creature takes 8d10 force damage + your Favored Ordnance damage die, or half damage on a success.

Midship Mastery

Through training and dedication you've become an invaluable member of any crew, and gain the following benefits:

- Your Intelligence or Charisma score increase by 1, to a maximum of 20.
- You count as 3 people for the purpose of a minimum crew for a capital ship
- When you use a capital ship's weapons to attack a starfighter you gain advantage on the attack roll.
- During boarding mass combat you increase your faction's total by an additional 2d6.

Mind Shaper

Prerequisites: *3 levels in psion, 3 levels in scout*

When a powerful personality is blessed with psionic gifts their coercive words can become nearly impossible to resist. Thoughts and feelings can intermingle and shift so subtly that the mind can truly be reshaped at will. You gain the following benefits:

- Your power rating is treated as if it were 1 higher for the purpose of learning and manifesting psionic powers from the telepathic discipline.
- As a bonus action, you can recover a number of Dastardly Gambit dice up to your maximum at the cost of 1 psionic point per Dastardly Gambit die recovered in this way.
- You can psionically reshape your tactics when you feel thoughts wander down unfavorable paths. Whenever you roll a Charisma check or saving throw, you can spend a psionic point to reroll it. You must decide to make this reroll after the die is rolled but before the Narrator tells you the results.

Thought Feaster

Prerequisites: *Mindshaper feat*

As a mindshaper becomes more comfortable digging through and reshaping the minds of others, they often find themselves bolder, reinvigorated by the thoughts of others. Whenever you manifest a psionic power from the telepathic discipline with a power level of I or greater, choose one of the following:

- Roll a number of d8s equal to the power level of the psionic power cast and regain that many hit points.
- Recover 1 Dastardly Gambit die.
- Gain an expertise die on any Charisma checks against creatures that were targets of the cast psionic power for the next minute.

Infectious Thinker

Prerequisites: *Thought Feaster feat*

Like a sculptor at the clay you reshape the thoughts of others or perhaps more like the patient zero of some cognitive virus your underhanded thoughts spread to those around you.

As a bonus action you can form or end a psychic connection with a willing creature you can see or hear. Creatures you form this connection with gain the benefits of any clever tricks you know as if they had those class features. Any clever tricks they perform use your clever tricks save DC, and if they would require spending a Dastardly Gambit die they may expend one of yours if you permit it. In addition, while you have this connection formed you and the creature can communicate telepathically, even if you do not share a language. You can connect with up to a number of creatures in this way equal to your Charisma modifier.

Nano-Mender

You've worked with enough cybernetics and other devices that need repair that you've decided to take matters into your own hands.

You have acquired the base designs for nanobot compounds and can create more of them by feeding the little nanites precise but easily acquired element mixtures. You can create a number of nanobot compounds (see Medicine in Chapter 3: Equipment) equal to your proficiency bonus as a light activity during a long rest. Nanobot compounds you create in this way degrade if not utilized and become inert after 24 hours.

Pharmacologically Inclined

You've always had an interest in medicines.

You gain the Applied Pharmacology and Interplanetary Mutagen scientific methodologies from the scientist class.

Prosthetic Packaging

Prerequisite: Installed prosthetic limb

Because you have one or more prosthetics you've learned to wire implants to them, making them easier to change out.

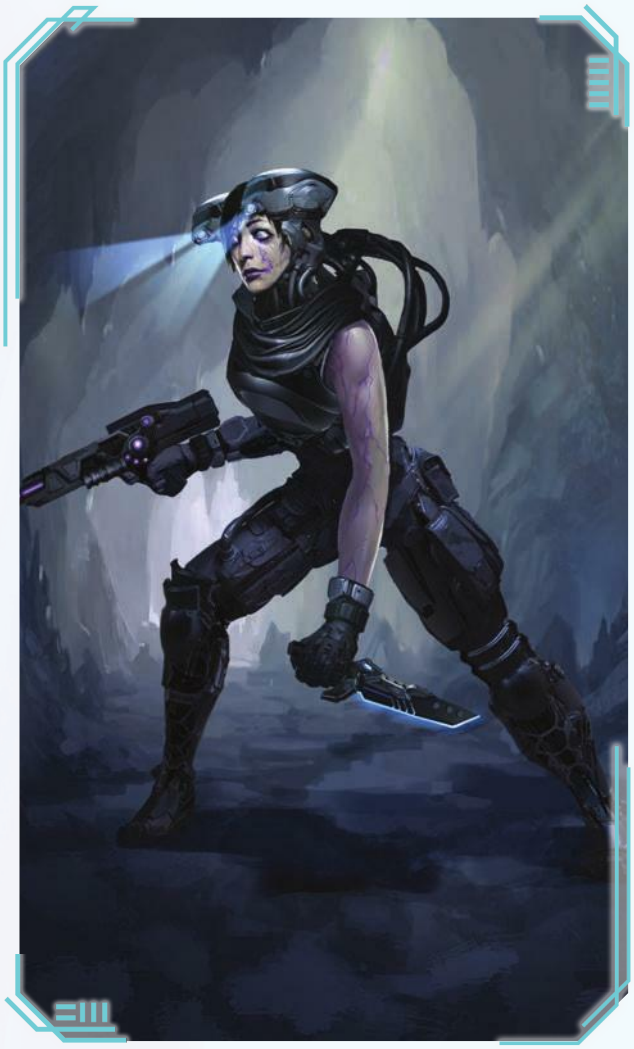
You may have enhancement implants applied to prosthetics designed for your use. A prosthetic modified in this manner can be removed, taking the implant benefits and drawbacks with it, as an action. Similarly, attaching a prosthetic takes only a single action, and you benefit from any active implant tied to it immediately. These enhancement implants count towards your normal limit when their respective limb is attached to you.

Psi Trooper

Prerequisites: *3 levels in psion, 3 levels in trooper*

Psi troopers are natural psions who have combined psychological and military training, their complex mental depths honed and sharpened into a single-minded psionic weapon. You gain the following benefits:

- Once per turn when you deal damage to one or more targets using a psionic attack, you may add your favored ordnance die to the damage dealt to one of those targets.
- Once per turn when you hit with a weapon attack, you may choose to also apply the damage and effects of your psionic blast to that attack as if you had successfully hit with your psionic blast.
- Any favored ordnance weapon you wield also acts as a psychic focus for you.



Bullet Bender

Prerequisites: *Psi Trooper feat*

Experienced psi troopers can psionically will their weapons into finding their marks, curving bullets, lasers, and blades. Whenever you make a weapon attack you can spend a psionic point to gain advantage. Any attack you make in this way ignores the benefits of half and three-quarters cover.

Psionic Armory

Prerequisites: *Bullet Bender feat*

Your weapons float around you like moons orbiting a planet or the outstretched feathers of some angel of war, each instrument of death at your beck and call with a mere thought.

You can add or remove any favored ordnance weapon you are holding to your psionic armory as a bonus action. All weapons in your psionic armory are considered wielded by you, and you may make attacks with them but you do not need your hands free to hold them or to reload them. The maximum number of weapons you can have in your psionic armory is equal to your psionic power rating. Melee weapons in your psionic armory gain the reach property if they did not already have it.

As an action, you can make a single attack using any number of weapons currently in your psionic armory at the cost of 1 psionic point per attack made in this way, making a separate attack roll for each weapon.

Psychic Prodigy

You have a natural psionic potential, instinctively able to access minor psionic abilities. You gain one psionic reflex of your choice. You treat your character level as your psion level for the purposes of this power.

You may take this feat up to three times. When you take it a second time you may choose a power of level I or below and you gain a psionic point pool of 1 or increase your existing pool of psionic points by 1; when you take it a third time, you may choose a power of level II or below and increase your pool of psionic points by 1.

Psyker

You possess an innate ability to manipulate objects from a distance in a manner which can be dangerous. You gain the following benefits:

- You gain the *move object* and *project objects* reflexes, and treat your character level as your psion level for the purposes of these powers.
- You gain a psionic point pool of 1 or increase your existing pool of psionic points by 1.

Resonance Modulator

Field resonance and energy projection have always been of interest to you.

You gain the Makeshift Forcefield scientific methodology from the scientist class.

Scientific Curiosity

While most have some curiosity about the universe, yours has led you to gain the following benefits:

- Your Intelligence or Wisdom increases by 1, to a maximum of 20.
- You may use Science whenever you attempt to gather information, whether by computer sensors or social interaction.
- You gain expertise in two related specialties of Science, such as botany and xenobotany, anthropology and archaeology, or astronomy and planetary sciences.

Stowaway Saboteur

With a skill for sabotage and daring recklessness, you gain the following benefits:

- Your Constitution or Charisma increases by 1, to a maximum of 20.
- While on a capital ship you can decrease the power level and maximum power points of a deck you are on by 2, to a minimum of 1, as a bonus action if you have access to a computer terminal, either by using the terminal or attacking it. This effect persists for 1d10 rounds.
- You gain an expertise die when attempting to Hack or otherwise use computers on a capital ship.
- When you hack a capital ship you are on, you can attempt to reduce the power level and maximum power points to a specific deck to 0 with a hacking check. This effect persists for 1d10 rounds.

Synergistic Empath

Your contact with your emotions, and the emotions of your allies, gives you great insight into what they need. You gain the following benefits:

- You learn the *bolster* and *enhance mind* reflexes.
- You gain a 1 psionic point or increase your existing pool of psionic points by 1.

Technopath

Prerequisites: *3 levels in scientist, 3 levels in psyknight*

Particularly intelligent people with psionic gifts sometimes understand reality differently. The electronic and organic are not separate but rather aspects of the same whole, electricity and thought no different whether they course through circuitry or neurons. You gain the following benefits:

- You may add your Wisdom modifier as a bonus to science attack rolls.
- You may add your Intelligence modifier as a bonus to psionic attack rolls.
- You can hack devices using your own mind without the use of hacking tools by making a Science check.
- Once you've made a connection, your mind can reach out through the circuitry. You can manifest psionic powers with a range greater than self from your starglaive, any device you are hacking, or any device you created using a scientist feature as if the psionic power were originating from the device. You must still be able to see targets manifested in this way in order for them to be eligible as targets, but you may utilize any sensors the device has for this purpose and can see clearly through it.

Starsword Whisperer

Prerequisites: *Technopath feat*

Technopaths form a deep connection with their starglaive, seeing it not only as an extension of themselves but as a living thing unto itself. As a bonus action you can spend 1 exertion point to animate your starglaive. As a part of the bonus action used to animate your starglaive and as a bonus action every subsequent turn while animated you can psionically cause your starglaive to fly up to 30 feet in any direction and to make up to one psionic attack against a target within 5 feet of the weapon. Creatures hit in this way are hit by your starglaive as if you were wielding it. You can maintain your psionic link to your starglaive so long as you remain within 100 feet of it and while this link is maintained you can continue to use your starglaive as a focusing crystal.

While animated your starglaive has an AC equal to 12 + your Intelligence modifier + your Wisdom modifier. If your starglaive would take damage while animated it instead psionically teleports into your hands.

Your starglaive can remain animated indefinitely, but you can end its animation as a bonus action by grasping the hilt while adjacent to it.

Machine Liberator

Prerequisites: *Starsword Whisperer feat*

You empathically feel for machines—you've felt their minds and tend to think of them as innocent, enslaved creatures that simply don't understand the concept of freedom. Concepts can be taught, however.



Whenever you finish an uncontested hack or are locked out of a contested hack, you can choose to liberate the device. Devices that are liberated in this way treat all potential users as hostile threats regardless of credentials or passwords for the duration of their high alert. Other creatures attempting to use a liberated device in this way while it is on high alert must successfully hack back into it, ending the device's liberation on a success.

Technosavant

While any telepath can contact a sapient AI's mind, a technosavant gains the following benefits:

- Your Intelligence or Charisma increases by 1, to a maximum of 20.
- You are capable of connecting telepathically with non-sentient computers and AI within 30 feet. If you are already capable of telepathy, its range and the range of this ability increases by 30 feet.
- You can attempt to hack or otherwise use a device you can telepathically connect to as if you were using hacking tools; while the hack can be opposed normally you can make a Performance check against the device's hacking DC to hide the fact that you are hacking.

Tinkerer

You have a keen interest in electronics and mechanical engineering.

You gain the Energized Blaster and Utility Drone Helper scientific methodologies from the scientist class.

Void Ronin

Prerequisites: *3 levels in scout, 3 levels in psyknight*

The path of self-discipline can easily give way to self interest just as dedication can swell into passion. Psyknight teachings directly forbid letting your emotions take control, and those that transgress this rule become the rightly feared void ronin. They are power incarnate—unchecked, uncontrolled, and wildly unpredictable. You gain the following benefits:

- You may add half your Wisdom modifier as a bonus to your clever trick save DC.
- You may add half your Charisma modifier as a bonus to psionic attack rolls.
- You can allow your passion to surge through your psionic powers. You can expend Dastardly Gambit dice as if they were psionic points for the purpose of surging your psionic powers.
- You can allow your psionic intuition to guide your words. Whenever you roll your Dastardly Gambit die, you can spend one exertion point to reroll the die.

Void Lightning

Prerequisites: *Void Ronin feat*

As void ronin let their passions grow wilder, their raw psionic force often manifests as bolts of black lightning that course through their manifestations. Whenever you would deal damage to a target using a psionic power or psionic attack, you may expend and roll any number of Dastardly Gambit dice, dealing extra lightning damage equal to the result. In addition, whenever you use a psionic power that has been surged, any targets damaged take an additional amount of lightning damage equal to your Charisma modifier.

Lies of the Void

Prerequisites: *Void Lightning feat*

Reality and morality are flimsy barriers for the weak minded that you have long since broken through and left behind. You gain the following benefits:

- Whenever you make a Deception check, you may add one of your Dastardly Gambit dice without expending a die.
- Manipulation comes as easy as breathing to you. You can manifest the psionic power *push thought* without expending any psionic points. After manifesting the power in this way, creature targeted by it gains advantage on saving throws made to resist it for the next 24 hours.

Combat Traditions

Martial characters can do far more in combat than simply make their attacks. Combat traditions provide countless tricks and fighting styles that can turn the tide of battle. This section introduces the new psionic combat traditions **Blazing Starglaive** and **Mindful Body**, as well as the **Ace Starfighter tradition**. Additional combat traditions can be found in the *Adventurer's Guide* and are available as normal.

Maneuvers in Combat

Voidrunners can learn a number of combat maneuvers determined by their class and class level. Your known combat maneuvers are chosen from the combat traditions you are proficient with. Whenever you learn a new maneuver, you can choose one of the maneuvers you know and replace it with another maneuver of the same degree or lower.

Using a combat maneuver requires spending one or more exertion points and either a bonus action, reaction, or action. Certain combat maneuvers require two or more attacks (from Extra Attacks or the use of other class features), and if you are unable to use the Attack action to make as many attacks on your turn as the combat maneuver requires, you cannot use that combat maneuver.

A maneuver sometimes forces a target to make a saving throw to resist its effects. The saving throw DC is calculated as follows:

Maneuver DC =
8 + your proficiency bonus
+ your Strength or Dexterity modifier

Combat maneuvers are nonpsionic and nonmagical.

Prerequisites

In order to learn a combat maneuver, you must know its combat tradition and meet its prerequisites. New combat maneuvers learned through a feat or by taking levels in an additional class may be up to the highest degree of combat maneuvers you are able to learn.

Stances

The complexities of each combat stance require the right state of mind, making the reordering of one's tactical view a necessary act of focus. Activating a combat stance requires a bonus action. Once activated, a combat stance remains active until you are knocked unconscious, stunned, activate a different combat stance, begin a long rest, or choose to end it on your turn.

Exertion Pool

A warrior requires willpower, whether born from discipline, survival instinct, or bloodlust, to control the ebb and flow of combat around them, while pilots must muscle their way through intense g-forces with unwavering focus and the nimblest control of their craft.. Every call to act beyond a typical block or strike depletes this cool disposition.

To use a combat maneuver, you must expend exertion points. You have a maximum number of exertion points equal to double your proficiency bonus. You regain any spent exertion points at the end of a short or long rest.

Alternatively, you can meditate, refocus, and stretch to refill your exertion pool more quickly. You expend Hit Dice to do so, recovering 1d4 exertion points for each Hit Die expended. The process takes 1 minute per expended Hit Die.

Ace Starfighter Combat Maneuvers

Ace Maneuvering: Switch an enemy's lock for one of your own.
A Game of Chicken: Force another ship to swerve or collide.
Barrel Roll: Cause attacker to suffer disadvantage.
Bombing Formation: Allied ships coordinate a salvo.
Dive Bomb: Make an attack with advantage but risk collision.
Escort Formation: Protect a single ship but make the escorts more vulnerable.
Hit The Brakes: Make an attack against an enemy who has locked on to you.
Interceptor Formation: Share your lock-on with your allies.
Lock On: Gain advantage to attack your target.
Lose Them: Cause all enemy ships to lose their locks on you.
Pull Up: Reroll a saving throw.
Scouting Formation: Gain expertise on Perception and initiative checks.
Shake Them Off: Cause an enemy to lose its lock on you.
Stealth Formation: You and your allies gain expertise on Stealth checks in your starfighter.
Targeted Fire: Target a capital ship's weapon or deck.
Trench Run: Make a daring run against capital ship, sacrificing protection for attack potential.
Trust Your Instincts: Automatically hit your next target.
Quantum Slip: Cause successful attacks to miss for this round.



Blazing Starglaive Maneuvers

Blinding Light: Blind foes within 10 feet of you.

Deflect Missile: Reflect a ranged attack back at the attacker.

Earthstrike: Knock nearby creatures prone with a psychic shockwave.

Guided Throw: Attack a creature within 30 feet using your starglaive.

High Ground: Use a height advantage to interrupt your attacker with an attack of your own.

Imbued Strike: Deal extra psychic damage when you hit.

Pass-Through: Ignore target's defenses by quickly deactivating then reactivating your starglaive.

Psychic Sunder: Break an object with your starglaive.

Reeling Strike: Pull a foe towards you and then strike them with your weapon.

Quickdraw: Use an action to draw and attack with a starglaive within 15 feet of you.

Reactive Re-arm: Summon your starglaive when disarmed.

Sever Limb: Bypass damage resistance and sever a limb.

Shielded Stance: Increase your AC against ranged weapons attacks.

Total Dismemberment: Bypass damage resistance and sever 1d4 limbs.

Trusting Stance: Turn attack rolls of 9 or less into rolls of 10.

Unstoppable Attack: Bypass damage immunity.

Mindful Body Maneuvers

Always Prepared: Take the ready action as a bonus action.

Anticipated Intercept: Move to intercept an enemy's movement.

Assess Defenses: Gain advantage on an Attack action.

Blind Stance: Gain blindsight and immunity to the blinded condition.

Calculated Trajectory: Gain expertise and ignore cover on a ranged weapon attack.

Elusive Maneuvering: Use Dash or Disengage as a bonus action.

Gunner's Focus: Gain advantage with a vehicle weapon attack.

Kinesthetic Geometry: Gain expertise and extra range on a thrown attack, which returns to your hand and allows you to make another immediate melee attack.

Martial Alacrity: Make two unarmed strikes after making a weapon attack.

Pilot's Trance Stance: Gain a range of benefits while piloting a vehicle.

Psychosomatic Encouragement: Grant temporary hit points to an ally.

Starfield Vision: Gain advantage on a capital ship system action.

Sympathetic Heart Stop: Deal psychic damage with a touch and stun your target.

Tactical Retreat: Use your reaction to grant the Disengage action to you and your allies.

Thoughtful Assistance: Take the Help action as a bonus action.

Ace Starfighter Maneuvers

Agility, Focus, Daring

Starship Combat

See Chapter 3 of the Star Captain's Manual for rules on starship combat.

In addition to the Ace Starfighter combat tradition, a number of basic maneuvers are available to all characters when piloting a starfighter, including Emergency Repairs, Evasive Action, Full Throttle, Launch/Dock, and Wingman.

While most people can operate a starfighter, only a few can really *fly* it. The Ace Starfighter combat tradition is mastered by pilots across the universe, enabling them to perform stunts and maneuvers far beyond those taught at piloting school.

Bombing Formation (1 point)

1st degree Ace Starfighter bonus action (formation)

You form up and coordinate your salvos into a single devastating bombing run.

When you fire a weapon with the salvo property while in this formation, any other ships in the formation can use their reaction to fire one weapon with the salvo property. Any effects that can shoot down or block weapons with the salvo property treat all munitions fired in this way as a single salvo.

Lock On (1 point)

Action

Dogfighting is all about putting your enemy in your sights and staying out of theirs, taking the best shots while staying on target.

Choose a target in your combat zone. The target makes a Dexterity or Strength saving throw (it's choice) or you lock on to it. While locked on a target you have advantage on attacks against it. This lock on ends if you attack a different target or attempt to lock onto a different target.

Scouting Formation (1 point)

1st degree Ace Starfighter bonus action (formation)

You position yourselves to put active eyes on as much of the area as possible.

Starfighter pilots in this formation gain an expertise die on Perception checks and when rolling for initiative.

Formations

Starfighter pilots are also able to lead formations, which are a type of combat stance. Only the formation leader needs to know the requisite combat ability, and is able to grant benefits to any allied ships in the same combat zone who use a bonus action to join that formation.

While acting as a formation leader:

- You and any allied ships in your formation gain the benefits of your formation.
- You and all the ships in your formation move at your initiative but cannot move during their own turns.
- Any ships in your formation may break off from your formation during their turn as a bonus action, losing any formation bonuses but reverting to its normal movement.
- You may break your formation or switch to a different one during your turn as a bonus action. When switching in this way allied ships in your formation may choose to remain in the new formation or break off.
- Unless broken, a formation lasts indefinitely.

Shake Them Off (1 point)

1st degree Ace Starfighter action

The end of many a good pilot has been a turret or enemy starfighter that stayed locked on for just a bit too long. It's best to shake them off with some evasive flying.

One ship of your choice that is locked on to you makes a Dexterity saving throw or loses its lock on you.

A Game of Chicken (1 point)

2nd degree Ace Starfighter action

You fly head on against another starfighter, daring them to blink first and swerve out of the way.

Choose another starfighter operating in the same combat zone and make an opposed Charisma check against it. On a success that starfighter's pilot becomes rattled for the next 1d6 rounds. On a tied result you instead ram the chosen ship (@@ see *Star Captain's Manual*).

Barrel Roll (1 point)

2nd degree Ace Starfighter reaction

Your starfighter spins and jukes in response to oncoming fire.

As a reaction to being targeted by an attack, you force the attack to suffer disadvantage.

Escort Formation (1 point)

2nd degree Ace Starfighter bonus action (formation)

The squadron forms up around a single member to protect them from fire.

When you enter this formation, choose one of the starfighters in the formation. Until the start of your next turn, any attacks made against the chosen ship have disadvantage and attacks made against any other ships in the formation have advantage.

Lose Them (1 point)

2nd degree Ace Starfighter action

You break direct line of sight with your enemies by flying into an area that's dangerous or obscured.



You may only perform this starship maneuver while operating in a combat zone with the obscuring property. Any ships with a lock on you must make a Wisdom saving throw or lose their lock.

Targeted Fire (2 points)

2nd degree Ace Starfighter action

Lining up the shots, you carefully pick out your target along a ship's massive frame.

Choose a deck or weapon system on a capital ship in your combat zone and make an attack targeting that ship. These attacks have disadvantage if the chosen deck is a bridge or engines deck. Every time you hit with an attack made this way, the target ship makes a Constitution saving throw with a –2 penalty for every 10 damage dealt by the attack. On a failed save a deck suffers the deck damaged critical malfunction, or a weapon system suffers the weapon system damaged critical malfunction. A deck that already has the deck damage critical malfunction suffers the deck disabled critical malfunction instead.

Dive Bomb (2 points)

3rd degree Ace Starfighter action

Throwing personal safety by the wayside, you dive directly at your target to ensure the hit regardless of what little time there is to pull away afterward.

Make an attack with advantage against a target in the same combat zone. After the attack make a DC 15 Strength or Dexterity saving throw (your choice). On a failed save you ram the target of your attack (@@ see *Star Captain's Manual*) unless your target can successfully save to avoid you.

Interceptor Formation (2 points)

3rd degree Ace Starfighter bonus action (formation)

You and your wingmen corral your targets to keep them from escaping.

Whenever you successfully lock on to a starfighter, any other ships in the formation can use their reaction to lock on to that same target. While locked on ships in the formation have advantage on attacks against it. If you lose the lock on a target other ships in the formation lose that lock as well.

Pull Up (2 points)

3rd degree Ace Starfighter reaction

Suddenly the empty space in front of you is occupied and you desperately try to pull your ship out of a collision course!

When you fail a saving throw to avoid a collision or attempted ramming, use your reaction to reroll the failed saving throw, taking the new result.

Stealth Formation (3 points)

3rd degree Ace Starfighter bonus action (formation)

You mask each other's energy signatures and try to fly under the radar.

Starfighter pilots in this formation gain an expertise die on Stealth checks.

Ace Maneuvering (3 points)

4th degree Ace Starfighter action

You pull a maneuver either too brilliant or foolhardy for your tail to predict—putting them in your crosshairs.

One starfighter of your choice currently locked on to you makes a Wisdom saving throw or its lock on you is broken and you lock on to it instead. While locked on to a target you have advantage on attacks made against it. This lock on ends if you attack a different target or attempt to lock on to a different target.

Hit the Brakes (3 points)

4th degree Ace Starfighter reaction

You suddenly decelerate, causing your foe to fly past you and into your gunsights.

Choose another starfighter operating in the same combat zone which has locked on to you. The starfighter makes a Dexterity saving throw. On a failure, you make an attack against the target.

Trench Run (2 points)

4th degree Ace Starfighter bonus action (formation)

You fly dangerously close to avoid the guns firing above you and line up a perfect shot, but doing so puts you right in the crosshairs of the close range guns.

You may only perform this starship maneuver while operating in a combat zone surrounding a capital ship. Until the end of your next turn, any attacks that target you have disadvantage, and you have disadvantage on saving throws against weapons with the anti-starfighter property. Any attacks you make during your next turn have advantage and their critical hit range is increased by 1 (for example a weapon that would score a critical hit on a 20 instead scores a critical hit on an attack roll of 19–20).

Trust Your Instincts (3 points)

5th degree Ace Starfighter bonus action

Dispensing with targeting systems and electronic aids, you focus your mind and make an attack out of pure instinct. Your next attack with a starfighter weapon before the start of your next turn automatically hits its target.

Quantum Slip (3 points)

5th degree Ace Starfighter bonus action

You use irregularities in the space-time continuum to continuously jink your ship, making it impossible to target you. Until the start of your next turn, when an attack would hit your starfighter, it misses instead, and when you would fail a saving throw, you succeed instead.

Blazing Starglaive Maneuvers

Speed, Accuracy, Foresight

The starglaive is the chosen weapon of many a psyknight, and those who devote themselves to the Blazing Starglaive tradition can accomplish fantastical, near-superhuman feats. This secretive combat tradition is usually only taught in Praetor temples and schools. For maneuvers in the Blazing Starglaive tradition, you may calculate the Maneuver DC with your Wisdom modifier in lieu of your Strength or Dexterity modifier.

High Ground (1 point)

1st degree Blazing Starglaive reaction

Prerequisite: attuned starglaive

When you have the high ground, you have the advantage.

If you are 5 feet or more higher than your foe and they make a melee attack against you while within reach of your starglaive, you can use your reaction to interrupt their attack with an attack of your own. Make a melee attack. This attack takes place before your attacker's attack.

Quickdraw (1 point)

1st degree Blazing Starglaive action

Prerequisite: attuned starglaive

You reflexively draw your starglaive and attack with it in one blinding movement.

When you activate this maneuver, you take the Attack action and make a weapon attack with a starglaive, as well as any additional attacks granted by Extra Attack. You can draw and activate a starglaive as part of making your attack. You can do so even if it is not in your possession at the beginning of your turn as long as it is within 15 feet, is unattended, and a straight line path from it to you is unobstructed.

Reactive Re-arm (1 point)

1st degree Blazing Starglaive reaction

Prerequisite: attuned starglaive

When your opponent disarms you, you recall your weapon instantly.

If you are disarmed, you can use your reaction to instantly teleport your starglaive back to your hand.

Trusting Stance (1 point)

1st degree Blazing Starglaive bonus action (stance)

Prerequisite: attuned starglaive

Relaxing your mind, you trust your instincts, allowing your psionic energy to guide your actions.

When you roll a 9 or less on an attack roll with a starglaive, you may treat that roll as though it were a 10.

Guided Throw (1 point)

2nd degree Blazing Starglaive action

Prerequisite: attuned starglaive

You throw your starglaive at your target, and it returns instantly to your hand.

Make a melee weapon attack with a starglaive against a creature within 30 feet. If you have additional attacks granted by Extra Attack, this maneuver replaces only one of them, and you may use the remaining attacks as normal

Blinding Light (3 points)

2nd degree Blazing Starglaive action

Prerequisite: attuned starglaive

Focusing your mind on your weapon, the illumination from your starglaive intensifies, blinding your foes.

Use an action to intensify your starglaive briefly. All creatures within 10 feet of you who can see the light of your starglaive must make a Constitution saving throw. On a failure, they are blinded until the end of their next turn.

Pass-Through (2 points)

2nd degree Blazing Starglaive action

Prerequisite: attuned starglaive

You deactivate your blade momentarily just before it would be blocked by your enemy's, and reactivate it to finish the strike.

When you make an attack against an enemy with a starglaive or an energy-imbued weapon, you make the attack at advantage using a maneuver to neatly bypass their defence.

Imbued Strike (2 points)

2nd degree Blazing Starglaive bonus action

Prerequisite: attuned starglaive

You imbue your strike with additional psychic energy.

When you next hit a target with a starglaive before the start of your next turn, you deal an additional 2d6 psychic damage.

Earthstrike (2 points)

3rd degree Blazing Starglaive action

Prerequisite: attuned starglaive maul

You strike the ground with a starglaive maul, causing a psychic shockwave to knock nearby creatures prone.

Use an action to strike the ground with a starglaive. All creatures within 10 feet of you make a Strength saving throw against your psionics save DC. On a failed save the target is pushed 5 feet and knocked prone.

Shielded Stance (1 point)

3rd degree Blazing Starglaive bonus action (stance)

Prerequisite: attuned starglaive

You stand firm, deflecting incoming missile attacks.

While you are wielding a starglaive, you can use your reaction to slice through or block ammunition when you are hit by a ranged weapon attack. When you do so, your AC against ranged attacks is increased by double your Wisdom modifier (including against the triggering attack) until the end of your next turn.

Psychic Sunder (3 points)

3rd degree Blazing Starglaive action

Prerequisite: attuned starglaive maul

Focusing your psychic energy, you strike an object with concentrated force.

You make a single attack against an unattended object of size Large or smaller, such as a door, with a starglaive maul. On a hit, the object gains the broken condition. If the object is reinforced, you must instead beat its AC by 4 points or more in order to sunder it.

Sever Limb (3 points)

4th degree Blazing Starglaive action

Prerequisite: attuned starglaive

With a swift, clean blow you sever the limb of your opponent.

Make an attack against a creature within reach with a starglaive blade or polearm. This attack bypasses the target's resistance to damage, but its immunity to damage is unchanged. Your attack is made at disadvantage.

On a hit you cleanly sever one of the target's limbs and the target takes an additional 1d10 psychic damage. In addition, the creature suffers a level of strife. The limb is not severed if the target has immunity to the weapon's damage or the creature is two or more sizes larger than you.

Deflect Missile (1 points)

4th degree Blazing Starglaive free action

Prerequisite: Shielded Stance, attuned starglaive

You block a missile and direct it back at your attackers.

If your Shielded Stance causes a missile to miss you, you can spend 1 exertion to make a thrown attack with it. You make this attack with proficiency, regardless of your weapon proficiencies, and it has a normal range of 20 feet and a long range of 60 feet. If you hit, the missile does the same damage it would normally have done to you if it had hit you.

You do not need to spend any action type to deflect a missile as long as you are able to expend exertion points, but the maximum number of missiles you can deflect each round is equal to your proficiency modifier.

Reeling Strike (3 points)

4th degree Blazing Starglaive action

Prerequisite: attuned starglaive

With a gesture, you telekinetically pull a distant foe towards you and strike them with your starglaive.

One target you can see or sense within 30 feet makes a Strength saving throw or is pulled towards you until it hits a stationary barrier (e.g. a wall or force field) or is within reach of your melee attacks. If the target ends up within reach of your melee attacks, you immediately take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack.

Unstoppable Attack (3 points)

5th degree Blazing Starglaive bonus action

Prerequisite: attuned starglaive

Your attacks are ferocious enough that nothing can stop them.

Attacks you make with a starglaive bypass immunity to its damage until the start of your next turn.

Total Dismemberment (3 points)

5th degree Blazing Starglaive action

Prerequisite: Sever Limb, attuned starglaive

With a flurry of lightning-fast cuts, you sever all of your opponent's limbs.

Make an attack against a creature within reach with a starglaive blade or polearm. This attack bypasses the target's resistance to damage, but its immunity to damage is unchanged. Your attack is made at disadvantage.

On a hit you cleanly sever 1d4 of the target's limbs and the target takes an additional 1d10 psychic damage per limb severed. In addition, the creature suffers a level of strife for each limb severed.

The limb is not severed if the target has immunity to the weapon's damage or the creature is two or more sizes larger than you.

Mindful Body Maneuvers

Awareness, Intuition, Wisdom

While trading blows may be at the core of physical combat, victory depends on more than just brute strength; those with the wherewithal to acknowledge and leverage their instincts and intuition can often turn the tide of battle. For maneuvers in the Mindful Body tradition, you may calculate the Maneuver DC with your Wisdom modifier in lieu of your Strength or Dexterity modifier.

Always Prepared (2 points)

1st degree Mindful Body bonus action

You are always looking for the right opportunity.

You take the Ready action as a bonus action.



Anticipated Intercept (1 point)

1st degree Mindful Body reaction

You intuit your enemy's movements and hamper them.

When you see a creature start to use its movement, you can use your reaction to move up to your Speed to a square 5 feet from where it started its movement. The creature makes a Wisdom saving throw or its Speed is reduced to 0 for the remainder of its turn.

Blind Stance (1 point)

1st degree Mindful Body bonus action (stance)

Even when you can't see, you are able to sense your environment,

While in this stance you have blindsight to a range of 30 feet, and you are immune to the blinded condition.

Gunner's Focus (1 point)

1st degree Mindful Body action

Bringing a heightened focus to the gunner's seat, you can make a difficult shot seem easy.

You make an attack using a vehicle's direct fire or indirect fire weapon with advantage.

Elusive Maneuvering (1–2 points)

2nd degree Mindful Body bonus action

You are ever-present in the moment, allowing you to evade foes with ease.

You take the Dash or Disengage action (1 point) or the Dodge action (2 points) as a bonus action.

Martial Alacrity (3 points)

2nd degree Mindful Body action

With a little quick thinking on your feet, you can adjust your attack strategy to find additional ways to hit an opponent.

When you activate this maneuver, you take the Attack action and make a weapon attack, as well as any additional attacks granted by Extra Attack. Immediately after, you can make two unarmed strikes against the target of your last attack.

Thoughtful Assistance (1 point)

2nd degree Mindful Body bonus action

You have a level of awareness and the presence of mind to support an ally in need.

You take the Help action.

Assess Defenses (3 points)

3rd degree Mindful Body bonus action

A quick scan reveals weaknesses you can exploit.

You can use a bonus action to gain advantage on all attack rolls made during an Attack action you take on the same turn.

Calculated Trajectory (1 point)

3rd degree Mindful Body reaction

You instantly calculate and adjust your aim.

When you make a ranged weapon attack, you can use your reaction to gain an expertise die on the attack roll. If the weapon is a light or medium caster, a pistol, or a rifle, you can forgo the expertise die to instead ignore half or three-quarters cover.

Psychosomatic Encouragement (2 points)

3rd degree Mindful Body bonus action

You can uplift an ally's spirits and boost their endurance.

Select a friendly target that can see, hear, feel, or otherwise sense your presence. You impart the target with temporary hit points equal to 1d6 + your proficiency bonus + your Charisma modifier (minimum 0).

Kinesthetic Geometry (3 points)

4th degree Mindful Body action

Prerequisite: Extra Attack

You instinctively identify and leverage the perfect angles and impact points for throwing your weapon.

Make a ranged weapon attack, as well as any additional attacks granted by Extra Attack. Until the start of your next turn, when you make a ranged weapon attack with a weapon that has the thrown property, its ranges are doubled, you gain an expertise die on the attack and damage rolls, and on a hit that does not deal piercing damage the weapon rebounds, returning to your hand at the end of the attack. If a weapon returns, you can immediately use your reaction to spend 1 exertion point and make a melee weapon attack against a target within reach.

Pilot's Trance Stance (1 point)

4th degree Mindful Body bonus action (stance)

You put your game face on as you strap into the pilot's seat.

While piloting a vehicle:

- You gain an expertise die on ability checks made to drive or pilot a vehicle.
- You can take the Accelerate vehicle action as a reaction.
- Attacks against you, the vehicle, and its cargo and passengers have disadvantage unless the vehicle is Titanic.
- If a collision occurs, after determining the collision damage roll the vehicle's collision damage a second time. You can reduce the damage your vehicle sustains by the result of the second roll. If you reduce the damage to 0 the collision is avoided altogether.

Tactical Retreat (3 points)

4th degree Mindful Body reaction

When you realize an expedient exit is needed (perhaps due to the arrival of enemy reinforcements), you can quickly identify the best route and create the space for you and your allies to make a hasty escape.

You use your reaction to make a Wisdom (Deception) check opposed by an enemy's passive Perception. On a success, you and allies within 30 feet (or within the same region during a space battle) can take the Disengage action and move up to twice your Speed (or engage your FTL engines) without invoking an opportunity attack.

Starfield Vision (3 points)

5th degree Mindful Body action

While aboard a capital ship, you can recognize patterns and strategies, then intuit and perform actions that could dynamically tilt the battle in your favor.

When you activate this maneuver, you can immediately make a system action using the deck you are crewing. Any attack rolls made with that system action gain advantage and any saving throws made against it have disadvantage. In addition, until the start of your next turn both you and any allies you communicate with each gain an expertise die for one saving throw, ability check, or attack made before the start of your next turn.

Sympathetic Heart Stop (2 points)

5th degree Mindful Body action

Prerequisite: Extra Attack

By first aligning with then clashing violently against the exact rhythm of your opponent's movements, breath, and even heartbeat, your physical touch interrupts their life force.

A living creature you touch makes a Dexterity saving throw or takes psychic damage equal to 6d8 + your Wisdom modifier and is stunned until the end of your next turn. On a success the creature takes half the damage and is slowed until the end of your next turn instead of stunned. A creature immune to being stunned automatically succeeds on its saving throw. The effort of activating this maneuver drains you and you are rattled until the end of your next turn.



CHAPTER 7:

Planetside

- *The engineer ducks under another barrage of blaster fire as he works furiously to open the blast door. There are only seconds now before the station's security systems unleash deadly neurotoxins into the atmosphere!*
- *The small moon is not large enough to present much in the way of gravity, and the squad moves slowly, carefully leaping from one crater to the next. A single mistake could send one of them flying off into the unforgiving void.*
- *The hurroc spy pulls back just in time as the vault's laser grid activates, missing her nose by a mere inches. She sighs, limbers up, and prepares to contort herself through the spaces between the red-hot lines criss-crossing the space in front of her,*

There are billions of worlds in billions of galaxies, and all of them bring their own unique threats and wonders. Deadly environments, vicious traps, wondrous new materials, and fantastical exploration challenges all serve as the stage upon which a voidrunner's adventures take place.

The *Star Captain's Manual* contains information on space-based exploration challenges and environments. In this chapter we introduce more earthly phenomena found on moons, planets, space stations, and other futuristic locales.

The *Adventurer's Guide* contains dozens of encounter elements, environments, and exploration challenges, from darkness and dense smoke to sticky webs and filthy swamps. Additionally, you'll also find a large collection of exploration challenges in *Trials & Treasures*. Those in this chapter are new, although we have reprised a couple for your convenience.

Environments & Encounter Elements

The void is vast and full of dangers, and braving those dangers may be necessary to survive an encounter on a far-flung world or desolate space station.

Bombarded (+2)

An area which is under constant bombardment from artillery or starship fire can be very hazardous.

Loud Noise. Creatures within the area participants can only hear sounds within 15 feet of them (except for loud, explosive noises).

World Actions

Artillery. Each creature in the area makes a DC 10 Dexterity saving throw or they take 4d6 bludgeoning damage.

Irradiated (+2)

Deadly radiation fills the air, threatening the lives of all who brave exposure.

Every five minutes a creature spends in an irradiated area it must make a DC 15 Constitution saving throw. On a failure, the creature contracts radiation sickness (see Maladies on page 281).

Creatures immune to poison damage, or who are wearing radiation shielded clothing, are not affected by irradiated areas.

Irradiated, Severe (+4)

Nuclear meltdowns, quasars, and breached antimatter engines create even more inetense radiation.

Creatures immune to poison damage, or who are wearing radiation shielded clothing, treat severely irradiated areas as irradiated areas.

World Actions

Radiation Poisoning. A creature which begins its turn in a severely irradiated area must make a DC 15 Constitution saving throw. On a failure, the creature takes 28 (8d8) poison damage and is poisoned until medically treated using an anti-rad drug or similar effect. Additionally, the creature contracts radiation sickness.

World Actions

A World Action takes place at the start of each round, at the top of the initiative track.

High Gravity (+2)

The ranges of ranged weapons are halved, as are all jump distances. When a creature makes its first attack in a round using a weapon that does not have the dual-wielding property, it makes a DC 12 Athletics check or subtracts 1d4 from its attack rolls for 1 round. Falling damage is treated as twice the distance in the area and there is no maximum amount of damage that can be taken from a fall. For every hour spent in the area, a creature not acclimated to it makes a Constitution saving throw (DC 8 + the number of hours spent in the area) or gain a level of fatigue (maximum 4 levels of fatigue).

Low Gravity (-1)

The ranges of ranged weapons are doubled, as are all jump distances. Falling damage is treated as half the distance in the area. In addition, damage from bludgeoning weapons is reduced by half.

Zero Gravity (+1)

While artificial gravity is a staple of most sci-fi settings, many settings stick to a more realistic depiction of weightless movement, using the environment around them as useful handholds and points to kick off from.

Creatures treat zero-G environments as difficult terrain so long as they are adjacent to a solid surface. Creatures may move into areas without an adjacent surface in this way, but if they end their turn with no adjacent surface they begin drifting and their movement speed is reduced to 0. Drifting creatures can throw any item on their person that weighs at least 5 pounds or use any propellant item (such as a cytospray, construction foam, spray adhesive, spray paint, or zero-friction lubricant) to move up to 10 feet as a bonus action.

Spacesuits. Creatures with the spacefaring feature or creatures wearing armor with the spacefaring feature ignore the difficult terrain caused by zero-G environments and are immune to drifting. Creatures with a natural climb speed also ignore the difficult terrain caused by zero-G environments, but are not immune to drifting.

Thick/Thin Atmosphere (+1)

While both thick and thin atmospheres are very dissimilar, their effects on creatures are not so different. Creatures can breathe in these atmospheres, but it is harder. Every hour, a creature in a thick or thin atmosphere must make a DC 12 Constitution saving throw or gain one level of fatigue.

Vacuum (+2)

An area of vacuum has no air, so creatures that need to breathe must use another source of air or begin to suffocate once they cannot hold their breath. In addition, the area carries no sound, so hearing-based checks made to perceive automatically fail.

Spacesuits. Armor with the spacefaring classification protects its wearer from hard vacuum, but even the smallest puncture in a suit can be deadly. As such, most spacefaring suits are equipped with self-sealing technology to protect against small punctures, tears, and fractures, but a critical hit renders a spacefaring suit damaged. When a creature's spacefaring suit is damaged, roll 1d6 at the start of each of the creature's turns. On a roll of 6 the suit is no longer able to provide protection from hard vacuum. A second critical hit before the damage is patched or repaired completely breaks the suit, rendering it broken and ineffective.

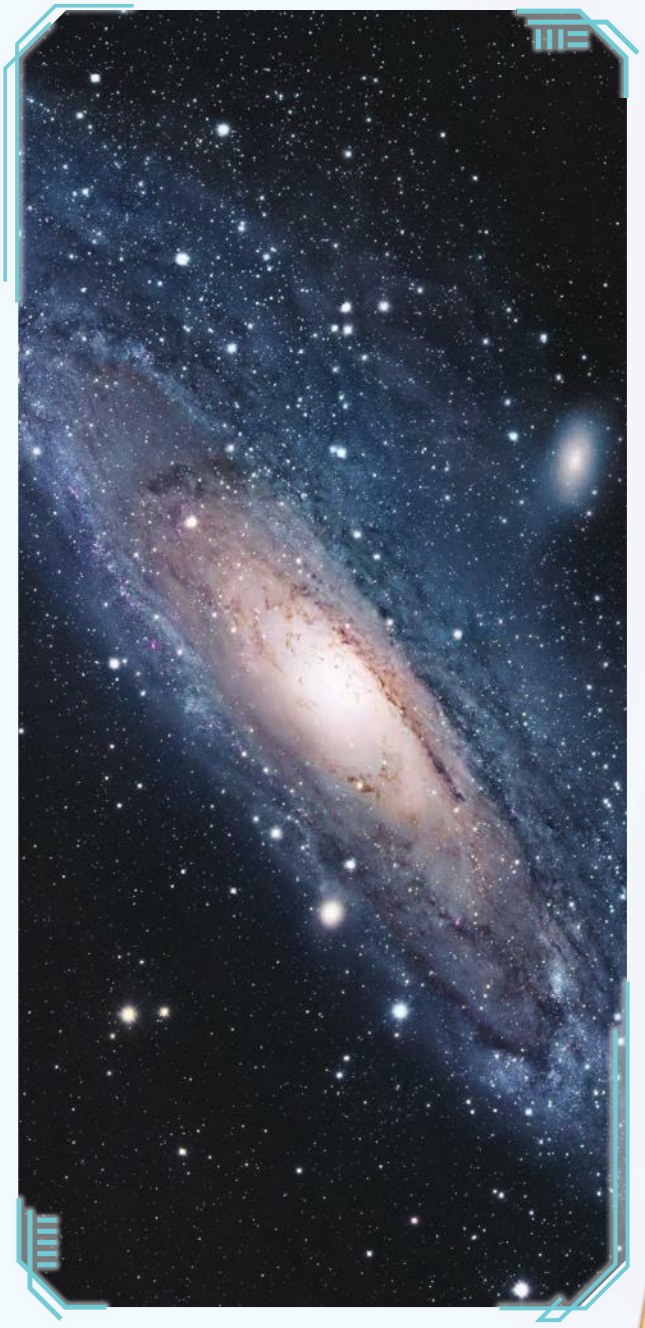
Vacuum Breach (+3)

When there is a pressure differential between two areas, such as a hull breach or an open door leading to the surface of an airless rock, the atmosphere rushes out in an attempt to level out the differential. This takes the form of a rushing wind.

Ranged weapon attacks and Perception checks that rely on hearing have disadvantage in high winds. In addition, the rushing air extinguishes any open flames, disperses fogs and smoke, and forces any flying creature to land before the end of its turn or fall.

World Actions

Rushing Winds. Each creature in the area must make a DC 14 Strength saving throw or be pulled 20 feet in the direction of the winds. A creature with one or more spare limbs (at the Narrator's discretion) may use a bonus action to grab on or anchor itself, which allows it to make the saving throw with advantage.



Hard Vacuum & Lingering Injuries

The vacuum of space is also utterly chilling or scorching hot, depending on whether a creature is in sunlight or shadow. The vacuum deals 11 (3d6) cold or fire damage to a creature at the start of each of its turns in the area.

If cold damage (but not fire damage) from a vacuum drops a creature to 0 hit points or happens after they are already at 0 hit points, they suffer a lingering injury. The Narrator can dictate an injury and its effects or determine it by rolling a d4: 1—blindness, 2—burns, 3—loss of taste, 4—frostbite (see Table: Frostbite).

1d4	Frostbite
1	**Finger:** –2 Penalty to Sleight of Hand checks.
2	**Nose:** –2 Penalty to Perception checks that rely on scent.
3	**Ear:** –2 Penalty to Perception checks that rely on hearing.
4	**Toe:** Base walking speed is reduced by 5 feet.

After a day of rest, the affected creature may make a DC15 Constitution saving throw, made with advantage if it has received medical attention since the exposure. On a success, the creature heals; on a failure, the affliction persists. The creature may make further Constitution saving throws after each subsequent day, but the DC increases by 1. If the creature fails three of these saves, the injury becomes permanent.

Zirkon Crystals (+2)

Zirkon is a rare natural crystal which dampens psionic energy. The cost to manifest psionic powers in an area containing zirkon crystals is doubled. Additionally, psionic powers of level III or less cannot penetrate solid zirkon barriers (see Objects, below).

Objects

Items in the far future are often made of exotic materials and rare elements. Starship hulls are made with duranium, which is able to withstand the rigors of space–and combat. Other materials such as plassteel and transparent aluminum are common, and forcefield are often used in place of walls and doors.

Forcefields. Forcefields cannot be bashed; additionally they regenerate 5 hit points per round.

Ray Shielding. Objects which are ray shielded have resistance against fire and radiant damage.

Object/Material	Hit Points	Bash DC	AC	Damage Threshold
Plastic	5 (1d10)	15	15	-
Plassteel	27 (5d10)	17	17	5
Transparent Aluminum	18 (4d8)	21	17	19
Blast door	27 (5d10)	19	19	-
Blast door, fortified	37 (7d10)	23	19	23
Blast door, duranium	55 (10d10)	27	23	25
Forcefield*	55 (10d10)	-	23	20
Zirkon	27 (5d10)	17	17	5

**The DC to bash down a door or break an object.*

Zirkon. Zirkon crystal has anti-psionic properties. Psionic powers and effects of power level III or less cannot penetrate barriers made of zirkon, and the psionic points required to manifest a power of level IV or higher through zirkon is doubled.

Journeys

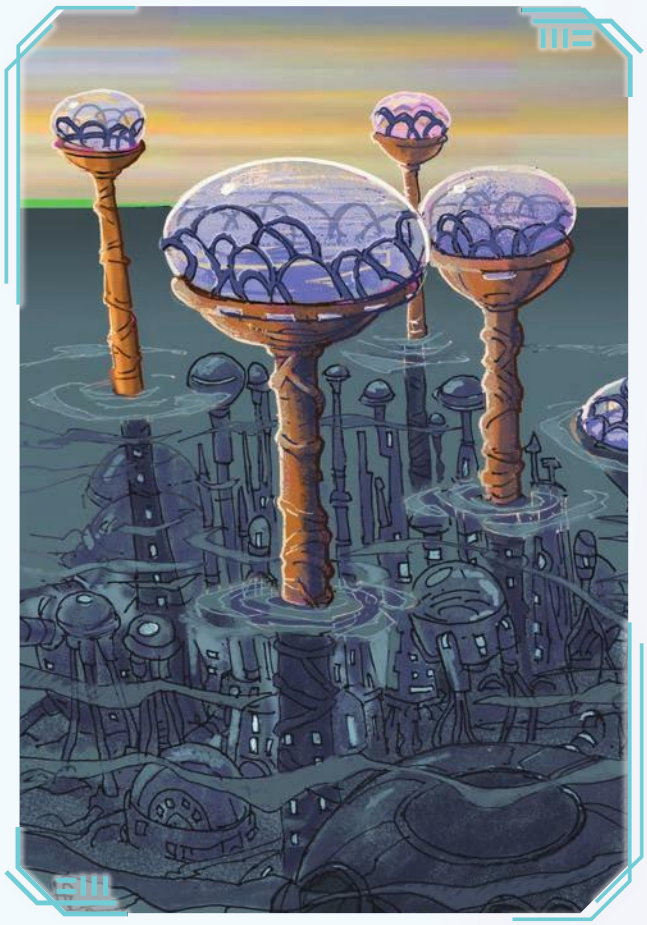
Land-based journeys happen in the future and on alien worlds just as much as they do back home. The regions in *Trials & Treasures* are applicable to strange planets, whether the voidrunners be crossing Lofty Mountains or wading through an Unrelenting Marsh. Similarly, the journey activities available to characters in *Trials & Treasures* are relevant anywhere.

Mounts. A mount can only travel at gallop speed for 1 hour each day. Otherwise it travels at the fast/mounted pace.

Vehicles. Pre-industrial vehicles are unable to go faster than a slow pace, but motorized vehicles and more advanced vehicles move at the Vehicle pace in Table: Travel Pace.

Aircraft. Aircraft and starfighters move at the Aircraft pace in Table: Travel Pace.

Water Vehicles. Water vehicles are restricted by the speed of the vehicle and gain no benefits from a slow pace, but have no penalties for moving at a fast pace. Depending on the vehicle and crew size, a ship can travel up to 24 hours a day.



Journey Encounters

The following encounters are all suited to a science-fiction setting. For encounters including magical creatures and challenges, see *Trials & Treasures*. Creatures with no source noted can be found in Chapter 8: Alien Bestiary.

Table: Travel Pace

Pace	Minute	Hour	Day	Effect
Crawl	50 ft	½ mile	4 miles	Advantage on Survival Checks to cover tracks
Slow	200 ft	2 miles	16 miles	
Normal	300 ft	3 miles	24 miles	Unable to use Stealth
Fast/Mounted	400 ft	4 miles	32 miles	−5 penalty to passive Perception and disadvantage on Perception checks
Gallop	800 ft	-	-	Disadvantage on Survival checks to track
Vehicle	3,000 ft	40 miles	320 miles	
Aircraft	2 miles	125 miles	1,000 miles	

Sci-Fi Exploring Tier 0

1-3.	1 or 2 **combat drones**
4-6.	1 or 2 **stunner drones**
9-12.	1d4 + 1 **gruknka tadpoles**
13-15.	1d4+1 **leech creepers**
16-18.	**Swarm of leech creepers**
19-21.	1 or 2 **mindspore mushrooms**
21-23.	2-3 **ravix**
24-26.	**Swarm of ravix pups**
27-28.	1 or 2 **telethars**
29-30.	1 or 2 **trubbies**
31-32.	1 **serviceskull**
33-34.	1 **imprinted host** (smuggler)
35-36.	1 **void wisp**
37-38.	1 or 2 **apes** (*Monstrous Menagerie*)
38-39.	1 **voidmaw**
40-41.	1 **kech** (*Monstrous Menagerie*)
42-43.	1 **xenid egg** or **larva**
44-45.	1 **raptor** (*Monstrous Menagerie*)
46-48.	1 **enforcer**
49-51.	1d4+1 **ruffians**
52-54.	1 or 2 **commandos**
55-57.	1 or 2 **dire wolves** (*Monstrous Menagerie*)
58-60.	Blinding blizzard (*Trials & Treasures*)
61-63.	Falling net (*Trials & Treasures*)
64-66.	Hail storm (*Trials & Treasures*)
67-69.	Landslide (*Trials & Treasures*)
70-80.	1 **gray ooze** (*Monstrous Menagerie*)
81-90.	Social encounter
91-00.	Travel scenery

Sci-Fi Exploring Tier 1

1-2.	3 or 4 **combat drones**
3-4.	1 or 2 **flamethrower, mortar**, or **shield drones**
5-6.	1 or 2 **sentry droids**
7-8.	1d2+1 **raptors** (*Monstrous Menagerie*)
9-10.	1 **triceratops** (*Monstrous Menagerie*)
11-12.	1 **gruhnka hunter**
13-15.	1 or 2 **hollow folk**
16-18.	1 **karthog**
19-21.	1 **giant leech creeper**
22-24.	3 or 4 **mindspore mushrooms**
25-27.	1 **mnemon**
28-30.	1 **longtongue ravix** with 4 **ravix**
31-32.	3 or 4 **telethars**
33-34.	1d2 + 1 **void wisps**
35-36.	1 **giant scorpion** (*Monstrous Menagerie*)
37-39.	1 **void ghost**
40-42.	2 **voidmaws**
43.	1 **voidmaw alpha**
44-45.	1d4+1 **kech** (*Monstrous Menagerie*)
46.	1 **gibbering mouther** (*Monstrous Menagerie*)
47.	1 or 2 **xenid stranglers**
48-49.	1 or 2 **bounty hunters**
50.	1 **contract killer**
51-52.	1 **grick** (*Monstrous Menagerie*)
53.	1 **khalkos spawn** (*Monstrous Menagerie*)
54-55.	1 **warstorm**
56-57.	1 **agent**
58-59.	1 **mirage monster** (*Monstrous Menagerie*)
60-61.	1 **decoyskull** or **spyskull**
62-63.	Thunderstom (*Trials & Treasures*)
64-66.	1 **tentacle tree** (*Monstrous Menagerie*)
67-69.	1 **yeti** (*Monstrous Menagerie*)
70-80.	1 **black pudding** (*Monstrous Menagerie*)
81-90.	Social encounter
91-00.	Travel scenery

Sci-Fi Exploring Tier 2

1-3.	1 **processor drone** with 1 or 2 **flamethrower, mortar**, or **shield drones** and 3 **sentry droids**
4-6.	1d4 + 1 **gruhnka hunter**s, each with one psionic mutation
7-9.	3 **hollow folk**
10-11.	1 **id puppeteer** fleeing **id puppet**
12-13.	2 or 3 **karthogs**
14-15.	2 **karthogs** riding **triceratops** (*Monstrous Menagerie*)
16-17.	1 **flesh guardian** (*Monstrous Menagerie*)

17-18.	4 **longtongue ravix**
19-21.	1 **wild taurax**
22-23.	1d6 + 4 **telethars**
24.	**Plague of trubbies**
25-26.	1d2+1 **giant scorpions** (*Monstrous Menagerie*)
27.	1d2 + 1 **void ghosts**
28-29.	1 **giant grick** (*Monstrous Menagerie*)
30-32.	3 **voidmaws** and 1 **voidmaw alpha**
33-34.	1 **tyrannosaurus rexes** (*Monstrous Menagerie*)
35-36.	1 **rock dragon** (*Monstrous Menagerie*)
37.	2 or 3 **xenid hunters**
38-39.	3 **bounty hunters**
40-41.	1 **underworld boss** with 3 **enforcers**
42.	1 **khalkos** (*Monstrous Menagerie*)
43-44.	1 **inquisitor captain**
45.	1 or 2 **elementals** (*Monstrous Menagerie*)
46-47.	4 **marines**
48-49.	1 **otyugh** (*Monstrous Menagerie*)
49-50.	1 **shambling mound** (*Monstrous Menagerie*)
51-52.	1 or 2 **battle psions**
53-54.	1 **psionic knight**
55-56.	1d4+1 **khalkos spawn** (*Monstrous Menagerie*)
57-58.	1 **murmuring worm** (*Monstrous Menagerie*)
59-60.	1 **sand ray** (*Monstrous Menagerie*)
60-61.	1-2 **thunderbirds** (*Monstrous Menagerie*)
62-63.	Caltrop mines
64-65.	Marsh gas (*Trials & Treasures*)
66-67.	Minefield
68-69.	Radiation storm
70-71.	2 **assaultskulls**
72-74.	Psychic storm
75-77.	Sandstorm
78-80.	Sinkhole (*Trials & Treasures*)
81-90.	Social encounter
91-00.	Travel scenery

Sci-Fi Exploring Tier 3

1-3.	1 **giant ape** (*Monstrous Menagerie*)
3-6.	1d6 + 3 **gruhnka hunters**, each with the "4" psionic mutation and two random
6-9.	1 **id puppetmaster** with **id puppet**
10-12.	1 **praetor**
13-15.	1 **xenid queen**
16-18.	1 **bounty hunter** with **inquisitor captain**
19-21.	1 **battle psion** with 3 **marines**
22-24.	1 **psionic blackguard**
25-27.	1 **sand worm** or **ice worm** (*Monstrous Menagerie*)
28-30.	2 **psionic knights**
31-33.	2 **inquisitor captains**
34-36.	2 **captains** riding **war taurax**
36-38.	1 **supermutant rust monster** (*Monstrous Menagerie*)
39-41.	4 **yetis** (*Monstrous Menagerie*)
42-44.	2 **khalkoi** (*Monstrous Menagerie*)
45-47.	2 **sand rays** (*Monstrous Menagerie*)
48-50.	3 **wyverns** (*Monstrous Menagerie*)
51-53.	1 **iron guardian** (*Monstrous Menagerie*)
54-56.	1 or 2 **ur-otyughs** (*Monstrous Menagerie*)
57-59.	1 or 2 **giant elementals** (*Monstrous Menagerie*)
60-62.	2 **rock dragons** (*Monstrous Menagerie*)
63-65.	2 **cloakers** (*Monstrous Menagerie*)
66-68.	1 **elder black pudding** (*Monstrous Menagerie*)
69-71.	1 **invisible render** (*Monstrous Menagerie*)
72-74.	1 **gelatinous wall** (*Monstrous Menagerie*)
75-77.	Endless plummet (*Trials & Treasures*)
78-80.	Choking smoke (*Trials & Treasures*)
81-90.	Social encounter
91-00.	Travel scenery

Sci-Fi Exploring Tier 4

1-4.	1 **behemoth tyrant**
5-8.	1 **praetor** (possessing **underworld boss**) with 4 **enforcers** and 4 **ruffians**

9-12.	4 or 5 **wild tauraxes**
13-16.	1 **xenid queen** with 3 **xenid hunters**
17-20.	2 **psionic blackguards**
21-24.	1 **inquisitor captain** with 3 **warstorms**
25-28.	2 **praetors**
29-32.	2 **supermutant rust monsters** (*Dungeon Delver's Guide*)
33-36.	6 **marines** with 1 **inquisitor captain**
37-40.	3 **khalkoi** with 4 to 6 **khalkos spawn** (*Monstrous Menagerie*)
41.	1 tarrasque (*Monstrous Menagerie*)
42-45.	2 **iron guardians** (*Monstrous Menagerie*)
46.	1 **dark lord**
47-50.	1 **draconic horror**
51-54.	1 **elysian**
55-58.	1 **master assassin*** (*Monstrous Menagerie*)
59-62.	1 or 2 **remorhaz** (*Monstrous Menagerie*)
63-67.	Forest fire (*Trials & Treasures*)
68-72.	Sunspots** (*Trials & Treasures*)
73-77.	4 **rock dragons** (*Monstrous Menagerie*)
78-80.	2 **sand worms** or **ice worms** (*Monstrous Menagerie*)
81-90.	Social encounter
91-00.	Travel scenery

* *The master assassin wields a laser rifle instead of a crossbow*

** *Instead of magic, the sunspots affect psionics*

Exploration Challenges

Exploration challenges in a sci-fi setting feature lasers, mines–and even the occasional trash compactor! The following exploration challenges are suitable for a range of sci-fi environments.

Blast Door

2nd tier (technological)

Challenge 2 (225 XP / 450 XP); **DC** 14/13

Area Immediate (less than 1 hour)

The passage is blocked by a sturdy metal door, obviously designed to withstand blaster fire and explosions. Colored light strips around the door indicate the door's current security level, which is yellow.

Exploration Challenge Recap

Exploration challenges typically take place during a journey. Each provides a description, traits, some suggested solutions, and a range of potential outcomes based on the success or failure of the voidrunnners' die rolls.

An exploration challenge's challenge rating can be used to select encounters appropriate to the party's capabilities. The first DC listed is the DC required when an individual character makes a check, and the second applies when the voidrunners are making a group check.

Exploration challenges grant experience points just like combat encounters do. Each challenge has two XP rewards. The voidrunners gain the first (lower) reward if they overcome the challenge, and the second (higher) reward if they achieve a critical success.



Other Exploration Challenges

The following exploration challenges from *Trials & Treasures* are suitable for a sci-fi setting.

Acid Field (CR 8)
Blinding Blizzard (CR 1)
Choking Smoke (CR 11)
Collapsing Roof (CR 5)
Dense Fog (CR 6)
End of Hibernation (CR 2)
Endless Plummet (CR 12)
Falling Net (CR 1)
Flash Flood (CR 6)
Flood (CR 3)
Forest Fire (CR 19)
Forested Hills (CR 1)
Hail Deluge (CR 8)
Hail Storm (CR 1)
Haze (CR 1/4)
Hoar Frost (CR 15)
Killing Cloud (CR 18)
Labyrinthine Ravines (CR 3)
Landslide (CR 1)
Lethal Outgassing (CR 6)
Lifeless Desolation (CR 12)
Marsh Gas (CR 8)
Perilous Cliff Path (CR 14)
Pit Trap (CR 4)
Poison Darts (CR 7)
Poison Needle (CR 12)
Primordial Tornado (CR 12)
Quicksand (CR 4)
River Rapids (CR 6)
Rockfall (CR 5)
Rolling Sphere (CR 10)
Sandstorm (CR 7)
Sea of Sand (CR 2)
Sea of Snow (CR 2)
Shattered Earth (CR 9)
Sinkhole (CR 7)
Spinning Walls (CR 11)
Stampede (CR 2)
Sunspots (CR 11)
Swinging Blades (CR 10)
Thundering Stampede (CR 7)
Thunderstorm (CR 3)
Tornado (CR 10)
Treacherous Tundra (CR 6)
Tsunami (CR 17)
Urban Blaze (CR 3)
Urban Quake (CR 3)

Passcode. Nearby creatures may carry security cards or passcodes that allow free passage through the blast door.

Possible Solutions

- Voidrunners within 5 feet of the door can make a hacking tools check, Engineering check, or Strength check to force open the door.
- The crew can attempt to damage the door. The door is an object with AC 19 and an immunity to poison and psychic damage. Dealing less than 10 damage to the door counts as a failure.

Potential Outcomes

Critical Failure. The door's security level immediately increases to red (see Failure).

Failure. The door's security level and the DC of all checks increases, from green to yellow (DC 14/13), yellow to orange (DC 15/14), or orange to red (DC 16/15). Besides affecting the door's defenses, changing the security level may alert nearby guards.

Success. The door's security level decreases by one step. If it becomes green, the door opens.

Critical Success. The door's security level becomes green and the door opens.

Blast Door Variant: Active Defense Door

1st tier (technological)

Challenge 3 (350 XP / 700 XP); **DC** 14/13

Electrical Shielding. When a creature triggers a failure or critical failure, the door attacks the creature with a blast of electricity (+6 to hit, range 120 feet, 2d10 lightning damage).

The first time the door attacks, the attack is made with advantage if the target is unaware of the door's offensive capabilities. These capabilities can be discovered beforehand with a successful Engineering or passive Perception check.

Caltrop Mines

2nd tier (technological)

Challenge 9 (2,500 XP / 5,000 XP); **DC** 17/15

Area Immediate (less than 1 hour)

A faint hum can be detected in a seemingly empty area. Cloaked, unseen explosive mines hover in the zone, exploding the first time a creature moves on its turn while within the zone.

Trap. The existence and locations of cloaked objects can be detected with a DC 17 Engineering, Search, or passive Perception check, granting each voidrunner an expertise die on checks made to overcome this challenge or allowing them to avoid it entirely by choosing an alternate route.

Possible Solutions

- As an action, a creature can attempt an Acrobatics, Athletics, Engineering, Perception, Search, or Stealth check to avoid nearby mines.
- A creature in the area can attempt a hacking tools check to disable all the mines. A success on this check counts as a critical success, and a failure counts as a critical failure.

Potential Outcomes

Critical Failure. All the mines in the area explode. Each creature in the area or within 10 feet of it makes a Dexterity saving throw, taking 42 (12d6) fire damage on a failed save or half the damage on a success. The caltrop minefield is permanently destroyed.

Failure. A mine touches the creature and explodes, dealing 21 (6d6) fire damage.

Success. Until the end of its turn, the creature can move through the area without triggering mines.

Critical Success. The creature accidentally or purposely triggers a deactivation switch. All the mines harmlessly self-destruct, permanently destroying the minefield.

Caltrop Mine Variant: Minefield

2nd tier (technological)

Challenge 4 (550 XP / 1,100 XP); **DC** 15/14

Area Immediate (less than 1 hour)

Pressure Mines. Instead of hovering, cloaked mines, these mines are conventional pressure plates which require a DC 14 Engineering, Search, or passive Perception check to detect. The mines do half the damage that the caltrop mines do.

Forcefield

2nd tier (technological)

Challenge 7 (1,450 XP / 2,900 XP); **DC** 16/14

Area Immediate (less than 1 hour)

Travel is interrupted by an impenetrable, nearly invisible forcefield. The field is immune to damage, but attacking or touching it makes it briefly visible. A creature that touches the forcefield for the first time on a turn takes 22 (4d10) force damage.

Trap. The forcefield can be detected with a DC 16 Engineering, Search, or passive Perception check, by touching it, or by attacking it.

Possible Solutions

- A creature within 5 feet of the field can make an Engineering or hacking tools check to disable the forcefield.
- A creature can attempt a Strength check to power through the forcefield. On a success, the creature passes through the field but takes damage as if it had suffered a failure.
- Some forcefields are automatically deactivated by specific code words, which might be recorded nearby.

Potential Outcomes

Critical Failure or Failure. The field shoots a spark of force at the creature. The creature must succeed on a DC 16 Dexterity check, taking 22 (4d10) force damage on a failure or half damage on a success.

Success. The creature passes through the forcefield, but it is not deactivated.

Critical Success. The force field is deactivated.

Laser Grid

1st tier (technological)

Challenge 3 (350 XP / 700 XP); **DC** 14/13

Area Immediate (less than 1 hour)

The area is protected by a criss-crossing network of glowing red lasers. Creatures and objects trigger a failure the first time they move on a turn while within the zone.

Possible Solutions

- As an action, a creature can attempt an Acrobatics or Athletics check to gracefully avoid lasers, or a Perception or Search check to spot a safe route through them.
- A creature within the area can attempt a hacking tools check to disable the laser grid. A success on this check counts as a critical success.

Potential Outcomes

Critical Failure. The target touches two lasers, taking 22 (4d10) fire damage.

Failure. The target touches a laser, taking 11 (2d10) fire damage.

Success. Until the end of its turn, the creature can move through the area without triggering failures.

Critical Success. The creature finds a way to deactivate the laser grid.

Neurotoxin Gas

2nd tier (technological)

Challenge 7 (1,450 XP / 2,900 XP); **DC** 16/14

Area Immediate (less than 1 hour)

When unrecognized creatures enter a restricted area, doors slam shut and lock to contain the intruders, and invisible gas hisses from hidden nozzles.

Environmental Threat. The gas acts through the skin as well as through the respiratory system. Creatures completely encased in spacesuits or hazmat suits aren't affected by the gas.

Trap. Before the trap is triggered, the gas nozzle can be detected with a DC 16 Search or passive Perception check, allowing voidrunners to take an alternate route.

Possible Solutions

Dealing with the gas is a group check. Engineering and hacking tool checks disable the gas, Medicine treats the gas's effects, and Strength checks allow creatures to open doors and allow escape. Doors are objects with AC 16 and immunity to poison and psychic damage; dealing at least 20 damage to a door with a single attack or effect counts as a success.

If the crew fails the group check, the gas continues to fill the area, forcing the voidrunners to make a new group check each turn until they succeed.

Potential Outcomes

Critical Failure. Everyone in the area is affected by the gas. Affected creatures take 16 (3d6) poison damage. If a creature is reduced to 0 hit points in this way, the creature is made stable but poisoned until the gas is deactivated, even if it regains hit points, and it is paralyzed while poisoned in this way. If the entire crew is paralyzed, they may be captured by nearby hostile creatures.

Failure. Each creature makes a DC 16 Constitution saving throw. On a failure, a creature is affected as if the crew had suffered a critical failure; on a success, the creature is unaffected.

Success. The crew disables or escapes the gas.

Critical Success. The crew disables the gas, and they find a way to add themselves to the whitelist of creatures that don't trigger the trap.

Neurotoxin Gas Variant: Body Swap Gas

Instead of damaging and paralyzing creatures, this peculiar trap causes creatures' consciousness to switch bodies. Replace the Critical Failure effect with the following:

Critical Failure. Everyone in the area is affected by the gas. Each affected creature swaps consciousness with a randomly selected creature in the area. While two creatures have swapped consciousness, each player (or the Narrator, if consciousness is swapped with a NPC) controls the swapped character. Once a creature has swapped consciousness, it is unaffected by the gas for 24 hours. The gas's effects end after one hour.

Security Camera

1st tier (technological)

Challenge 1 (100 XP / 200 XP); **DC** 13/13

Area Immediate (less than 1 hour)

Computer-controlled cameras monitor the area, reporting intruders to nearby guards.

Trap. Cameras can be spotted with a DC 13 Engineering, passive Perception, or Search check.

Possible Solutions

Dealing with the cameras is a group check. Engineering and hacking tool checks allow voidrunners to loop the video on the cameras so that no anomalies are detected, Stealth and Search checks allow creatures to hide in the cameras' blind spots, Sleight of Hand reposition the cameras to allow passage, and Deception and disguise kit checks allow users to masquerade as creatures that are permitted in the area.

Loud noises, and attacks against the cameras, count as an automatic failure.

Potential Outcomes

Critical Failure. A klaxon sounds. All hostile creatures in the area are alerted.

Failure. The alert level is raised. The camera's computer requests a nearby guard patrol to investigate the area.

Success. The crew passes the cameras unnoticed.

Critical Success. The crew passes the cameras unnoticed and can disable them if they wish.

Radiation Storm

2nd tier (weather)

Challenge 7 (1,450 XP / 2,900 XP); **DC** 16/14

Area Region (varies)



A local star, quasar, or other body blasts the area with a deadly storm of radiation.

Environmental Threat. The radiation drenches the entire region, affecting all creatures within it. Creatures completely encased in spacesuits or hazmat suits aren't affected by the storm.

Possible Solutions

The party can make an Engineering check to construct a suitable shelter, or a group Survival check to push through the storm.

Potential Outcomes

Critical Failure. Everyone in the area is drenched with radiation. Affected creatures take 16 (3d6) poison damage. Each creature makes a DC 16 Constitution saving throw or they contract radiation poisoning. All Supply is spoiled.

Failure. Everyone in the area is drenched with radiation. Affected creatures take 16 (3d6) poison damage. Half the party's Supply is spoiled.

Success. The crew is able to avoid the ravages of the storm.

Critical Success. The party pushes through the storm and finds something interesting. Roll on the Boons and Discoveries table.

Radiation Storm Variant: Psychic Storm

Instead of radiation, the area is swamped with psychic energy. The storm causes psychic damage instead of poison damage, and a critical failure risks psychic mencholia instead of radiation poisoning. Spacesuits and hazmats do not protect from psychic storms.

Additionally, the voidrunners' Supply does not spoil on a failure or a critical failure.

Rigged Elevator

1st tier (*technological*)

Challenge 3 (350 XP / 700 XP); DC 14/13

Area Immediate (less than 1 hour)

This 10-foot-square elevator has metal walls, ceiling, and floors. The only exit is a hatch in the ceiling.

When the elevator's door closes, it plunges 30 feet down the shaft before coming to a sudden halt. Each creature in the elevator takes 10 (3d6) bludgeoning damage from the fall. Opening the ceiling hatch allows a creature to climb the elevator shaft and return to the original floor.

Every 3 rounds, the elevator plunges another 30 feet down the shaft, inflicting another 10 (3d6) bludgeoning damage to each creature inside the room.

Trap. The fault can be detected with a DC 13 Engineering check.

Room. A Perception check, or jumping up and down inside the room, reveals that the room trembles when creatures move about inside, as if it weren't fixed in place.

Possible Solutions

Opening the metal hatch requires both a thieves' tools check to pick the lock and a Strength check to force it open. Alternatively, two successful melee attacks against AC 17 open the hatch.

A creature that makes a Strength check to pry back the room's wall reveals gears and other machinery. A creature can make an Engineering check to repair the exposed machinery, allowing the elevator room to move between floors safely.

Potential Outcomes

Critical Failure or Failure. The attempt has no effect.

Success or Critical Success. The creature succeeds in its goal.

Temporal Loop Field

3rd tier (technological)

Challenge 15 (6.500 XP / 13,000 XP); **DC** 20/16

Area Immediate (less than 1 hour)

While exploring the vicinity of a supercomputer, the crew enters a temporal loop field. As soon as the crew enters the area, roll initiative. The field activates at initiative count 50. Note everyone's locations and current condition.

At the start of each successive round, at initiative count 50, time rewinds, and every affected creature's position and condition resets as if the events of the last round hadn't occurred. Clocks are reset, creatures that died in the last

round are restored to life, used ammunition is restored, damage to the area is undone, and so on. However, voidrunners retain their memories of all previous loops.

Due to the nature of the time loop, characters don't age, grow hungry, or grow tired while inside. They are unable to perform any task that requires more than a round to complete.

Possible Solutions

- Disabling the temporal loop field is a group check. If the check is failed, the number of successes and failures resets at the start of the next round and the check must be attempted again.
- Attacking and dealing damage to computers or other objects has no effect.
- With a successful Engineering or hacking tools attempt, characters learn that a nearby AI supercomputer is performing a long-running temporal experiment, and that the AI is listening and able to engage in conversation. The AI doesn't retain its memory from one loop to the next. Succeeding on this check, while providing information, doesn't grant a success on the group check.
- A successful Perception or Search check to search the area doesn't provide a success, but it reveals a hidden, password-protected console. Once it is discovered, it doesn't need to be discovered again even after the time loop resets.
- A single voidrunner can make an Engineering or hacking tools check on the hidden and password-protected console. Attempts to disable the experiment by brute-force entry of one password after another will eventually disable the temporal loop, after about one year of continuous effort.
- Deception, Insight, Intimidation, and Persuasion attempts can be made to convince the AI to end the experiment.
- An Engineering or Sleight of Hand check can be made on a computer in order to overload its circuits.

Potential Outcomes

Critical Failure or Failure. The time loop resets.

Success. The time loop resets, but each creature gains advantage on their actions on the next round.

Critical Success. The temporal field is permanently disabled. No matter how long the crew spent in the temporal field, only one round passed in the world.

Trash Compactor

2nd tier (technological)

Challenge 10 (2,950 XP / 5,900 XP); DC 18/15

Area Immediate (less than 1 hour)

A duranium-lined chamber, filler with trash, and two-foot deep in filthy sewage. A chute leads into the chamber, which has no other exists.

The chute automatically snaps shut and locks. When the door closes, two opposite walls begin moving inward. Roll initiative. Each round on initiative count 10, the room narrows by 3 feet. When the room reaches a width of less than 5 feet, Medium creatures must squeeze. When it reaches 0 feet, each creature inside the room takes 49 (14d6) bludgeoning damage. The walls then retract to their starting position, the door unlocks, and the trap resets.

Door. The ray-shielded duranium door is an object with AC 21, 120 hit points, and immunity to piercing, slashing, lightning, poison, and psychic damage, plus resistance to fire and radiant damage. Forcing open the door requires three Strength checks. The door has no lock, but it has two hinges. Each hinge can be removed with a thieves' tools check. The door falls off when both hinges are removed.

Exploration. A Perception check or an examination of the door before it closes reveals that the door is on a spring and closes by itself. An Engineering check or an examination of the lock or handles reveals that it has an automatic locking mechanism that prevents it from being opened from the inside. An Investigation check or an examination of the floor or walls reveals that the brownish stains are dried blood.

Possible Solutions

A creature that can reach both walls (most creatures have a reach approximately equal to their height) can make a Strength check to keep the walls apart.

A creature using an object wide enough to reach both walls can make a Strength check with advantage to prop open the walls. On a Critical Failure, a nonmagical object is destroyed, and a magical object is damaged. A magical object damaged a second time is destroyed.

A creature can make an Engineering check to determine how best to slow the walls. Success or failure on this check doesn't result in a trap Success or Failure. A success on this check grants advantage to the next ability check made against the trap within the next minute.

With a Strength check, a creature can jam spikes under the walls, triggering a Success.

Potential Outcomes

Critical Failure or Failure. The walls continue closing.

Success. The walls stop moving until the end of the triggering creature's next turn.

Critical Success. The walls move 3 feet apart. Moving the walls so that they are 15 feet apart disables the trap.

Travel Scenery

The universe is a wondrous place and across their journeys the voidrunners are bound to see some things that are interesting or extraordinary yet pose no threat or danger. Narrators can use this scenery to heighten the sense of adventure and mystery, introduce new quests, or tweak them to help guide a wayward party back to an important task they've left unfinished.

1. An ancient monolith, smooth and black like marble. It seems impervious to all damage.
2. A copse of bioluminescent trees, whose colors change in response to sounds.
3. A swarm of luminescent insects which swirls in mesmerizing, colorful patterns.
4. A geothermal spring with water that changes color based on the temperature.
5. Melodic winds which whisper through the surrounding scenery, creating eerie but beautiful music.
6. A field being farmed by a group of autonomous farming robots.



7. A large digital billboard projecting advertisements and news. It informs the voidrunners of something of interest to them.
8. A column of automated taxis moving slowly along the road.
9. A holographic street performer, juggling fire.
10. A holo-pet–a dog, cat, or small alien.
11. An interactive wall mural featuring street art which changes constantly.
12. Unusual looking graffiti showing some kind of symbol.
13. A crashed starship. It looks like it's been there for years, now overgrown with vegetation.
14. A crashed starship. There's still smoke–it crashed recently.
15. An amphitheater carved into a mountainside, designed with perfect acoustics. When the wind blows through it, faint echoes of ancient performances can be heard.
16. A ruined observatory with a large, damaged telescope and star maps etched into the walls. It shows a sophisticated understanding of astronomy.

17. A circular arrangement of colossal stone pillars, each inscribed with unknown symbols and positioned to align with specific astronomical events.
18. Large earthen mounds containing tombs of ancient alien leaders, covered with hieroglyphics depicting their lives and achievements.
19. Large stones covered with glowing runes scattered across the landscape, possibly used as markers or for mystical purposes by the ancient civilization.
20. Stunning auroras caused by the planet's strong magnetic field, with vibrant colors and dynamic shapes that dance across the sky, visible even during the day.
21. Fog that emits a soft, ambient glow, creating an otherworldly atmosphere. This phenomenon often occurs in areas with high concentrations of bioluminescent microorganisms.
22. Rain that crystallizes upon contact with the ground, forming beautiful, intricate patterns of crystalline structures that shimmer in the light.
23. A waterfall that is perpetually frozen in time, with ice that glows softly from within due to unique mineral properties.
24. Rocks that slowly move and grow over time, sometimes forming new shapes or merging with others, suggesting a form of geological life.
25. A large swathe of land blackened and charred from intense heat or energy weapons, with the remnants of structures and vehicles scattered throughout.
26. Wreckages of advanced starships and fighter craft littering the ground, some still smoldering or emitting faint signals, indicating recent aerial battles.
27. Extensive networks of trenches and fortifications, hastily dug and now deserted, filled with discarded equipment and supplies.
28. A small settlement reduced to ruins, with homes and buildings partially collapsed or burnt, showing signs of hasty evacuation and fierce fighting.
29. Open fields dotted with large craters from explosions, with debris and fragments of weapons or armor scattered around, testifying to intense bombardment.
30. An area where all electronic devices and vehicles are non-functional, affected by recent electromagnetic pulse attacks, leaving machinery and robots frozen in place.
31. Monuments and statues defaced or destroyed in a conflict, symbolizing both cultural loss and the rage of warfare.
32. Streets and paths blocked by hastily constructed barricades made from debris, vehicles, and whatever materials were available, indicating desperate defensive efforts.
33. Sculptures that seem to defy gravity, hovering in the air or balanced on impossibly small points of contact, creating a sense of wonder and disbelief.
34. A small urban oasis with plants genetically modified to thrive in the city environment, featuring unique colors and patterns that stand out amidst the concrete jungle.
35. The body of a giant, hundred-foot tall robot, overgrown with weeds.
36. A flock of alien-looking birds with bright colors wheeling in the air.
37. A tree decorated with the skulls of some kind of alien species.
38. Distant flashes and booms, the signs of a far-off conflict.
39. Flashes of light in the sky, the signs of an orbital conflict.
40. A seemingly bottomless pit.
41. A meticulously cultivated garden full of exotic alien plants.
42. A mysterious metal archway; it was clearly once a technological device but it no longer works.
43. A petrified forest, where all the trees are made of stone.
44. A distant spire stretching impossibly high into the sky.
45. Fragments of pottery, tools, or sculptures from a long-lost civilization.

46. Small chunks of rock from space, possibly containing rare minerals or elements. They have a charred exterior and a metallic sheen.
47. Small, cylindrical devices are scattered on the ground.. They could contain maps, logs, or messages from the planet's inhabitants or visitors.
48. The remains of alien mollusks or crustaceans, with shells that have intricate patterns and iridescent surfaces.
49. Large, flat leaves with glowing veins running through them. These leaves might have medicinal properties or be used in local cuisine or rituals.
50. A shimmering, multifaceted natural crystal structure.
51. Small, discarded playthings from an alien culture, possibly resembling animals, vehicles, or abstract shapes.
52. The discarded exoskeletons of giant alien insects, with intricate patterns and durable, chitinous structures.
53. An energy vortex swirling high in the atmosphere.
54. An abandoned alien market with stalls and remnants of various goods.
55. Strange metallic orbs that float a few inches above the ground and emit a faint hum.
56. An ancient sundial that aligns with multiple celestial bodies.
57. A small, portable shrine with offerings from an unknown religion.
58. A collection of bones from various alien species, arranged in a deliberate pattern.
59. Alien fruit that emits a sweet fragrance and glows faintly.
60. Fragments of an alien flag or banner, tattered and faded.
61. A grove of trees with bark that resembles polished metal.
62. A cluster of alien eggs, some of which are beginning to hatch.
63. An alien painting depicting a scene from the planet's history.
64. An old, rusted machine partially buried in the ground.
65. Alien hieroglyphs etched into the rock face of a cliff.
66. Alien fossils embedded in a rock formation.
67. A stone well filled with a shimmering, unknown liquid.
68. An ancient alien tomb, half-buried and overgrown with vegetation.
69. A large metallic sphere, about 4 feet across, perfectly smooth. It's function is unknown.
70. A patch of flowers that open and close in response to nearby movement.
71. An expensive, luxurious space yacht guarded by a sole robot.
72. A solar flare which causes wondrous aurora in the sky.
73. An intense plasma storm with lightning bolts which illuminate the sky.
74. Rain made of tiny crystalline particles which shimmer as they fall, refracting light into dazzling rainbows.
75. A temporal thunderstorm which disorients travelers with brief time skips and moments of slow-motion.
76. Electrically charged hailstones which spark and crackle as they fall.
77. A shooting star which grows quickly closer, crashing to the ground as a meteorite nearby.
78. A dense fog imbued with a bright, unusual color.
79. The burned-out remains of a robot, its circuits clearly fried, blaster fire scorching its body.
80. A smoking crater, hundreds of feet across. What could have crashed here?
81. An errant automated piece of farm machinery, wandering on its own down the road.
82. A malfunctioning combat drone hovering 5 feet in the air, sparks shooting from its damaged body.
83. An area of ground which has been superheated and now resembles glass.
84. A giant symbol scorched into the ground across the width of a large field.



85. A small, robotic chicken.
86. A holographic message on loop, repeating a warning over and over.
87. An empty escape pod.
88. An escape pod containing a small child, perhaps two years old.
89. A corpse with a visible blaster burn in its chest.
90. A half-dozen spotlights in the distance, probing the sky.
91. A crudely made sign with a helmet atop it, the words 'Keep Away" spray painted on to it.
92. A herd of large alien bovines wandering across the landscape.
93. A bonfire upon which has been thrown the armor of a number of soldiers.
94. The skeleton of a void dragon, hundreds of feet long.
95. A graveyard, with 24 unnamed graves lined neatly in 4 rows of 6.
96. A 30-foot long tusk.
97. A probe. It has been blasted, and lies broken on the ground. Its origins are mysterious.
98. An ancient stone bridge, full of holes. The holes have been replaced by glowing forcefields.
99. A series of interconnected, shimmering pools that contain the collective memories of the planet's inhabitants. When touched, the water reveals glimpses of the past.
100. A vast, bioluminescent botanical garden where every plant and tree glows with a different color, creating a breathtaking, ever-changing landscape of light and shadow.

Social Encounters

Social encounters are a possible outcome on exploration tables, along with monster encounters, exploration challenges, and scenery. Individual names and heritages for people met during interstellar or planetary exploration can be chosen or rolled randomly. The Narrator should feel free to change or embellish the encounters as necessary (especially to make a result more clearly take place on a planet or in space), and to reject any that are not suitable for the current location or situation.

Table: Random NPC Heritage

D20	Heritage	D20	Heritage
1-2	Android	12-13	Hurroc
3-4	Axon	14-15	Keridani
5-6	Grey	16-17	Naato
7-8	Houseki	18-19	Sipher
9-11	Human	20	Mixed heritage

Table: Random NPC Names

D20	Name	D20	Name
1	Talli	11	Nobu
2	W'Krena	12	Aros
3	Kreloc	13	Niss
4	Stokarn	14	La'synda
5	Chulu	15	Zhar'torthal
6	Annik	16	Iri
7	Asiyani	17	Tersis
8	Taki	18	Lobacc
9	Jue	19	Seska
10	Hoa	20	Nasian

Table: Random Social Encounters

D100	Social Encounter
1	A bounty hunter asking about their most recent quarry.
2	A distress call—something is strange about the signal.
3	A miner who insists the voidrunners are trespassing on their claim.
4	A group of children excited to share gossip..
5	A patrol of combat droids who warn of a nearby danger.
6	A column of refugees from a nearby conflict..
7	A group of local toughs throwing their weight around those they see as tourists.
8	A courier from a local elite
9	A karthog trader and their pets—two huge, wolfish creatures—ask to join the voidrunners for a meal.
10	An aspiring scientist asks the party if they would be willing to be subjects for an upcoming clinical test.
11	A psyknight is being escorted by a military patrol; their relationship is clearly hostile.
12	A religious devotee approaches one of the voidrunners, claiming to have seen their future.
13	A recruiting officer for the Fleet, aggressively handing out flyers.
14	A group of teenagers speeds recklessly by.
15	A small band has set up and is playing for tips.
16	A party barge, complete with flashing lights and music proclaiming someone's birthday.
17	A psionic who claims to have been stripped of their powers by a strange force.
18	An old friend of one of the voidrunners who they haven't seen in years.
19	A group of mob enforcers approaches the voidrunners, convinced one of them is behind on their protection payments.
20	An elderly person asks for protection on her way through a rough area.
21	A young officer of the Fleet loudly proclaims their innocence when approached by security.
22	A charming businessperson offers to let the voidrunners in on a deal that is too good to be true.
23	A badly injured soldier staggering away from the site of an ambush.
24	A troupe of psyknights escort a well-dressed person through the streets.
25	A musician approaches the party, asking about any regional songs they might record for an upcoming book.
26	A small child offers a voidrunner a strange object, saying they've been paid to deliver it.

27	A group of salvagers watch the party balefully from the remains of a crashed starship.
28	An excited fan mistakes (or recognizes) one of the voidrunners as a famous celebrity and asks for an autograph.
29	A child looking for their lost holo-pet.
30	A group of hopelessly lost travelers approach the party with only a local language guide book to aide them.
31	A member of a local cult attempts to woo one of the voidrunners into attending an upcoming meeting by being over-friendly and lavishly praising them.
32	A mechanic approaches one of the voidrunners, saying something has gotten into the ship's vents.
33	A contract killer in disguise tries to gather information about a target from the voidrunners.
34	A smuggler subtly approaches the party, offering them quality wares at an even better price.
35	A young person fleeing local law enforcement via the rooftops.
36	A utility drone approaches the voidrunners, its screens proclaiming that it's bringing a message.
37	An artist asks one or more of the voidrunners to pose for a new piece.
38	A karthog philosopher calmly debates morality with an increasingly irritable opponent on a stage.
39	An epidemiologist desperately searching for a rare plant, hoping to analyze its unique chemical makeup for a cure.
40	A traveling show setting up nearby, its signs advertising dangerous spectacles and rare creatures.
41	A writer hoping to interview the voidrunners as research.
41	A farmer moving a large herd of animals across the road.
42	A local hermit who has made a vow of silence attempts to warn the party of danger.
43	A podrace, featuring racers of all different heritages, and an excited crowd.
44	A researcher rushes from the forest, only able to mumble "hollows" over and over.
45	A big game hunter keen on getting trophies from the local wildlife.
46	A trader wanting to sell the party hibernating trubbies.
47	A grizzled veteran sharing stories of their encounter with a void leviathan and how it decimated the fleet sent against it.
48	A mysterious merchant is selling large eggs and is evasive on what they will hatch into.
49	Guests at a raucous party invite the voidrunners to come and join them for drinks or dancing.
50	An intelligence agent approaches the voidrunners dressed as a beggar.

51	A group of street children offer to be the voidrunners' guides—for a price.
52	A parent and child being turned away from a grocery for lack of funds.
53	A stall advertizes protection charms meant to divert the eyes of deep space horrors.
54	A conservation specialist warns the party from a path, explaining that it leads to an endangered creature's nesting grounds.
55	A politician gives a poorly-received speech to a group of space port workers.
56	A harried scientist who has managed to 'lose' a xenid strangler.
57	A group of ascetics trying to make their way to a holy site.
58	A friendly hailing signal comes from a planet that isn't on any of the crew's maps.
59	An unlicensed street doctor offering serums of dubious nature.
60	A snobbish celebrity and their entourage.
61	Delegates from a nearby colony argue about food prices with a city official.
62	A strangely colored small animal darts into the party's path, clearly trying to lead them somewhere.
63	A luxurious vehicle drives slowly past.
64	A military parade of large mechs makes its way through town.
65	A wild-eyed man attempts to barter passage with the voidrunners and dodges any questions about why he wants to leave the planet so soon.
66	A famous celebrity, hiding their features with a hat and dark glasses.
67	A crew of seasoned voidrunners on their own job.
68	A jaunty energy anomaly hails the ship, claiming to come in peace.
69	A member of a void leviathan cult, drawing large symbols in an open area.
70	Professional trackers talking about the dangers of a gruhnka colony and their suspicions about one being nearby.
71	An old man asks the voidrunners to deliver a package to his child on a nearby mining asteroid.
72	A cadet frantically searches the streets for a lost piece of their uniform.
73	A scholar asks the voidrunners if they can escort her to a site of interest.
74	A self-aware utility drone is playing chess (or a similarly intellectual game) against itself.
75	A group of mercenaries looking for their next assignment.
76	The only survivor of a group of miners, their companions all slain by xenids.
77	A crying child frantically calling for a lost pet.
78	An untested voidrunner wants to sign on with the crew.

79	There has been a vehicular accident and both drivers are loudly accusing the other of being at fault.
80	A local firebrand speaks passionately of societal ills to a cheering crowd.
81	A bakery is offering treats to anyone who can speak a particular ancient language.
82	A stall is selling a variety of off-world creatures.
83	A group of salvagers has lined up to sell their finds to the same merchant.
84	A crowd of miners has formed a protest against dangerous working conditions.
85	A severe-looking older woman is leading a child by the ear.
86	A seemingly random passerby passes one of the party a note.
87	A fatally wounded scientist with a warning of what destroyed their expedition.
88	Someone is offering samples outside of a sweets store.
89	A trader offering their wares. Most of the goods are trash, but the voidrunners might be able to find something special.
90	A conservationist is in a heated argument with a miner over the habitat of local wildlife.
91	A survivor calls out from an overturned prison transport.
96	A local offers to show the party the best way through the area... but they have their own agenda!
93	An archeological camp is busily loading specimens into a transport.
94	An elderly fortune teller warns the party of a supposedly foreseen doom.
95	A member of the local police questions the voidrunners on their reason for being in town.
96	A local offers to show the party the best way through the area... for a fee.
97	A group of competitive gamers are training for an upcoming competition.
98	A storyteller is awing a group of children with a dramatic telling of a local legend.
99	A drunk is loudly bemoaning their troubles.
100	A street magician is looking for volunteers from the audience.



Conditions

The following conditions can be caused by maladies, psychic attacks, and other effects.

Agonized

- An agonized creature has disadvantage on Strength, Dexterity, and Constitution ability checks.
- An agonized creature is unable to maintain concentration, and automatically fails ability checks made to do so.
- A creature immune to the rattled condition is immune to the agonized condition.

Amnesiac

- An amnesiac creature cannot apply their proficiency bonus to any skill or tool checks, or communicate in or understand languages other than its primary language.
- A creature immune to the confused condition is immune to the amnesiac condition.

Enraged

- If an enraged creature can see or hear any enemies within 60 feet, it must move directly towards the closest. If it is in reach of an enemy, it must attack that enemy.
- An enraged creature has disadvantage on Intelligence, Wisdom, and Charisma checks.
- An enraged creature is unaffected by the frightened condition or the placid condition.
- A creature immune to the charmed condition is immune to the enraged condition.

Manic

- A manic creature is convulsed with laughter and can only take an action or a move on its turn.
- A creature immune to the charmed condition is immune to the manic condition.

Placid

- A placid creature cannot take hostile or aggressive actions.
- A creature immune to the frightened condition is immune to the placid condition.

Maladies

While medical advances make many common health hazards inconsequential, some maladies still present a threat to voidrunners who are unlucky enough to suffer them.

Treating a diseased creature over the course of a short rest with a successful Medicine check (tier 1: DC 10, tier 2: DC 14, tier 3: DC 18, tier 4: DC 22) grants advantage on its next saving throw against the disease.

Severe diseases. The diseases below are presented in their most common form. Sometimes a more severe version of a disease is encountered. These diseases are considered one tier higher, and all saving throws made against the disease are made at disadvantage.

Mental stress effects. Some maladies inflict a short or long-term mental stress effect (see Appendix A of the *Adventurer's Guide*). The duration of these effects is noted in the malady's description.

Fatigue and strife. Some maladies either inflict levels of fatigue or strife, or they prevent the victim from recovering levels of fatigue or strife, even if they are able to rest at a haven.

Recovery. Each malady describes the ways in which a victim might recover. Typically this requires three successful consecutive saving throws.

Apoplectic Psychosis (Tier 2)

This disorder affects the emotional regulation of the brain, resulting in extreme anger and aggression. Victims are provoked to outburst of rage by insignificant triggers, often resulting in violence.

A creature which contracts apoplectic psychosis gains the enraged condition. Additionally, they suffer from the enraged mental stress effect.

Recovery. The victim makes a DC 15 Wisdom saving throw after each long rest. After three consecutive successful saving throws, the victim recovers.

Brainpox (Tier 3)

This virus affects the brain and nerve centers of its victim. It is often caught via physical contact, especially via the eyes or nose. The victim begins to lose their senses of sight and hearing, with paralysis being the end result.

At the end of each week, the victim must make a DC 15 Constitution saving throw. After the first failure, the victim gains the blinded condition. After the second failure, they gain the deafened condition. After the third failure, the victim gains the paralyzed condition and stops making weekly saving throws.

Recovery. On a successful weekly saving throw, the victim loses the most recent of those three conditions which it gained via this malady. Once they have made a successful saving throw while not suffering from one of the conditions, they recover.

Victims which have reached the paralysis stage of this malady do not recover naturally. However, a DC 21 Medicine check performed by a practitioner who keeps the victim under their care for a full week removes the paralyzed condition and allows the victim to resume making weekly saving throws.

Cellular Shingles (Tier 2)

This painful viral infection, affects the victim at a cellular level. While it is not life-threatening, it is intensely painful. The victim develops rashes and blisters all over their body, and becomes very sensitive to bright lights.

A creature which has contracted cellular shingles gains the agonized condition.

Recovery. The victim makes a DC 15 Constitution saving throw after each long rest. After three consecutive successful Constitution saving throws, the victim recovers.

Orman's Syndrome (Tier 2)

This illness attacks the neural structures of the brain, gradually causing memory loss. By the time it reaches its conclusion, the victim loses all sense of identity and all long-term memories. The victim will not recognize close friends or family members, or recall their own name, career, or skills.



At the end of each long rest, the victim must make a DC 15 Wisdom saving throw. On a failure, their Wisdom score is reduced by 1 point and they spend that day suffering from the amnesiac condition. A creature whose Wisdom is reduced to zero suffers complete, permanent amnesia.

Recovery. After three consecutive successful Wisdom saving throws, the victim recovers and their Wisdom score returns to its normal value.

Macrovirus (Tier 1)

This airborne illness is particularly dangerous because it reduces the victim's desire to actually do anything about it. The illness causes extreme lethargy, worsening to the point where the victim will not eat, and simply wastes away.

A creature which has contracted macrovirus cannot recover fatigue during a long rest, even if they are in a haven.

Recovery. Creatures with macrovirus do not recover on their own. However, it can be treated with daily DC 12 Medicine checks, with the victim recovering after three consecutive successful checks.

Psionic Evervation Syndrome (Tier 2)

This malady only affects creatures with psionic ability. After every long rest, the creature makes a DC 15 saving throw using its psionic ability score. On a failed saving throw, the creature's maximum psionic points are reduced by 1 point.

Recovery. After three consecutive successful saving throws, the victim recovers. Their psionic pool recovers by 1 point per long rest until it has been restored to its normal value.

Psychic Melancholia (Tier 2)

This malady plunges the victim into a rapid, increasing spiral of depression. After each long rest, the victim must make a DC 12 Wisdom saving throw. On a failed save, the victim gains one level of strife.

A creature which has contracted psychic melancholia cannot recover strife during a long rest, even if they are in a haven.

Recovery. After three consecutive successful Wisdom saving throws, the victim recovers.

Radiation Sickness (Tier 2)

Radiation is deadly, and those exposed to it risk contracting radiation sickness. Symptoms include vomiting, intestinal pain, bleeding, hair loss, and fever.

A creature with radiation sickness is poisoned. Additionally, at the end of each long rest, the creature must make a DC 15 Constitution saving throw or their hit die maximum is reduced by 1 die. A creature whose hit die maximum is reduced to zero hit dice dies.

Recovery. Left alone, radiation sickness will result in death. However, it can be treated with daily DC 15 Medicine checks, with the victim recovering after three consecutive successful checks. The checks are made at advantage if anti-rad drugs are available (see Chapter 3: Equipment).

RAR-1 (Tier 3)

This frightening malady, Rapid Aging Retrovirus, causes its victims to age rapidly. It is believed that this malady is an artificially created bioweapon, but its specific origins are unknown.

Anti-agiatic Drugs

Those who have suffered the ravages of RAR-1 often turn to anti-agiatic drugs to reverse the damage. These drugs are rare, and expensive. A dose of an anti-agiatic drug reduces the creature's effective age by one year (and restores ability score loss after each 5 year reduction), although the drugs cannot reduce the creature's age below its actual natural age.

One dose of anti-agiatic drugs costs 500cr, and weighs ¼ lb.

A creature which has contracted RAR-1 ages one year during each long rest. For every 5 years in which the creature ages in this manner, its Strength, Dexterity, and Constitution ability scores are reduced by 1 point. When any of these scores reaches zero, the victim dies of old age.

Recovery. Creatures with RAR-1 do not recover on their own. However, it can be treated with weekly DC 21 Medicine checks, curing the victim after three successful checks. However, the victim does not recover the lost years, and remains at the biological age it reaches before it was cured. The victim recovers half (round up) of any lost ability score points.

Rigellian Fever (Tier 1)

This powerful virus causes extreme fever, sweating, and nausea, eventually resulting in the victim's death. At the end of each long rest, the victim must make a DC 12 Constitution saving throw or suffer a level of fatigue.

Recovery. After three consecutive successful Constitution saving throws, the victim recovers.

Salt Plague (Tier 1)

This unpleasant disease feeds on the victim's salt levels. The victim eventually loses their humanity as their salt cravings become so intense that they become violent, seeking the salty blood of other victims. This malady has many things in common with legends of vampirism.

A creature which has contracted salt plague suffers intense fatigue if it does not consume



sufficient salt. It can draw salt from the blood of other living creatures, making an unarmed attack roll, and dealing 1d4 piercing damage on a hit. Each day, the creature must successfully drain salt three times from one or more living creatures or gain one level of fatigue.

Normal salt deposits, or even table salt, can help to alleviate the cravings. A creature with salt plague which consumes regular salt can make a DC 10 Wisdom saving throw. On a success that dose of salt counts as one of their three required doses per day. On a failure, the salt has no effect. A creature can only attempt to alleviate cravings in this way three times per day.

Recovery. The only cure for salt plague is isolation. After 7 days with no intake of salt, the victim is cured of the malady–if they survive the process.

Space Dementia (Tier 1)

Space dementia affects a small number of space travelers when they first encounter FTL speeds. It can be treated, but left alone it will result in hallucinations, and madness.

After each long rest, the victim must make a DC 12 Wisdom saving throw. On a failed saving throw, the victim suffers a randomly determined short-term mental stress effect (see *Trials & Treasures*) until their next long rest.

Recovery. Space dementia is usually temporary. The victim recovers after a single successful Wisdom saving throw.

Space Ennui (Tier 1)

The void affects different people in different ways. Space ennui degrades the victim's emotional centers, causing depression, weariness, and apathy. The victim simply stops caring about things, including their own interests, hobbies, friends, family, and even food.

At the end of each long rest, the victim must make a DC 12 Wisdom saving throw. On a failure, they spend that day suffering from the placid condition. Medical treatment cannot assist with these saving throws, and the victim does not make the saving throws at advantage as normal when under medical care.

A creature which has contracted space ennui cannot recover strife during a long rest, even if they are in a haven.

Recovery. After three consecutive successful Wisdom saving throws, the victim recovers.



CHAPTER 8:

Alien Bestiary

Everything is a monster while it's an enigma, a frightening mystery until it is properly examined and understood. However, when a creature has enough mouths and spits enough acid it can lay claim to the title of monstrous no matter how much taxonomy scientists assign to it. The following section includes a selection of creatures to harrow voidrunners, NPCs to populate the universe, and a selection of starfighters to drop easily into starship combat encounters.

Spacefaring Monsters and Challenge Rating

Monsters usually encountered in space (those with a speed listed as Spacefaring Slow, Spacefaring Average, or Spacefaring Fast) are typically more powerful than terrestrial monsters of the same challenge rating. These cosmic threats are strong enough to match a party's ship, not merely the party itself.

Spacefaring monsters of CR 3 and below have similar statistics to standard (non-spacefaring) monsters. For a battle in which a party must face a CR 4 or higher spacefaring monster without the benefit of a starship, triple the spacefaring monster's XP and treat it as 3 standard monsters of its Challenge Rating for purposes of encounter building. For a battle in which a starship battles a CR 4 or higher standard monster, grant ⅓ of the monster's XP and treat it as a monster of ⅓ its CR for the purposes of encounter building.

Using Existing Monsters

Most beasts, plants, many monstrosities, and even some undead creatures from the *Monstrous Menagerie* are appropriate for use and make excellent challenges for voidrunners. The list below contains a selection of non-spellcasting creatures which can be used without any changes.

Of course, if your universe contains magical and fantasy creatures, then the whole of the *Monstrous Menagerie* is a vital resource, and your voidrunners can battle dragons on alien planets and wizards on ancient space stations. Alternatively, magical creatures make for excellent 'omnipotent' beings or aliens with exotic powers–many science fiction franchises play with the idea of mythology as unexplained science. Perhaps lycanthropy is a known medical condition, a specter is a lingering psychic imprint, or 'magic' comes from another dimension.

Lore. Where a monster's entry contains Arcana as a lore skill check, use Science instead.

Appearance. You may wish to alter a creature's name or appearance from the standard *Monstrous Menagerie* entry–a T-rex may be some kind of fearsome alien lizard, and a wolf may have fangs and a hairless hide.

Magic vs. psionics. Magical abilities can be re-skinned as psionics.

- Allosaurus (CR 3)
- Ankheg (CR 2)
- Ankylosaurus (CR 3)
- Ape (CR ½)
- Awakened Shrub (CR ¼)
- Awakened Tree (CR 2)
- Black Pudding (CR 4)
- Bulette (CR 6)
- Cloaker (CR 8)
- Diplodocus (CR 7)
- Dire Centipede (CR 2)
- Dire Wolf (CR 1)
- Elder Black Pudding (CR 8)
- Elemental (CR 5)
- Elephant (CR 4)
- Flesh Guardian (CR 5)
- Gelatinous Wall (CR 7)
- Ghoul (CR 1)
- Giant Ape (CR 7)
- Giant Grick (CR 6)
- Giant Elementat (CR 9)
- Giant Scorpion (CR 3)
- Giant Wasp (CR ½)
- Gibbering Mouther (CR 2)
- Gray Ooze (CR ½)
- Grick (CR 2)
- Ice Worm (CR 15)
- Invisible Render (CR 8)
- Iron Guardian (CR 14)
- Kech (CR 1)
- Khalkos (CR (9)
- Lion (CR 1)
- Mammoth (CR 6)
- Mirage Monster (CR 4)
- Ochre Jelly (CR 2)
- Otyugh (CR 6)
- Pteranodon (CR ½)
- Raptor (CR 1)
- Remorhaz (CR 12)
- Rhinoceros (CR 2)
- Rock Dragon (CR 9)
- Rust Monster (CR ½)
- Saber-Toothed Tiger (CR 2)
- Sand Ray (CR 8)
- Sand Worm (CR 15)
- Shambling Mound (CR 6)
- Supermutant Rust Monster (CR 12)
- Swarm of Insects (CR ½)
- Tarrasque (CR 30)
- Tentacle Tree (CR 5)
- Thunderbird (CR 3)
- Tiger (CR 1)
- Triceratops (CR 5)
- Tyrannosaurus Rex (CR 8)
- Ur-Otyugh (CR 10)
- Violet Fungus (CR ¼)
- Wallflower (CR 2)
- Will-o-Wisp (CR 2)
- Winter Wolf (CR 3)
- Wolf (CR ¼)
- Wyvern (CR 6)
- Yeti (CR 4)
- Zombie (CR ¼)

Astral Whale

Stately and imposing, astral whales dwarf their planetary cousins in both size and intellect. They swim between stars, communicating telepathically with each other.

Powerful Telepaths. Astral whales are friendly and gregarious, but the form of telepathy they use is so powerful that it creates shock waves through matter. At short range these shock waves can destroy starships. While a close encounter can be bad luck indeed, many voidrunners regard a distant astral whale encounter as good luck. Astral whales often telepathically chat and gossip with passing starships, making them invaluable sources of information. For those that make a good impress, astral whales are usually willing to pass on telepathic messages to chance acquaintances.

Spacefaring Pods. Astral whales have no home and constantly migrate from star to star, either singly or in family pods, feeding on trace psionic energy in the interstellar medium. They are sometimes hunted by interstellar whalers for the powerful telepathic organs in their brain; a suspected whaler will be attacked on sight by any astral whale it encounters.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 10 Astral whales are generally friendly, except to whalers. They are dangerous up close, but it is good luck to see one from a distance.

DC 15 Astral whales can communicate telepathically over tremendous distances and often have news to share.

Astral Whale Encounters

Astral whales are found in deep interstellar space and near solar systems, but rarely within solar systems.

CR 11–16 astral whale

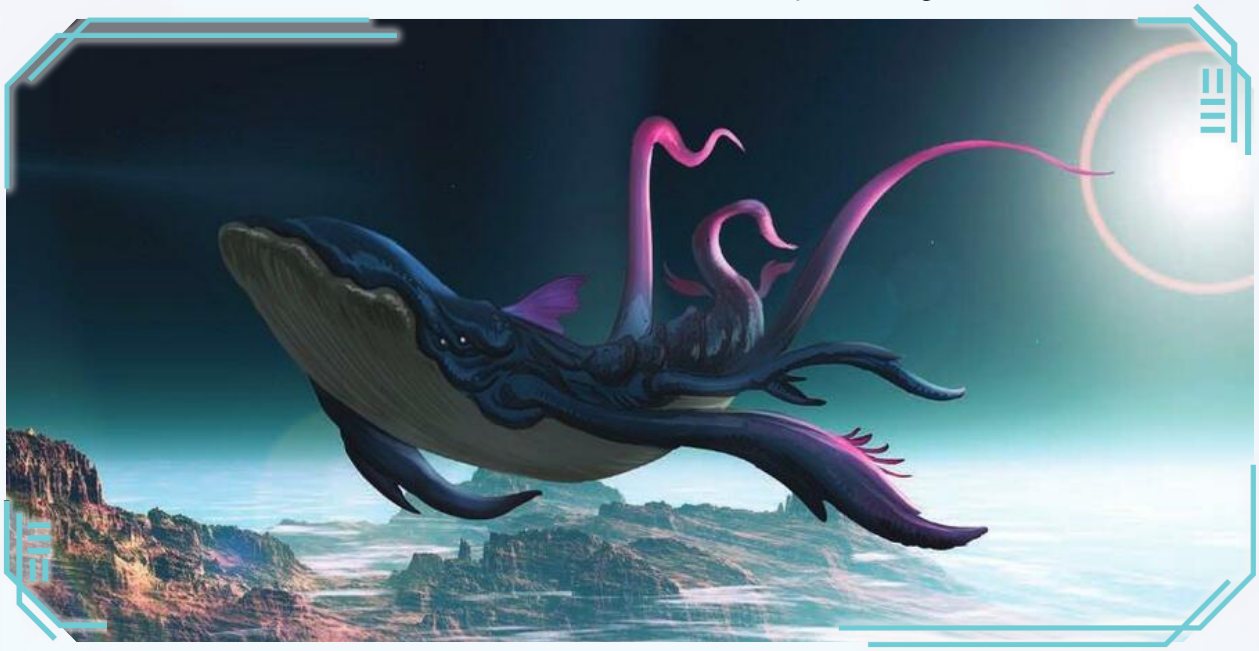
CR 31+ 3 or more astral whales

Signs

1–2	Strange vibrations that run through the ship
3–4	Overheard telepathic chatter in an unknown language

Behavior

1	Migrating in the distance
2	Interested in sharing gossip
3	With important news or a message to pass on
4	Angry about whaler activity nearby; may either believe that travelers are whalers or ask for their help in hunting them



Names

Houahouw, Morrouwai, Ouwgeeaw

ASTRAL WHALE

CHALLENGE 13

TITANIC MONSTROSITY

10,000 XP

AC 16 (natural armor)

HP 912 (32d20 + 576; bloodied 456)

Speed 0 ft., fly 60 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
50 (+20)	10 (+0)	46 (+18)	18 (+4)	16 (+3)	16 (+3)

Proficiency +5; **Maneuver DC** 33

Damage Immunities cold, thunder, psychic

Condition Immunities prone

Senses blindsight 1 zone, passive Perception 13

Languages Astral Whale; telepathy 1 zone (no maximum distance with other astral whales)

Telepathic Vibrations. A starship or object that enters the zone of an astral whale or whales or starts its turn there makes a DC saving throw, taking 100 (3d10 × 10) thunder damage. Also on a failure, creatures aboard an affected starship are poisoned until the end of their next turns.

ACTIONS

Multiattack. The whale makes two tail attacks.

Tail. *Melee Weapon Attack:* +25 to hit, reach melee, one target. *Hit:* 77 (5d20 + 20) bludgeoning damage.

Combat

The astral whale attacks with its tail. It retreats when bloodied, or fights to the death if another astral whale is in danger.

Behemoth Tyrant

As an explorer ship preps for takeoff, a nearby rocky hill rumbles and stands up on two legs. What seemed to be an ordinary outcropping becomes a towering monster with terrible claws and teeth.

Apex Predator. It's unclear how behemoth tyrants became so widespread in the galaxy—the idea of transporting one to a new planet is so obviously a bad idea. Nevertheless, they can be found on far-flung planets. Wherever they are found, they're on the top of the food chain. Few opponents can stand up to these sixty-foot-tall towers of claws and muscle, and fewer can survive their bone-shattering roars. And in the rare event that a behemoth does find itself outmatched, it simply curls up and turns itself to stone, repelling its foes' attacks.

Hidden Eyes. The behemoth tyrant is a living tank, with armor plating covering every inch of its body. Its only vulnerabilities, its eyes, are sheltered in a well-protected place—inside its mouth. The behemoth is blind when its mouth is closed, but when engaged in close combat it doesn't need to see in order to deal terrible damage with its tail and claws.

Legends and Lore

With a History or Nature check, characters can learn the following:

DC 15 Travelers' tales tell of rocky outcroppings that suddenly come to life, becoming behemoth tyrants, lizardlike monsters sixty feet tall. Even more dangerous than their fangs and claws are their thundering roars.

DC 20 A behemoth tyrant's eyes are inside its mouth, so it's blind with its mouth closed. You can also blind it with a carefully-aimed attack when it opens its mouth.

Behemoth Tyrant Encounters

Behemoth tyrants leave swaths of destruction over many wilderness planets.

CR 15+ behemoth tyrant

Treasure a critically damaged but salvageable 1d4 grade capital ship

Signs

1	Ten-foot-long footprints
2	A distant sound like thunder
3	Tremendous claw marks scored in metal or stone
4	The chewed corpse of a colossal beast

BEHEMOTH TYRANT

CHALLENGE 15

ELITE LEGENDARY GARGANTUAN MONSTROSITY (TITAN)

26,000 XP

AC 18 (natural armor)

HP 525 (30d20 + 210; bloodied 212)

Speed 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	6 (–2)	14 (+2)	10 (+0)



Proficiency +5; **Maneuver DC** 20

Saving Throws Con +12, Int +3, Wis +7

Condition Immunities charmed, fatigue, frightened, stunned

Senses blindsight 30 ft. (blind beyond that range with its mouth closed), passive Perception 12

Languages —

Behemoth Weak Point: Mouth Eyes. While the behemoth's mouth is open, the eyes inside its mouth can be targeted by any attack that can reach them (the behemoth is 60 feet tall). Attacks made against the inside of the behemoth's mouth are made against AC 10. If the behemoth takes at least 15 damage from a single attack in this way, it closes its mouth.

Legendary Resistance (3/Day). When the behemoth fails a saving throw, it can choose to succeed instead, provided it is not blinded. When it does so, it becomes petrified.

Petrification. The behemoth can use an action to become petrified or return to its normal form while petrified. While petrified, it is indistinguishable from a statue. It can perceive its surroundings but can't take actions other than to return to its normal form.

ACTIONS

Multiattack. The behemoth makes two claw attacks and one tail attack. If its mouth is open, it can replace one attack with a bite attack or a roar.

Bite (While Mouth is Open). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage plus 9 (2d8) poison damage. After a hit or miss, the behemoth's mouth is closed.

Claw. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 17 (4d4 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target that has not grabbed onto the behemoth. *Hit:* 21 (4d6 + 7) bludgeoning damage, and the target must succeed on a DC 20 Strength saving throw or be knocked prone and pushed up to 10 feet directly away from the behemoth.

Swat. The behemoth makes a claw attack against a creature that has grabbed onto it. On a success, the target is pushed into an unoccupied space within 5 feet of the behemoth and knocked prone, taking falling damage if appropriate.

Thunderous Roar (While Bloodied, While Mouth is Open). The behemoth looses a roar in a 90-foot cone. Each creature in the area makes a DC 20 Constitution saving throw, taking 55 (10d10) thunder damage on a failure or half damage on a success. Also on a failure, a creature is deafened for 1 minute.

LEGENDARY ACTIONS

The behemoth can take 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Claw. The behemoth makes a claw attack.

Mouth. The behemoth opens or closes its mouth.

Combat

Since it can't see with its mouth closed, the behemoth tyrant keeps its mouth open when it can, using a legendary action to open its mouth after each bite attack. If enemies target its vulnerable mouth eyes, it keeps its mouth closed and attacks blindly with claws and tail. Once bloodied, however, it opens its mouth and uses Roar as often as possible.

Brainstorm

A brainstorm, scientifically known simply as an 'energy anomaly', is a vast, intelligent cloud that feeds on consciousness. It lures sharships inside and slowly consumes the minds of the crew, leaving a derelict hulk behind.

Mind Cloud. Composed of coruscating blue, pink, and purple clouds, a brainstorm appears from the outside to be a small planetary nebula. Starships within sight of the cloud find themselves plagued with strange occurrences: phantom ships flicker through the tendrils of pink fog, and crew members begin acting irrationally, sabotaging the ship or setting the helm directly towards the energy cloud. A ship that enters the "nebula" finds itself lost in a maze of shifting colors, targeted by crackling beams of energy, and the victim of a strange plague that strikes crew members down one by one.

Stellar Junkyard. A brainstorm can't be struck by physical objects but is susceptible to energy attacks. If it is killed, its opaque, cloudy body dissipates, revealing deserted, damaged, and ancient starships: its previous victims.

Legends and Lore

With a Nature or Science check, characters can learn the following:

DC 15 There are stories of ghost ships that emerge from energy clouds. Starships that investigate never return.

DC 20 Energy anomalies have been charted that have the ability to create illusions, blast starships with energy, and even take control of members of their crew. These anomalies sometimes guard valuable wreckage.

Brainstorm Encounters

Brainstorms inhabit uncharted areas of space.

CR 5–10 energy anomaly

Treasure two randomly selected starfighters costing no more than 1,500 cr each, intact but requiring repair costs equaling half their value



Signs

1–2	Wreckage of a starfighter
3–4	Illusory starship that turns and flees
5–6	Wrecked starship fragment, bearing a name that marks it as ancient or antique

Behavior

1	Without warning, uses Domination to change the ship's course
2	Wishes to pass itself off as a god; uses Domination to speak to the crew
3	Creates illusion of a ship in distress in order to lure in rescuers
4	Creates illusion of an enemy ship, which retreats into the cloud

BRAINSTORM

CHALLENGE 8

TITANIC MONSTROSITY

3,900 XP

AC 14

HP 512 (25d20 + 250; bloodied 256)

Speed 0 ft., fly 40 ft. (spacefaring slow)

STR	DEX	CON	INT	WIS	CHA
40 (+15)	12 (+2)	30 (+10)	16 (+3)	16 (+3)	18 (+4)

Proficiency +3; **Maneuver DC** 26

Damage Immunities bludgeoning, piercing, slashing

Condition Immunities charmed, fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses passive Perception

Languages All, telepathy throughout zone

Life Sense. The brainstorm knows the location of all living creatures within its zone and can overhear their speech.

Mind Maze. Visibility inside the cloud is limited to a few thousand feet. When a starship tries to leave the brainstorm's zone, the pilot must succeed on a DC 18 Intelligence saving throw. On a failure, the ship does not leave the zone.

Scrambled Systems. While in the brainstorm's zone, a starship is unable to use communications or take sensor readings.

ACTIONS

Multiattack. The brainstorm uses Buffeting Force and Psychic Storm.

Buffeting Force. Each starship in the zone makes a DC 16 Constitution saving throw, taking 70 (2d6 × 10) force damage on a failure or half damage on a success.

Psychic Storm. The brainstorm targets up to three creatures in the zone. Each target makes a DC 18 Charisma saving throw, taking 21 (6d6) psychic damage on a failure or half damage on a success.

Domination. The brainstorm targets a creature within the zone or an adjacent zone. The target makes a DC 15 Wisdom saving throw; on a failure it is charmed by the brainstorm until the beginning of the anomaly's next turn. While charmed, the target has a telepathic connection with the brainstorm and follows the brainstorm's instructions. If a creature makes its saving throw or the effect ends for it, it is immune to Domination for the next 24 hours.

BONUS ACTIONS

Illusory Ship. The brainstorm creates an illusory copy of a starship. The starship appears in the brainstorm's zone or in an adjacent zone. The brainstorm can move the starship at any speed and even make it appear to fire weapons but not deal damage. The illusion disappears if the brainstorm dismisses it or ends its turn without using a bonus action to maintain it.

Combat

The brainstorm uses Illusory Ship to lure a starship into its zone. Failing that, it uses Domination on an important crewmember such as a pilot or captain in order to cause the starship to enter the zone. Once a starship is in its zone, it uses Psychic Storm to kill the crew, and Buffeting Force as a punishment for actions it doesn't approve of, such as damaging the anomaly. It trusts in its Mind Maze ability to keep the ship within its zone, but it may also use Domination on a crewmember in order to sabotage the ship. Once bloodied, it may be intimidated or otherwise convinced to allow a ship to escape.

Cloak Ray

Natives to the dark places beyond solar systems, cloak rays resemble stingrays. However, they are both larger and far more dangerous.

Energivores. Cloak rays feed on electric energy, making them natural predators of large space creatures such as astral whales. They are so small by comparison that the great whales mostly see them as pests, dangerous only to the very old and very young. However, the advent of widely available space travel brought cloak rays a new food source, and their population has since grown rapidly. They've even started moving beyond their former deep space habitat where they followed migrating pods of astral whales, to instead seek space ships within solar systems.

Symbiotic Relationship. On rare occasions cloak rays have been known to accompany energy anomalies, serving as either scouts or assisting in the energy anomaly's bid to take over a ship by draining it. Some energy anomalies use this to further their masquerade as a god, either by "frightening off" the cloak rays in response to a crew's pleas or directing them to attack uncooperative ships.

Legends and Lore

With a Nature or Science check, characters can learn the following:

DC 10 Cloak rays feed on energy and are naturally drawn towards space ships.

DC 15 Cloak rays are so called because they can turn invisible, even to creatures and ships they are in the midst of draining.

DC 20 While rare, swarms of cloak rays can occasionally form, posing a danger to even starships. Cloak rays are rarely known to travel with energy anomalies.

Cloak Ray Encounters

Cloak rays can be found both in deep space and within solar systems, wherever the hunt for food takes them.

CR 3–4 cloak ray

CR 5–10 2 or 3 cloak rays

Treasure ship wreckage worth 1,000 cr

CR 11–16 swarm of cloak rays, 2 or 3 cloak rays with a brainstorm

Treasure ship wreckage worth 3,000 cr

Signs

1	A mostly undamaged starship entirely drained of power
2	Satellites or remote probes losing connection suddenly.
3	Astral whales telepathically complaining to each other of ray bites
4	Ship's energy levels dropping sharply



Behavior

1	Flitting at the edges of an astral whale pod
2	Attached to a small space ship
3	Traveling alongside an energy anomaly
4	A swarm purposefully moving towards a starship

CLOAK RAY

CHALLENGE 3

LARGE MONSTROSITY — 700 XP

AC 14

HP 52 (7d10 + 14; bloodied 26)

Speed 0 ft., fly 60 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

Proficiency +2; **Maneuver DC** 13

Damage Immunities lightning

Senses passive Perception 10

Languages —

Energy Drain. The cloak ray attaches itself to a target starship or other device that is huge or larger in the same zone. While a cloak ray is attached, the target's attacks deal half damage, its shields cannot recharge, it cannot go to FTL, and the ray's bite attack automatically hits the target. A creature operating in the same combat zone (or the target itself if it is a creature or has the mecha property) can use an action to make a DC 12 Strength check, detaching the ray on a success. While the ray is invisible and attached to a starship or device, a creature can use a bonus action to make a DC 12 Engineering check to pinpoint the creature's location. On a success, the creature ignores the ray's invisibility until the ray detaches from its target.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, melee range, one target. *Hit:* 17 (2d12 + 4) piercing damage and the cloak ray attaches to the target (see Energy Drain). The attachment ends when the ray dies or chooses to end it (no action necessary).

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage and the ray can immediately move to an adjacent combat zone.

Cloak. The ray turns invisible until it attacks or is reduced to 0 hit points.

Combat

The cloak ray approaches invisibly. It bites a target, clamping on with its mouth. If it has attached itself to a Huge target and is undetected, it turns invisible and doesn't attack, using Energy Drain to feed itself. If the cloak ray is hit while it is bloodied, it uses Tail to detach itself and flee.

SWARM OF CLOAK RAYS

CHALLENGE 11

HUGE SWARM OF MONSTROSITIES — 7,200 XP

AC 14

HP 625 (50d20 + 100; bloodied 312)

Speed 0 ft., fly 60 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
46 (+18)	18 (+4)	14 (+2)	5 (–3)	10 (+0)	5 (–3)

Proficiency +5; **Maneuver DC** 31

Damage Immunities lightning

Senses passive Perception 10

Languages —

Energy Drain. Until the target is no longer in the same zone as the swarm, the target's attacks deal half damage, and the swarm's bites attack automatically hits the target. The energy drain ends if the swarm takes damage while it is bloodied. While the swarm is invisible and energy draining a starship or device, a creature can use a bonus action to make a DC 12 Engineering check to pinpoint the swarm's location. On a success, the creature ignores the swarm's invisibility until the swarm detaches from this target.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Large creature. It can't gain HP or temporary hit points.

ACTIONS

Bites. *Melee Weapon Attack:* +23 to hit, close range, each non-cloak ray creature or vehicle in zone. *Hit:* 130 (2d12 × 10) piercing damage and the target is subject to Energy Drain. The effect ends when the swarm dies or chooses to end it on a target (no action necessary).

Cloak. The swarm turns invisible until it attacks or is reduced to 0 hit points.

Cyberbeasts

Robots don't only come in the form of humanoids or floating drones–they are also built to resemble animals in all their variety. Used as pets, guards, companions, or in combat, cyberbeasts are robotic versions of bears, panthers, dinosaurs, and more.

Infinite Variety. If it exists as an animal, it almost certainly exists as a cyberbeast. Cyberbeasts are designed to mimic their inspiration as closely as possible.

Companions and Guards. A crime lord with her pet cyberpanther, or a smuggler with a loyal cyberhawk, cyberbeasts can be used for intimidation, protection, or companionship.

Modifications. While many cyberbeasts are designed to act like the animal they are based on, some owners choose to upgrade their companions with weapons or other technology.

Legends and Lore

With an Engineering or Science check, characters can learn the following:

DC 10 Cyberbeasts are fairly common, although they are expensive.

DC 15 Cyberbeasts can understand basic commands and will obey their owners.

Cyberbeast Encounters

Cyberbeasts are found as prestige companions for the rich, and guardians for the powerful.

CR 0–2 1d4+1 cyberwolves; 1 dire cyberwolf; 1 cyberraptor

Treasure machine parts worth 50 cr; pet collar with a 100 cr agate gem

CR 3–4 1d4+1 cyberraptors; 1d4+1 dire cyberwolves; 1 cybersnake

Treasure machine parts worth 300 cr; pet collars with 1d4+1 gems worth 100 cr each

CR 5-8 4 1d4+1 cybersnakes

Treasure machine parts worth 1,000 cr; crushed victim wearing carbide plate and a jetpack; 1 starglaive

CR 9-10 1 cyberrex

Treasure machine parts worth 2,000 cr; bag with 2d4 random grenades; 1 multi-scanner

Signs

1	A mechanical purring or growling sound
2	A large cage with a power port inside it
3	The sound of metallic claws on the floor
4	Claw marks in a steel bulkhead

Behavior

1	Guarding a door or location
2	Chained to a wall; it can break the chain with a DC 15 Strength check
3	Prowling, on the search for something to do
4	In standby mode; it will wake up if its passive Perception hears anything

Cyber Template

Any creature with the beast type can be a cyberbeast. The creature retains its original statistics with following changes:

Type. The creature's type changes to construct.

The creature gains the following traits:

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The cyberbeast malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

CYBERRAPTOR

CHALLENGE 1

MEDIUM CONSTRUCT

200 XP

AC 13 (natural armor)

HP 32 (5d8 + 10; bloodied 16)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	5 (-3)

Proficiency +2; **Maneuver DC** 13

Senses passive Perception 11

Languages —

Pack Tactics. The cyberraptor has advantage on attack rolls against a creature if at least one of the raptor's allies is within 5 feet of the creature and not incapacitated.

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The cyberraptor malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage. If the target is a Medium or smaller creature, it makes a DC 13 Strength saving throw, falling prone on a failure.



CYBERREX

CHALLENGE 8

HUGE CONSTRUCT

3,900 XP

AC 13 (natural armor)

HP 126 (11d12 + 55; bloodied 63)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

Proficiency +3; **Maneuver DC** 17

Senses passive Perception 11

Languages —

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The cyberrex malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Multiattack. The cyberrex makes a bite attack and a tail attack against two different targets.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the cyberrex can't bite a different creature and it has advantage on bite attacks against the grappled creature.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) bludgeoning damage.



CYBERSNAKE

CHALLENGE 2

HUGE CONSTRUCT

450 XP

AC 12 (natural armor)

HP 52 (7d12+7; bloodied 26)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	12 (+1)	2 (-4)	10 (+0)	4 (-3)

Proficiency +2; **Maneuver DC** 14

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

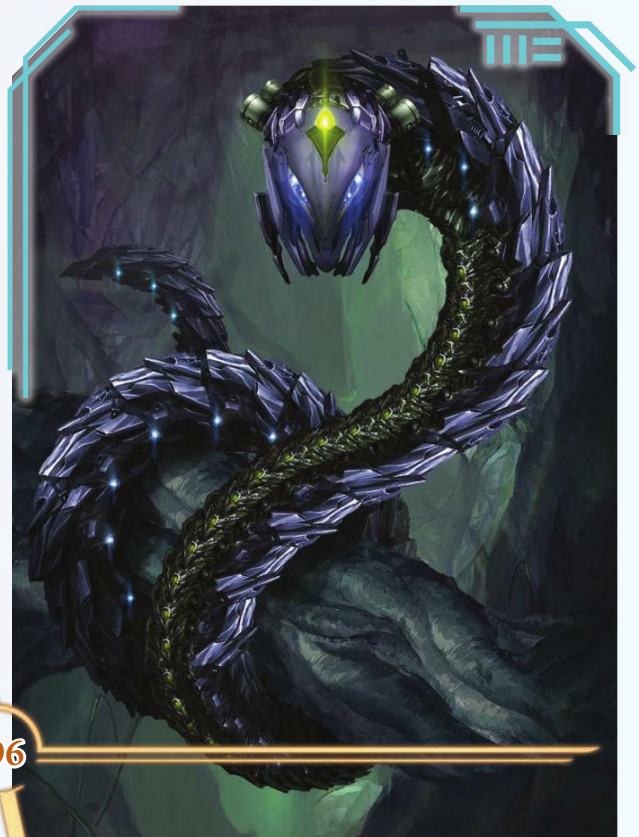
Languages Common, Machine

Malfunction. The cybersnake malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the snake can't constrict a different target.



CYBERWOLF

CHALLENGE ¼

MEDIUM CONSTRUCT

50 XP

AC 12 (natural armor)

HP 11 (2d8+2; bloodied 5)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The cyberwolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The cyberwolf has advantage on attack rolls against a creature if at least one of the cyberwolf's allies is within 5 feet of the creature and not incapacitated .

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The cyberwolf malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage. If the target is a creature, it makes a DC 12 Strength saving throw , falling prone on a failure.

DIRE CYBERWOLF

CHALLENGE 1

LARGE CONSTRUCT

200 XP

AC 13 (natural armor)

HP 30 (2d8+2; bloodied 5)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The cyberwolf has advantage on Perception checks that rely on hearing and smell.

Proficiency +2; **Maneuver DC** 13

Skills Perception +3, Stealth +4

Senses darkvision 30 ft., passive Perception 13

Languages —

Keen Hearing and Smell. The cyberwolf has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The cyberwolf has advantage on attack rolls against a creature if at least one of the cyberwolf's allies is within 5 feet of the creature and not incapacitated .

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The cyberwolf malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4+3) piercing damage. If the target is a creature, it makes a DC 12 Strength saving throw , falling prone on a failure.



Drones

Small, robotic, flying automatons, drones perform a wide variety of tasks. While some are built for combat or security purposes, others can perform reconnaissance, hack computer systems, or even administer medical aid. Drones are cheap to make, built en masse, and are generally considered disposable–most are able to follow verbal commands and communicate in a basic fashion, but they are not regarded as being sapient.

Flying Weapons. Combat drones are often used on the battlefield, and can be armed with a variety of weapons.

Reliable Companions. Drones are sometimes used as companions or pets, with their owners naming them and treating them as though they were alive.

AI Augments. Some drones have their processors augmented with more advanced AI modules, giving them actual sapience.

Legends and Lore

With a History or Science check, characters can learn the following:

DC 10 Drones are simple robots which follow their orders to the letter. They come in many varieties.

DC 15 While most drones are pure automatons, some rare drones are fully intelligent.

DC 20 Rumors exist of deadly, intelligent exterminator drones whose sole goal is to extinguish all life in the universe.

Drone Encounters

Drones can be found everywhere, from battlezones to noble banquets.

CR 0-1 1 or 2 utility drone

Treasure electronic components worth a total of 50 cr

CR 2 1 or 2 combat drones; 1 flamethrower, mortar, or shield drone

Treasure electronic components worth a total of 200 cr

CR 3–4 3 or 4 combat drones; 2 flamethrower, mortar, or shield drones; 1 assassin drone

Treasure electronic components worth a total of 500 cr; two drones that remain relatively intact and can be repaired to functionality with a DC 14 Engineering check

CR 5–10 processor drone with 1 or 2 flamethrower, mortar, or shield drones; 2 assassin drones; 1 exterminator drone

Treasure electronic components worth a total of 1,000 cr; two drones that remain relatively intact and can be repaired to functionality with a DC 16 Engineering check

Signs

1	The flashing lights of floating objects in the night sky
2	The electronic hum of a drone as it flies
3	Scorch marks in the ground from something which clearly attacked from above
4	Debris of a destroyed drone

Behavior

1	Flying overhead; descends to order travelers to leave restricted area
2	Flying stealthily low to the ground; attacks on sight
3	Pursues travelers from a distance, monitoring their movements; attacks if they enter certain restricted areas
4	A drone is malfunctioning and affected by the confused condition (see Malfunction trait)

Combat Drone

Floating orbs equipped with armaments of all kinds, drones patrol long-abandoned facilities on forgotten worlds, collecting data for creators that no longer exist. Drones come in a wide variety but are generally devoted to patrolling and guarding a set area. Some simply signal others about an unwanted presence, but many have the armaments needed to eliminate threats themselves.

COMBAT DRONE

CHALLENGE 1

SMALL CONSTRUCT (DRONE)

200 XP

AC 16 (natural armor)

HP 24 (7d4 + 7; bloodied 12)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	6 (–2)	13 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Damage Immunities poison

Condition Immunities fatigue, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Machine

Communicator. The drone can silently communicate with drones and devices of its choice that are within 1 mile of it.

Loudspeaker. The drone can make its voice heard up to 300 feet away.

Malfunction. The drone malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

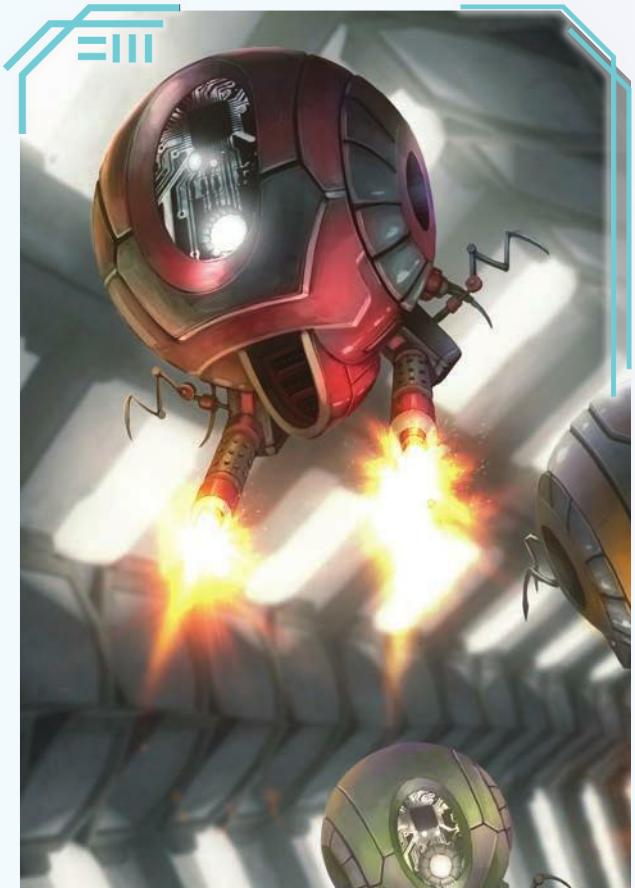
ACTIONS

Multiattack. The drone attacks twice with its blaster.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft. one target. *Hit:* 6 (1d8 + 2) force damage.

Combat

The drone chooses a target (preferably one not targeted by one of its fellow drones) and attacks until that target is neutralized. It fights to the death.



Variants: Modified Drones

Some drones have been loaded with weapons or equipment that changes their capabilities. The following are varieties of drone:

Assassin Drone

The drone's CR is 4. It has 60 hit points and its AC is 17. It gains the following additional action:

Sniper. *Ranged Weapon Attack:* +6 to hit, range 120 ft., one target. *Hit:* 18 (4d8) radiant damage.

Bomber Drone

This drone is essentially a flying bomb, designed to explode when it reaches its target. It has 32 hit points. The drone's CR is 3. It replaces its Blaster action with the following action:

Detonate. The drone explodes in a 20 foot radius area. Each creature in the area makes a DC 14 Dexterity saving throw, taking 26 (4d12) fire damage on a failure or half damage on a success.

Flamethrower Drone

The drone's CR is 2. It gains the following additional action:

Flamethrower. The drone spouts flame in a 15 foot cone. Each creature in the area makes a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failure or half damage on a success.

Mortar Drone

The drone's CR is 2. It gains the following additional action:

Mortar. The drone fires a bomb to a point within 120 feet that it can see. The bomb then falls until it hits a liquid or solid surface where it detonates in a 20 foot radius explosion. Each creature in the area makes a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage and falling prone on a failure or taking half damage and not falling prone on a success.

Processor Drone

The drone's Intelligence is 14 (+2) and its CR is 2. It gains the following bonus action:

Service Ticket. As a bonus action, the drone can issue an order to another drone within 30 feet. The other drone can use a reaction to make an attack.

Shield Drone

The drone's CR is 2. The drone's passive Perception becomes 15 and its Perception skill becomes +5. It also gains blindsight 60 ft.

Shield Generator (Recharge 6). The drone and creatures of its choice within 5 feet of it gain 10 temporary hit points.

Stunner Drone

The drone replaces its Blaster action with the following action:

Arc Stunner. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 9 (2d6 + 2) lightning damage. If this damage makes a creature bloodied it makes a DC 12 Wisdom saving throw or falls asleep for 1 minute, until it takes damage, or someone uses an action to shake or slap the creature awake.

Utility Drone

The smallest drones typically serve a specific purpose, a utility that takes up all or most of their capacity to accomplish. These simple drones are typically assistants, messengers, or scouts. Utility drones either fly or move on the ground.

UTILITY DRONE CHALLENGE 1/4
TINY CONSTRUCT (DRONE) 50 XP

AC 13 (natural armor)

HP 6 (2d4 + 1; bloodied 3)

Speed 30 ft., or fly 30 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (−4)	16 (+3)	13 (+1)	1 (−5)	10 (+0)	1 (−5)

Proficiency +2; **Maneuver DC** 13

Senses blindsight 10 ft., passive Perception 12

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Malfunction. The drone malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

Recording. The drone can stream audio-visual data to its control device or to other adjacent devices. Its on-board memory can record up to 1 hour of footage. No action is required for the drone to begin streaming or recording.

Special Delivery. The drone can hold an object or objects weighing no more than 5 pounds. Adjacent allied creatures can retrieve these items as a bonus action.

ACTIONS

Spark. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) lightning damage.

Combat

If it cannot run or has been programmed to fight, the utility drone chooses a target (preferably one not targeted by one of its fellow drones) and attacks until that target is neutralized. It fights to the death.

Variants: Modified Utility Drones

Some drones have been loaded with weapons or equipment that changes their capabilities. The following are varieties of utility drone:

Counselor Drone

This drone is designed to provide information. Some are stationed in one location in a 'help desk' role, while others accompany individual people.

The drone's Intelligence is treated as 16 (+3) for the purposes of recalling information only. It has proficiency in History, Science, and Culture, making those checks with a +5 bonus.

Hacker Drone

The drone gains the following trait and additional action:

Built-in Hacker. The drone has integrated hacking tools which it uses with a +4 bonus; its Intelligence is treated as 14 (+2) for the purposes of hacking only. It can attempt to hack an adjacent device and is able to perform hacking maneuvers.

Hacking Accomplice. Creatures directly controlling this drone can hack devices adjacent to it as if they'd established a direct connection.

Healer Drone

The drone gains the following additional action:

Heal. The drone lands on a creature and injects it with nanobots that heal it for 11 (3d4+4) hit points. The drone can only hold 3 uses of the nanobots at a time. Refills cost 100 credits per nanobot pouch.

Recon Drone

The drone gains the following trait:

Sight Expertise. The recon drone has proficiency in Perception, and its Wisdom score is treated as though it were 16 (+3) for the purposes of perception only. It has a +5 bonus to Perception and a passive Perception of 15. The drone is able to record and stream up to 24 hours of audio-visual data (instead of 1 hour). In addition, the drone gains darkvision to a range of 120 feet.

Exterminator Drone

These deadly drones are intelligent and filled with hate. Larger than most, they are heavily armed and want nothing more than the destruction of all life in the universe.

EXTERMINATOR DRONE CHALLENGE 6

MEDIUM CONSTRUCT 2,300 XP

AC 16 (natural armor)

HP 117 (13d10 + 52; bloodied 58)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	1 (−5)

Proficiency +3; **Maneuver DC** 14

Senses blindsight 10 ft., passive Perception 13

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Loudspeaker. The exterminator drone can make its voice heard up to 300 feet away.

Disintegration. A creature reduced to 0 hit points by an exterminator drone's exterminate attack dies instantly, and does not roll death saving throws.

ACTIONS

Multiattack. The exterminator drone attacks twice with its laser.

Laser. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 11 (3d6+1) radiant damage.

Exterminate (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 35 (5d12+3) radiant damage.

Combat

An exterminator drone attacks mercilessly, seeking to destroy any life it encounters. It fights to the death, and ignores any attempts to reason or parlay.

Exterminator Drone Variant: Exterminator Commander

Exterminators are sometimes led by a more powerful commander.

The exterminator commander is an elite monster, equivalent to two CR 6 encounters (4,600 XP). It has 234 (26d10 + 104; bloodied 117) hit points. The exterminator commander has the following additional legendary actions which is can only use while bloodied:

Elite Recovery. The exterminator commander ends one negative effect currently affecting it. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

The exterminator commander also gains the following action:

Concentrate Fire. The exterminator commander designates a single target within range of its laser. All exterminators within 30 feet of the exterminator commander immediately make one laser attack against that target.



Exterminator Emperor

Exterminator emperors lead entire fleets of exterminator drones, and receive complete loyalty from them. Any exterminator drone would gladly sacrifice itself to protect its emperor in the name of the greater quest. Exterminator emperors are always protected by exterminator drone guards.

EXTERMINATOR EMPEROR

CHALLENGE 12

LARGE CONSTRUCT — 8,400 XP

AC 17 (natural armor)

HP 196 (30d10 + 30; bloodied 98)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	18 (+4)	10 (+0)	10 (+0)

Proficiency +4; **Maneuver DC** 15

Senses blindsight 10 ft., passive Perception 14

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Languages Common, Machine

Loudspeaker. The exterminator emperor can make its voice heard up to 300 feet away.

Disintegration. A creature reduced to 0 hit points by an exterminator emperor's exterminate attack dies instantly, and does not roll death saving throws.

ACTIONS

Multiattack. The exterminator drone attacks twice with its laser.

Laser. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) radiant damage.

Exterminate (Recharge 5-6). *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 62 (8d12+10) radiant damage.

REACTIONS

Defense Shield. When targeted by a ranged attack, the exterminator emperor activates a defensive forcefield which grants it a +2 AC bonus to that attack.

Combat

An exterminator emperor keeps its distance from combat, sending its drones into combat. If threatened, it will recall all nearby drones to protect it.

Gruhnka

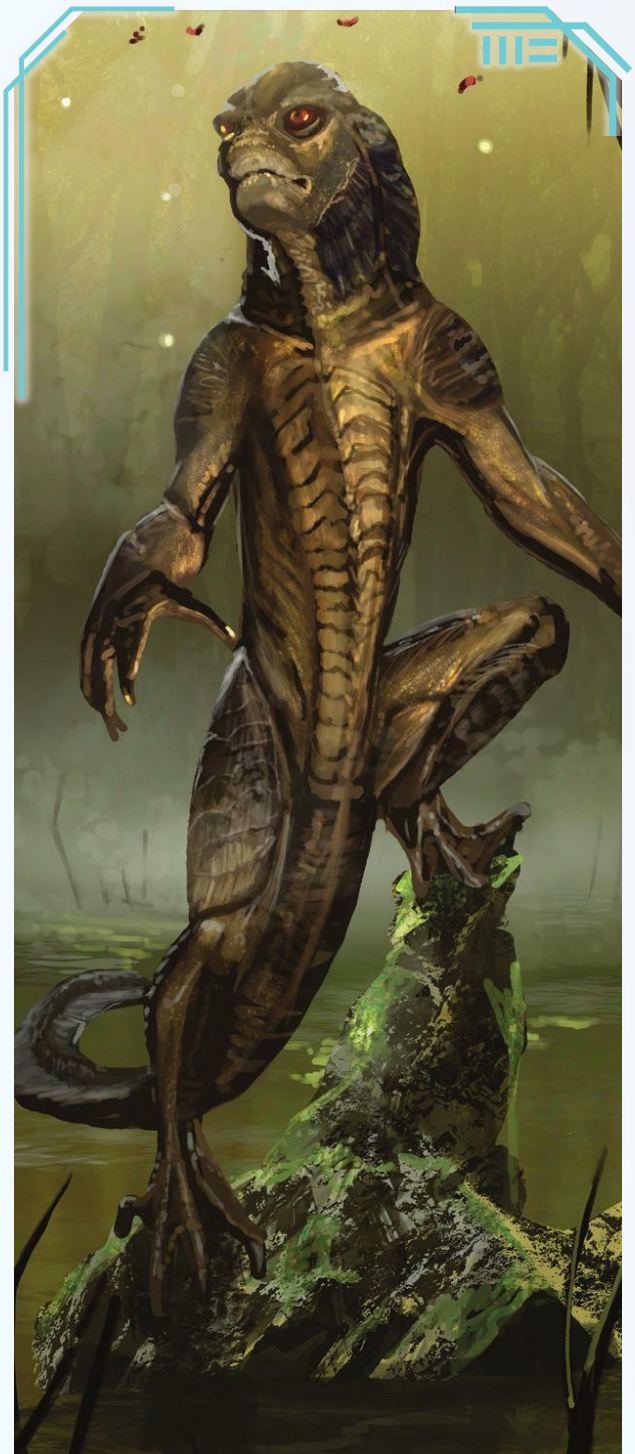
Voidrunners are often experienced adventurers with powerful weapons and strange psionic powers—but those powers might be their doom when facing one or more gruhnka. These lizard-like humanoids can be found all around the galaxy on dangerous planets with killing atmospheres. They start their lives as seemingly innocent tadpoles that feed on psionic powers, and develop their bodies and abilities as they drain psionic creatures and devices. They reach adulthood as large humanoids with bodies mutated that resemble lizards and humans alike.

Adaptive-Evolutive Life Cycle. Gruhnkas have an adaptive life cycle as they evolve and develop new abilities as a result of their psionic diet. Those first stage of development are known as tadpoles. Even though they look weak and defenseless, these are dangerous creatures that can launch themselves into their prey and ferociously bite their enemies to death. As soon as they consume psionic energy from a creature or device they start to mutate, often developing abilities tied to the source of the energy. When they consume energy from a humanoid, the gruhnka starts to grow and its tadpole-tail begins to transform into strong legs, sometimes transforming into more than one pair if the source of energy was not bipedal.

This stage is called a hunter, as the gruhnka now can chase their prey, and their hunger grows even more. Gruhnka hunters that devour a large amount of psionic energy and win disputes of strength in their colonies start to mutate to become gruhnka monarchs. They grow much bigger than the hunters and can share a psionic trait using a hive-mind-like ability.

Psionic Hunters. These creatures are both hunters and users of psionic powers. Gruhnkas feed on psionic creatures and mutate to develop new abilities making them extremely unpredictable. Most of these powers have been documented by xenobiologists, but it is fairly common to face a gruhnka hunter with completely new abilities.

Life in the Colony. "Remember: a lone gruhnka is never truly alone", say the lost notes of Tyuar XIX, the Explorer of Craters. These are creatures that live on and depend on society. They must form a strong, collective colony around the monarch, as it protects and empowers its tadpoles. Gruhnkas that are found apart from its colony (usually as a part of circus) tend to fall depressive and submissive, following the orders of a strong psionic entity that they can neither devour nor defeat.



Legends and Lore

With a Science or Survival check, characters can learn the following:

DC 10 Gruhnkas hunt psionic creatures, but may kill everything on its path during the hunt.

DC 15 These creatures can develop new powers after feeding on strong psionic energy.

DC 20 Gruhnkas live in society and usually are found in packs. They rely on a monarch to keep the colony organized and focused.

Gruknka Encounters

Gruhnkas can adapt to any environment and seek out craters and isolated areas, making them extremely difficult to deal with in any habitable planet.

CR 0–2 1d4 + 1 tadpoles

Treasure an assault rifle smeared with blood

CR 3–4 1 gruhnka hunter

Treasure a starglaive and a focusing crystal, the last remains of a fallen psyknight

CR 5–10 1d4 + 1 gruhnka hunters, each with one psionic mutation

Treasure a still intact companion AI cybernetic implant amidst a pile of bones and shredded clothes

CR 11–16 1d6 + 3 gruhnka hunters, each with the "4" psionic mutation and two random

Treasure a surface exploration vehicle left behind by unfortunate explorers who wandered into gruhnka territory

Signs

1	Gadgets and equipment that rely on psionic energy start to malfunction
2	Creatures have strong headaches and a constant feeling of something lurking
3	Several living creatures are found, their eyes lifeless and lost
4	Tracks of a two-legged creature that change to those of a three-legged one

Behavior

1–2	Waiting in ambush
3	Looking for its colony
4	A tracker, following a much more powerful psionic user

GRUHNKA HUNTER

CHALLENGE 7

LARGE ABERRATION

2,900 XP

AC 16 (natural armor)

HP 93 (11d8 + 44; bloodied 46)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	7 (–2)	14 (+2)	6 (–2)

Proficiency +3; **Maneuver DC** 16

Saving Throws Dex +8

Skills Perception +5, Stealth +8

Damage Immunities psychic

Senses passive Perception 15

Languages —

Psionic Hunter. The gruhnka hunter has advantage on saving throws against psionic effects.

Track, Follow, Kill. The gruhnka hunter ignores difficult terrain when moving in the direction of prey marked by its Eyes of the Hunter ability.

Psionic Mutation. Gruhnka hunters mutate when they devour psionic energy. They are found with one Psionic Mutation (see Table: Psionic Mutations).

ACTIONS

Multiattack. The gruhnka hunter attacks twice with its claws.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 2) slashing damage and the target takes a wound that deals 5 (1d10) ongoing slashing damage. A creature can end the ongoing damage by staunching the wound as an action or by giving the target magical healing.

BONUS ACTIONS

Eyes of the Hunter (1/Day). The gruhnka hunter chooses a creature that it can see. The creature is marked as prey until the end of the encounter. When attacking this prey, the gruhnka hunter receives a +2 bonus to attack and deals an additional 1d6 piercing damage. A creature remains marked in this way until either it or the gruhnka hunter are incapacitated, dies, or either ends their turn out of line of sight from the other.

REACTIONS

Devour and Adapt. If a gruhnka reduces a creature to 0 hit points, they manifest a new power if the creature was a psionic user or had a psionic equipment (see table "Psionic Mutations"). The gruhnka hunter increases its challenge rating by 1 for each additional Psionic Mutation.

Combat

The gruhnka hunter prefers stalking and ambush, and always targets creatures with psionic powers first.

Table: Psionic Mutations

1	The gruhnka hunter's mouth grows much larger. It can make an additional bite attack as part of its Multiattack.
2	The gruhnka hunter's claws are now embedded with elemental energy, dealing 1d8 damage of the resulting type. Roll 1d4 to determine the damage type: 1—fire, 2—cold, 3—electric, 4—acid.
3	The gruhnka hunter grows an extra pair of eyes from a set of antennas. It gains the following action: ***Psionic Ray.*** *Ranged Attack*, +8 to hit, reach 30ft., one target. *Hit*: 1d12+2 psychic damage.
4	The gruhnka hunter's muscles become stronger. It receives a +2 bonus to attack and damage and 20 temporary hit points.
5	The gruhnka hunter's blood mutates, giving it a fast regeneration cycle. The gruhnka regains 10 hit points at the start of its turn. If the gruhnka hunter takes acid or fire damage, this trait doesn't function on its next turn. The gruhnka hunter dies only if it starts its turn with 0 hit points and doesn't regenerate.
6	The gruhnka hunter grows a long set of spikes out of its spine. It gains the following action: ***Spikes.*** The gruhnka hunter fires spikes in a 15-foot cone. Each creature in the area makes a Dexterity saving throw against the gruhnka's maneuver DC, taking 24 (6d6) piercing damage on a failure or half damage on a success.

GRUHNKA TADPOLE

CHALLENGE 1/4

TINY ABERRATION

50 XP

AC 11 (natural armor)

HP 13 (3d4 + 6; bloodied 6)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	7 (–2)	12 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Skills Perception +3, Stealth +4

Damage Immunities psychic

Senses passive Perception 13

Languages —

Psionic Hunter. The gruhnka tadpole has advantage on saving throws against psionic effects.

Track, Follow, Kill. The gruhnka tadpole ignores difficult terrain when moving in the direction of prey marked by its Eyes of the Hunter ability.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4) piercing damage.

BONUS ACTIONS

Eyes of the Hunter (1/Day). The gruhnka tadpole chooses a creature that it can see. The creature is marked as prey until the end of the encounter. When attacking this prey, the gruhnka tadpole receives a +2 bonus to attack and deals an additional 1d6 piercing damage. A creature remains marked in this way until either it or the gruhnka tadpole are incapacitated, dies, or either ends their turn out of line of sight from the other.

REACTIONS

Devour and Adapt. If a gruhnka tadpole reduces a creature to 0 hit points, it can use its reaction to mutate into a Small gruhnka hunter.

Hollow Folk

Seen from the front, hollow folk appear to be ordinary humanoids. From the rear, they resemble hollow shells—like paper mache casts of a humanoid's front half.

Patient Feeders. A hollow folk hunts by stealth or by approaching its victims directly, wearing the guise of its last victim. Once close, it wraps itself around a victim's front half, assuming its appearance and controlling its actions. It drinks its victim's blood over the course of a month, during which time it goes about the victim's daily life, tapping into its memories in order to stay undetected. When the host body finally dies, the hollow folk abandons the bloodless husk and floats away on the wind, looking for a new body to engulf. In its natural form, its front side eerily retains the appearance of its last victim.



While attached to a creature, hollow folk imitate their host bodies' appearances nearly perfectly and are difficult to detect. One telltale sign of a hollow folk is that, when wounded, it doesn't bleed. Once discovered, a hollow folk can be driven away from its unwilling host. If sufficiently wounded with slashing weapons, the hollow folk will peel itself off from its victim and try to escape. Its victim can then be saved—unless it was killed in the battle.

Killers Among Us. While their original home world is unknown, hollow folk have hitched rides with unsuspecting travelers onto many worlds. Groups of hollow folk are most often found in large cities, where they can absorb and dispose of victims in relative anonymity, and on isolated worlds that have little defense against the killers that walk among them in familiar forms.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 10 Planetary landings can be dangerous. Various aliens can masquerade as members of a crew.

DC 15 Hollow folk are blood-sucking parasites that plaster themselves to a person and control their actions.

DC 20 You can spot someone controlled by a hollow folk because they don't bleed. If you do enough damage to a hollow folk that's controlling someone, you can force it to flee—but you might kill the victim in the process.

Hollow Folk Encounters

Hollow folk are most commonly found preying on isolated villages and urban sprawls.

CR 5–10 1 or 2 hollow folk

Treasure a personal communicator (ICD)

CR 11–16 3 hollow folk

Treasure chemical detector, distress beacon, ghillie suit, 3 rifles, cybernetics kit, jump coils, gold ring worth 100 cr, gold bracelet with an inscription from a loving family worth 250 cr, 500 cr of assorted jewelry and accessories, 700 cr

Signs

1–2	A blood-drained corpse with no visible wounds
3	Suspicious people who believe anyone might be an imposter
4	A scrawled note: "watch out for hollows"

Behavior

1–2	In hollow folk form and wearing the appearance of former victim: stealthily looking for a lone victim
3	In hollow folk form, approaching openly from a distance, careful to only be seen from the front
4	Possessing a creature, willing to pay for transportation to another planet as the people around here are too suspicious and no longer easy prey

HOLLOW FOLK

CHALLENGE 5

MEDIUM MONSTROSITY

1,800 XP

AC 14

HP 84 (13d8 + 26; bloodied 42)

Speed 30 ft. when attached; fly 40 ft. (hover) when unattached

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	18 (+4)

Proficiency +3; **Maneuver DC** 15

Skills Deception +7, Insight +5, Stealth +7

Damage Vulnerabilities slashing (while unattached only)

Damage Resistances bludgeoning

Senses passive Perception 12

Languages Common and 2 more; the languages known by the creature it is attached to

Facade. When the hollow folk attaches to a creature, it takes on that creature's appearance and voice and is indistinguishable from that creature.

Slashing Sensitivity. When the hollow folk takes slashing damage while bloodied and attached to a creature, it detaches from that creature.

ACTIONS

Multiattack. While attached to a creature, the hollow folk makes 3 attacks with either its slam or a weapon.

Slam (Attached Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Weapon (Attached Only). The hollow folk uses a weapon carried by the attached target. It is considered proficient with the weapon.

BONUS ACTIONS

Attach (Unattached Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one humanoid creature that has no attached hollow folk. *Hit:* The hollow folk plasters itself to the target, becoming grappled and taking on the target's appearance. When the hollow folk is dealt damage while attached, it takes half the damage (rounded down) and the other half is dealt to the grappled target. Any effect that targets the hollow folk also targets the attached creature. The attached creature can be targeted separately.

While the hollow folk is attached, it takes control of the target's body. It uses its own actions, not the target's. It shares the memories and languages of the attached creature but none of the creature's skills or abilities. The hollow folk can detach itself at any time without using an action. The hollow folk detaches when it or the target dies.

While attached, the target is conscious but helpless and doesn't require food or water. It can make a Strength saving throw at the end of each of its turns. After two successes on this saving throw, the target frees itself and detaches the hollow folk. After two failures, the creature no longer makes saving throws to escape. While the hollow folk is attached to the target, the target gains a level of exhaustion every 5 days.

Blood Drain (Attached Only). The hollow folk regains 10 hit points, and the attached creature gains a level of exhaustion. This exhaustion can't be removed while the hollow folk is attached to the creature.

Combat

The hollow folk attacks with surprise, either by attacking from hiding or by imitating a humanoid. It uses Attach and then, when attached, it either slams or draws a weapon. When it has taken more than 20 hit points of damage, it uses Blood Drain. It flees if it takes slashing damage while it is bloodied.

Id Puppeteer

The id puppeteer is a humanoid with a terrible gift: the ability to conjure monsters from its deepest terrors.

Victims of their Own Fears. The ability to fashion psionic monsters—id puppets—from raw fear is a rare psionic mutation that can occur in any species capable of psionic ability. For most creatures, it's more a curse than a gift—these terrors appear in times of stress, and can threaten or even kill their creator and their loved ones. Most creatures with this psionic ability—"id puppeteers"—strive to repress their inner monsters and live normal lives. This approach is not foolproof: an uncontrolled id puppet can appear at the most inopportune times.



Legends and Lore

With a Culture or History check, characters can learn the following:

DC 10 Some people are plagued by monsters that appear near them. This may be a psionic curse.

DC 15 "Id puppeteers" involuntarily create psionic monsters that endanger them and others. However, some learn to control these monsters, becoming evil "id puppetmasters."

Id Puppeteer Encounters

Id puppeteers usually conceal their powers on populous planets and starbases.

CR 5–10 id puppeteer fleeing id puppet

CR 17–22 id puppetmaster with id puppet

Treasure 8,000 cr

Id Puppeteer Behavior

1–2	In a stressful or dangerous situation, desperately trying to suppress id puppet
3–4	Fleeing in terror from its own id puppet

Id Puppetmaster Behavior

1	Looking for a crew to take passage with, so it can later murder them and take their ship
2	Attacking a settlement along with its id puppet
3	Fleeing in pretend terror from its own id puppet
4	Asking for help fighting a monster in another location: plans to lead helpers into an ambush

Id Puppet Appearance

1	Hairless head with a giant fanged maw, supported by two legs
2	Lion with a scorpion tail
3	Writhing conglomeration of hands and eyes
4	White-furred ape with four arms
5	Friendly-looking clown
6	Screaming, melting child

Cursed Cognition.

Most id puppeteers are innocent victims of their psionic curse. Killing their puppet is sufficient to end the danger they pose, and doing so grants the id puppeteer's full XP value: killing the puppeteer is unnecessary and doesn't provide extra XP.

ID PUPPETEER

CHALLENGE 9

SMALL OR MEDIUM HUMANOID

5,000 XP

AC 12

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	20 (+5)

Proficiency +4; **Maneuver DC** 14

Saving Throws Wisdom +7, Charisma +9

Skills Insight +7, Deception +9

Senses passive Perception 13

Languages Common

Damage Denial. When the puppeteer takes damage while one or more of its puppets is active, the puppeteer takes half the damage (rounding down) and any active id puppet each takes the other half.

Uncontrolled Summoning. When the puppeteer makes a saving throw, takes damage, or undergoes extreme emotional stress, the puppeteer makes a DC 20 Wisdom saving throw. On a failure, an id puppet appears in an unoccupied space between 60 and 90 feet from the puppeteer. The id puppet acts on its own initiative and is hostile to all creatures, including the puppeteer.

The id puppet vanishes after 1 hour. If either the id puppeteer or the id puppet is killed, the id puppet vanishes and does not return.

Once an id puppeteer has summoned an id puppet, they can't do so for 24 hours. Once their id puppet has been killed, they can never summon it again.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage plus 9 (2d8) psychic damage.

Combat

The id puppeteer flees from the id puppet, fighting when cornered or to protect someone else.

VARIANT: ID PUPPETMASTER

Some id puppeteers take a sinister journey into their own minds and become one with their darkest thoughts. Taming their fears, they become id puppetmasters. With minds twisted by this terrible amalgamation, they gain an appetite for the terror of others—an appetite they sate by releasing their own id puppets. Unlike other id puppeteers, id puppetmasters can summon and control their puppets, and they do so in order to spread panic and harm.

The id puppetmaster is an elite monster, equivalent to two CR 9 monsters (10,000 XP). It loses the Uncontrolled Summoning trait. It gains the following bonus actions:

Controlled Summoning (1/Hour). An id puppet appears in an unoccupied space between 60 and 90 feet from the puppetmaster. The id puppet acts on its own initiative and is under the control of the puppeteer.

Desperate Summoning (1/Day). If either the puppetmaster or its id puppet are bloodied, the puppetmaster recharges and uses Controlled Summoning. If the puppetmaster is currently controlling an id puppet, it gains a second id puppet.

Elite Recovery (Bloodied Only). The puppetmaster ends one negative effect currently affecting it or an id puppet. It can use this action as long as it has at least 1 hit point, even while unconscious or incapacitated.

Fear Eater. The puppetmaster regains 10 hit points for each creature within 60 feet that is afraid.

Id Redirection. The puppetmaster psionically teleports an id puppet within 180 feet to an unoccupied space within 180 feet. The id puppet can then make a single attack.

The id puppet is a projection of the id puppeteer's deepest fears. Its appearance can vary wildly, and the same id puppeteer can summon puppets with different appearances.

While the id puppeteer is a Challenge 9 monster, an id puppet doesn't have a challenge rating or XP. It's part of the id puppeteer that summoned it.

ID PUPPET

SIZE & TYPE VARIES

AC 16 (natural armor)

HP 142 (15d10 + 60; bloodied 71)

Speed 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	6 (–2)	14 (+2)	18 (+4)

Proficiency +4; **Maneuver DC** 17

Saving Throws Int +2, Cha +8

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 12

Languages —

Disbelief Weakness. As an action, a creature can attempt to disbelieve in the puppet by making a DC 16 Wisdom saving throw. On a success, the creature realizes that the puppet isn't a physical creature, and the creature becomes immune to the puppet's Fear Aura. The first time each creature successfully disbelieves in the puppet, the puppet takes 18 (4d8) psychic damage.

Fear Aura. When a creature starts its turn within 30 feet of the puppet, it must succeed on a DC 16 Wisdom saving throw. On a failure, the creature is frightened until the start of its next turn. On a success, the creature is immune to this puppet's Fear Aura for 24 hours.

ACTIONS

Multiattack. The puppet makes three attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) psychic damage, plus 5 (1d10) psychic damage if the target is frightened.

Arresting Gaze. *Ranged Weapon Attack:* +8 to hit, reach 60 ft., one target. *Hit:* 10 (3d6) psychic damage. If the target is not immune to fear, its speed is reduced by 10 for 1 minute. A creature's speed can be reduced multiple times by Arresting Gaze. The target can make a DC 16 Wisdom saving throw at the end of each of its turns. On a success, the target ends any speed reductions caused by Arresting Gaze.

Combat

The id puppet uses Arresting Gaze to slow down and catch opponents, and then uses its claw, preferring targets that are frightened. It does not retreat.

Karthog

Once know for their beauty, an ancient bombardment mutated the genealogy of the karthog species. Centuries later, karthog now are thick-skinned, muscular humanoids covered with sharp bony protrusions. They have massive hands capable of ripping smaller creatures limb from limb, and fierce, bestial faces. They are spread widely, if sparsely, across many different planets, often in the ruins of a now-forgotten empire.

A Glorious Past. Millenia ago, the karthog people made a pact of everlasting friendship with a beleaguered young noble who had crashed on their planet. With the aid and advice of the karthog, this noble went on to found what would grow into a mighty intergalactic empire and became the respected Imperatrix Chiara the First. Remembering her friends and allies, the imperatrix gave the karthog a place of honor in her regime. They were offered profitable trading deals, and individuals served as advisors, imperial guards, and distinguished members of court for generations after. That, however, was a long time ago.

Eventually, Imperatrix Chiara's family line was ousted in a bloody coup. To keep the fallen dynasty's karthog allies from fomenting any rebellion, the new regime killed many of their people and enslaved still more of the millions that were trapped on the empire's capital planet. Finally, to avoid retaliation, they preemptively bombarded the karthog homeworld, breaking the back of its starfaring industry and technological culture.

A Fractured People. The strength and hardiness of the captured karthogs meant they were ideal gladiatorial fighters for the decadent new regime, and found themselves shipped to worlds near and far to this end. However, violence begets violence, and the new imperial family found themselves ousted as well. In the ensuing years of instability, many karthog took their chances, escaping to freedom or to join one rebellion or another.

Long after the empire they helped to found had fallen, the karthog are a scattered people. While their homeworld is technically still inhabited, the fallout from the bombardment set their civilization back substantially, and they have yet to rediscover starfaring technology. Most karthog survive as warriors, hunters, and



mercenaries on the far-flung planets where their ancestors had been shipped, sometimes even in the ruins of the arenas that had once imprisoned them. Nearly all karthog, however, know at least the basics of their people's story, passing it down through the generations by stories told grandly around campfires or discretely during secret gatherings.

Born to Survive. Due to the nature of their treatment at the hands of the empire and the harsh conditions that followed, most karthogs are hardy, strong, and have little use for flights of fancy or frivolous intellectual pursuits. What they do have is an understandably healthy suspicion of other humanoids. This, combined with their brawn and flat demeanor, many have made the mistake of dismissing them as brutish and animalistic. This is untrue, however, and those few who have become allies of the karthog note their dry, cynical humor and cuttingly stoic philosophical outlook.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 10 Karthogs are towering humanoids possessing great strength and stamina.

DC 15 Descended from a long line of gladiators and warriors, Karthogs are capable of grabbing up and throwing rocks and enemies alike with alarming ease and accuracy.

DC 20 Karthogs once had a place of prominence in an ancient empire before a political conflict destroyed their culture and way of life.

Karthog Encounters

Karthogs can be found on a wide variety of planets.

CR 3–4 karthog

Treasure pair of intricately carved stone bracelets worth 12 cr each, 2 packets of healing herbs (act as *potions of healing*)

CR 5–10 2 or 3 karthogs, 2 karthogs and 2 direwolves

Treasure 2 etched metal collars engraved with "Loyal" and "Brave" in the local language worth 25 cr each, 2 raw gemstones worth 75 cr each, necklace of precious metal and polished gems worth 200 cr

Signs

1	Settlements built in ancient ruins
2	Shattered rocks littered around a target painted on a stone wall
3	Corpse of a large predator having clearly been thrown with great force into a tree
4	DC 15 Perception or Survival check: three-fingered hand prints

Behavior

1	Telling a story of the now-fallen empire around a fire
2	Conducting target practice with a pile of large rocks, cheering loudly on a hit
3	Offering their services as mercenaries or guards
4	Attacking at range from ambush position
5	Rebuilding their settlement after a monster attack
6	Training a local predator as a hunting companion

Names

Neith, Trane, Mavia, Dimach, Pellari, Tiarus

KARTHOG

CHALLENGE 3

LARGE HUMANOID

450 XP

AC 14

HP 84 (13d8 + 26; bloodied 42)

Speed 30 ft. when attached; fly 40 ft. (hover) when unattached

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 15

Skills Stealth +4, Survival +2

Senses passive Perception 10

Languages Common or none

ACTIONS

Multiattack. The karthog makes a greatclub attack and a grab attack. It can replace one attack with Fling.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Grab. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15) and restrained while grappled. The karthog can have one creature grappled at a time. It can automatically hit a creature it is grappling with its Grab attack.

Fling. The karthog throws one Medium or smaller object or creature it is grappling up to 30 feet. The target lands prone and takes 3 (1d6) bludgeoning damage for each 10 feet thrown. If the karthog throws the target at another creature, that creature makes a DC 12 Dexterity saving throw, taking the same damage on a failure.

Combat

The karthog attacks with its greatclub and its grab, targeting two different creatures if possible. Once it has grappled a creature, it squeezes the creature (automatically hitting with its next grab) and then flings the creature away, targeting another enemy if possible. If troubled with ranged attackers, the karthog uses Fling to throw rocks.

Leech Creeper

Leech creepers are foot-long leeches which feed on mammals. Stealthy, they lie in wait for days at a time, and attack by surprise. Once a leech creeper attaches itself to its victim, it sucks its blood until the remaining corpse is dry.

Lone Victims. While leech creepers often travel in packs, they prefer to attack victims that are traveling alone as they can't do anything to stop their victim's companions from spotting them and tearing themt off.

Fire Aversion.. The safest way to remove a leech creeper is by exposing it to fire. A leech creeper will detach from a host in order to avoid open flame.

Legends and Lore

With a Medicine or Nature check, characters can learn the following:

DC 10 A leech creeper attaches itself to its victim and then drains their blood.

DC 12 Leech creepers are often found in pools of stagnant water.

DC 15 Some giant leech creepers have been known to kill a human single-handed.

Leech Creeper Encounters

Leech creepers are usually found in moist natural areas, such as jungles or near bodies of still water.

CR 0–1 3 or 4 leech creepers.

Treasure corpse with 80 credits and a ruby ring worth 25 credits

CR 1-2 Swarm of leech creepers

Treasure two corpses with 200 credits, a personal communicator, and one dose of medical gel

CR 3 Giant leech creeper

Treasure the desiccated remains of a corpse inside a suit of carbide plate

Signs

1-2	A stagnant pool of water
3-4	An exsanguinated corpse



Behavior

1–3	Hiding in wait for a new victim
4	Greedily draining a recently killed victim of blood

LEECH CREEPER

CHALLENGE 1/8

TINY BEAST

25 XP

AC 13 (10 while attached)

HP 2 (1d4; bloodied 1)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Saving Throws —

Senses tremorsense 60 ft., passive Perception 9

Languages —

Amphibious. The leech creeper can breathe both air and water.

Fire Fear. When the leech creeper comes within 3 feet of an open flame, it detaches if attached to a host.

ACTIONS

Latch On. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage, and the leech creeper attaches to the target. A creature can use an action to detach it by making a DC 13 Strength check, causing 1 piercing damage to the victim, and it can detach itself as a bonus action.

Blood Drain. The leech creeper drains blood from the creature it is attached to. The creature loses 4 (1d8) hit points. After the creeper has drained 8 hit points, it detaches itself and can't use Blood Drain again until it finishes a rest.

Combat

Leech creepers remain in hiding, often in stagnant water, and attack their victims unawares. They withdraw if exposed to fire damage.

SWARM OF LEECH CREEPERS

CHALLENGE 2

MEDIUM GROUP OF TINY BEASTS — 450 XP

AC 13 (10 while attached)

HP 10 (5d4; bloodied 5)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (–3)	16 (+3)	10 (+0)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Saving Throws —

Senses tremorsense 60 ft., passive Perception 9

Languages —

Amphibious. The swarm can breathe both air and water.

Fire Fear. When the swarm comes within 3 feet of an open flame, it detaches if attached to a host.

Swarm. The swarm is composed of 5 or more creatures. If it is subjected to a psionic power, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The swarm can move through any opening large enough for one tiny creature without squeezing.

Area Vulnerability. The swarm takes double damage from any effect that targets an area.

Swarm Dispersal. When the swarm is reduced to 0 hit points, it turns into 2 (1d4) leech creepers, each of which are bloodied.

ACTIONS

Latch On. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 piercing damage, or 2 piercing damage if the swarm is bloodied, and the swarm attaches to the target. A creature can use an action to detach it, and it can detach itself as a bonus action.

Blood Drain. The swarm drains blood from the creature it is attached to. The creature loses 20 (5d8) hit points. After the swarm has drained 36 hit points, it detaches itself and can't use Blood Drain again until it finishes a rest.

GIANT LEECH CREEPER

CHALLENGE 2

MEDIUM BEAST — 450 XP

AC 14 (11 while attached)

HP 45 (9d8; bloodied 23)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+3)	12 (+1)	12 (+1)	2 (–4)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +3

Saving Throws —

Senses tremorsense 60 ft., passive Perception 9

Languages —

Amphibious. The giant leech creeper can breathe both air and water.

Fire Fear. When the giant leech creeper comes within 3 feet of an open flame, it detaches if attached to a host.

ACTIONS

Latch On. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) piercing damage, and the giant leech creeper attaches to the target. A creature can use an action to make a DC 13 Strength saving throw to detach it, and it can detach itself as a bonus action.

Blood Drain. The giant leech creeper drains blood from the creature it is attached to. The creature loses 15 (3d10) hit points. After the creeper has drained 60 hit points, it detaches itself and can't use Blood Drain again until it finishes a rest.

Mindspore Mushroom

A mindspore mushroom is a human-high stalk from which sprout several glistening purple toadstools. From each toadstool protrudes luminescent tendrils that seem to orient themselves towards passing creatures.

As eerie and dangerous as mindspore mushrooms appear, however, the real threat they pose is their mind-affecting spores, which are absorbed into a creature's brain and cause it to exhibit risky and self-destructive behavior.

Fascinating Fungi. A mindspore mushroom blooms from the corpse of a creature infected with mindspores. While the mushroom can move slowly by wriggling its stalk, it spends most of its time motionless, waiting for creatures to pass by. It uses the glowing purple lights of its tendrils to attract victims and then coats the victims with a puff of gray particles that float in the air like ash—mindspores.

Legends and Lore

With a Medicine or Nature check, characters can learn the following:

DC 15 Mindspore mushrooms are purple mushrooms that attract people with a hypnotic purple light.

DC 20 Even more dangerous than the mushroom are its spores, which infect a creature and cause it to act self-destructively. When an infected creature dies, spores burst from its body, potentially infecting more creatures.

Mindspore Mushroom Encounters

Mindspore mushrooms most often flourish in dank swamps, but can be found wherever victims of their spores have died.

CR 0–2 1 or 2 mindspore mushrooms

Treasure intact polymer armor currently filled with the skeletal remains of a previous victim

CR 3–4 3 or 4 mindspore mushrooms

Treasure intact carbide plate armor currently filled with the skeletal remains of a previous victim



Signs

1	Partially-rotted corpse covered with ashy gray particles
2	Distant, pulsing purple light
3	A creature picking fights and acting impulsively
4	A creature inviting others to view a strange mushroom they found

Behavior

1–3	Waiting for creatures to infect
4	Young mushroom, visibly growing as it bursts from a dead creature's body. It will be ready to attack in 1 or 2 turns

Malady: Mindspore Infestation

Mindspore mushrooms propagate by infecting creatures with mindspores, which act like a disease, but are in fact an intelligent parasite. With an Intelligence, Wisdom, and Charisma of 12 (+1), the mindspores are far more intelligent than the mushrooms they become. The mindspores try to manipulate host creatures into dying violently in the presence of as many creatures as possible—often by instigating a fight.

When an infected creature dies, it releases a cloud of spores as if it were a mindspore mushroom using its Death Spore trait. One day after the creature dies, a new mindspore mushroom sprouts from its corpse.

While a creature is infected with mindspores, the spores can see through the creature's eyes and hear through its ears. Once per day, it can make a telepathic suggestion. The suggestion must sound reasonable and it can't be inescapably deadly, although it can (and usually does) put the creature in danger. The creature makes a DC 12 Wisdom saving throw. A creature immune to being charmed automatically succeeds on this saving throw. On a success, the creature realizes that it is being telepathically tampered with. On a failure, it thinks the suggestion was its own idea and tries to follow it to the best of its ability for up to 1 minute.

At the end of each long rest, an infected creature makes a DC 12 Constitution saving throw. After two successes, it recovers from the infection.

MINDSPORE MUSHROOM

CHALLENGE 1/2

MEDIUM PLANT

100 XP

AC 10 (natural armor)

HP 13 (2d8 + 4; bloodied 6)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	2 (–4)	14 (+2)	1 (–5)	8 (–1)	4 (–3)

Proficiency +2; **Maneuver DC** 9

Saving Throws Int –2, Wis +1

Condition Immunities blinded, charmed, deafened, fatigue, frightened, prone, restrained, stunned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9

Languages —

Death Spore. When the mushroom is killed, it immediately recharges and uses Spore.

False Appearance. While motionless, the mindspore mushroom is indistinguishable from a normal fungus.

ACTIONS

Spore (Recharge 5–6). The mushroom releases a cloud of mindspores. Each creature within 20 feet makes a DC 12 Constitution saving throw. Creatures immune to poison and creatures with an Intelligence of 6 or less automatically succeed on this saving throw. On a failure, a creature is infected with the mindspores. On a success, a creature takes 9 (2d8) poison damage and is not infected.

Enchanting Glimmer. The mushroom's luminous fronds glitter with sinister light. A creature of the mushroom's choice within 60 feet that can see it must succeed on a DC 12 Wisdom saving throw or be charmed by it until the end of its next turn. While charmed, a creature is incapacitated. On its turn, it moves up to its Speed towards the mushroom by the most direct route that avoids unavoidably damaging hazards.

Combat

The mindspore mushroom uses Enchanting Glimmer to lure a creature within range and then uses Spore. It continues to use Spore when it's able to, and Enchanting Glimmer to bring creatures close to it. It is not intelligent enough to change tactics.

Mayday

A starship picks up a garbled distress call. Following the call, it approaches a seemingly disabled freighter. Suddenly, the freighter extends long, silvery tendrils, which grapple the starship and reel it towards the fanged mouth that has suddenly appeared on the freighter's prow…

Space Mimic. A mayday is a starship-sized, shape-changing space ooze that can mimic the appearance of objects that it has seen. While it sometimes masquerades as an asteroid or other space debris, it most often takes the form of a space vessel.

To complete the illusion, the mayday has the ability to intercept and imitate most forms of long-range communication. Although it doesn't understand language, it can remember and transmit messages that it has overheard—often the distress signals of starships caught in its clutches.

Legends and Lore

With a History or Survival check, characters can learn the following:

DC 10 Sometimes, what appears to be a starship is actually a shapechanging, ship-devouring monster called a mayday.

DC 15 Maydays can transmit distress calls exactly as they have heard them, but they can't make up new ones or engage in conversation.

Mayday Encounters

Maydays most often hunt in deserted star systems along common travel routes.

CR 3–4 Mayday

Treasure nearby ship wreckage worth 1,000 cr

Signs

1	Space wreckage (of the same type of ship as the mayday's disguise)
2	Directional distress beacon with no words
3	Repeating voice distress call: "Mayday! Approaching disabled vessel - (static) - reach out - (static) caught!"
4	Repeating text warning message: "HOSTILE SPACE FAUNA IN SYSTEM, DO NOT APPROACH"

Mayday Disguise

1	Precious metal-rich asteroid
2	Azimuth science vessel
3	Orca warship
4	Nebula mining vessel



MAYDAY

CHALLENGE 4

GARGANTUAN ABERRATION

1,100 XP

AC 14 (natural armor)

HP 300 (24d20 + 48; bloodied 150)

Speed 0 ft., fly 80 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	6 (–2)	14 (+2)	8 (–1)

Proficiency +2; **Maneuver DC** 14

Skills Stealth +4

Condition Immunities grappled

Senses passive Perception 12

Languages —

Communicator. A mayday can eavesdrop on and perfectly replicate any electronic communication, but can't modify its message or create original communications.

False Appearance. While the mayday is motionless, it is indistinguishable from an inanimate object such as a space vessel.

Sticky. A creature or object that touches the mayday is stuck to the mayday. A creature or vessel can use an action to make a DC 24 Strength check, freeing itself on a success. The effect also ends when the mayday chooses to end it or when the mayday dies.

ACTIONS

Multiattack. The mayday makes a pseudopod attack and a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, melee range, one target stuck to the mayday. *Hit:* 46 (4d20 + 4) piercing damage.

Pseudopod. *Melee Weapon Attack:* +6 to hit, range short, one target not stuck to the mayday. *Hit:* 22 (4d8 + 4) bludgeoning damage, and the target is subjected to the mayday's Sticky trait and pulled to melee range.

BONUS ACTIONS

Shapeshift. The mayday changes its form to resemble an object of its approximate size that it has seen before, such as a starship, space debris, or asteroid, or changes into its true form, which is a silvery blob. Objects it is carrying or stuck to are not transformed. While shapeshifted, its statistics are unchanged. It reverts to its true form if it dies.

Combat

The mayday uses communications to lure creatures close and then attacks with its pseudopod and bite. It flees only if it is bloodied and has destroyed a ship; if it flees, it returns later to consume the ship debris.

Mechanoskulls

Whether it's the decadent remains of a fallen empire, a subterranean colony, or the grim reaches of space, there comes a time where little can be spared. Many such cultures use the sturdy osseous remains of friend and foe alike to practical—if disturbing—ends. One of the most common of these morbid creations is the mechanoskull. Whether to honor the fallen or inspire fear in one's enemies, different societies fit various kinds of technology into the craniums of the dead, forcing them into service even after they've shuffled off their mortal coils.

Assaultskull. Often as a tactic to reduce enemy morale, these soldiers have so much weaponry that the skeletal remains are scarcely recognizable.

Decoyskull. The most expendable types of mechanoskulls are often the most dangerous, used as sentries but really little more than floating bombs.

Serviceskull. While it's certainly still not common, most people that know about mechanoskulls are familiar only with these ancient machines—many of which still function, serving an obsolete purpose deep in the halls of places filled with forgotten knowledge.

Spyskull. Made from the tiniest corpses available, these mechanoskulls are incredibly difficult to detect or notice when in stealth mode. Even should they be found, the experience of seeing one is hard to bear.

Legends and Lore

The following is revealed with an Engineering or History check.

DC 10 Mechanoskulls were the first rudimentary attempts of neuroscientists to weave together brains and technology.

DC 15 The very presence of mechanoskulls has a lasting psychological impact (whether they are being used offensively or not).

DC 20 Many militaries and secret societies make use of mechanoskulls, regardless of laws forbidding their use.

Mechanoskull Encounters

Mechanoskulls can dwell in any environment.

CR 0–2 assaultskull; decoyskull; fleet of 8 (2d4+3) serviceskulls; spyskull

Treasure machine parts worth 200 cr

CR 3–4 pair of assaultskulls or assaultskull with 2 decoyskulls; sortie of 4 (1d4+2) decoyskulls or spyskulls

Treasure machine parts worth 500 cr

CR 5–10 sortie of 4 (1d4+2) assaultskulls or pair of assaultskulls with sortie of 4 (1d4+2) decoyskulls

Treasure machine parts worth 2,000 cr

CR 11–16 kill squad of 7 (2d4+2) assaultskulls or sortie of 4 (1d4+2) assaultskulls with fleet of 8 (2d4+3) decoyskulls

Treasure machine parts worth 5,000 cr

Signs

1	Burnt remains of small creatures nearly turned to ash by a laser
2	Soft whirring of turbines holding something aloft in the air
3	A small alcove perfectly sized for a skull
4	3-inch long hyperneedle embedded in the ground or wall

Behavior

1–2	The mechanoskull floats in place, spins in a slow circle once, and then continues on its way
3–4	The mechanoskull swoops towards the darkness and shadows where it can conceal itself
5–6	The mechanoskull stays in place for 1 round as it evaluates the situation (preparing a Sensor Sweep if available)

Names

A35, Buddy, Karen, Ordo, Palcra, Skully McSkullface, Smartie, Tristan

ASSAULTSKULL

CHALLENGE 2

SMALL UNDEAD

450 XP

AC 13

HP 45 (6d6 + 18; bloodied 22)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	3 (–4)	15 (+2)	8 (–1)

Proficiency +2; **Maneuver DC** 13

Saving Throws Str +3

Skills Intimidation +1 (+1d8), Perception +4 (+1d8)

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, deafened, fatigue, frightened, paralyzed, poisoned, strife

Senses darkvision 120 ft., passive Perception 18

Languages understands the language of its creator but cannot speak

Macabre. The assaultskull has advantage on Intimidation checks made against humanoids.

Networking. When the assaultskull uses its Sensor Sweep, ally mechanoskulls within 500 feet are able to see with its blindsight.

ACTIONS

Mouthblade. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.

Eyelaser. *Ranged Weapon Attack:* +5 to hit, range 120/240 ft., one target. Hit: 7 (1d8+3) radiant damage.

Elemental Blast (Recharge 6). The assaultskull unleashes elemental energies in a 30-foot-long, 5-foot-wide line, choosing which when it uses this attack (acid, cold, fire, or lightning). Each creature in that area makes a DC 13 Dexterity saving throw, taking 10 (2d8) elemental damage on a failure or half damage on a success.

BONUS ACTIONS

Hyperneedle (3/Day). *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. Hit: 10 (2d6+3) piercing damage.

Sensor Sweep (Recharge 4–6). The assaultskull gains blindsight to a range of 60 feet until the start of its next turn.

REACTIONS

Overclock (1/Day, While Bloodied). The assaultskull takes the Dash action when a creature misses it with an attack.

Combat

Assaultskulls usually work in teams, with one or two designated to searching for hidden targets while the rest lay waste with overlapping fire and sequenced elemental blasts.

DECOYSKULL

CHALLENGE 1

TINY UNDEAD

200 XP

AC 12

HP 18 (4d4 + 8; bloodied 9)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (–2)	15 (+2)	14 (+2)	3 (–4)	12 (+1)	8 (–1)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Skills Deception +1 (+1d8) , Perception +3

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, strife

Senses darkvision 60 ft., passive Perception 13

Languages understands the language of its creator but cannot speak

Networking. When the decoyskull uses its Sensor Sweep, ally mechanoskulls within 500 feet are able to see with its blindsight.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning

damage.

Eyelaser. *Ranged Weapon Attack:* +4 to hit, range 120/240 ft., one target. Hit: 5 (1d6+2) radiant damage.

BONUS ACTIONS

Nimble Action. The decoyskull takes the Dash or Disengage action.

Sensor Sweep (Recharge 4–6). The decoyskull gains blindsight to a range of 60 feet until the start of its next turn.

REACTIONS

Self-Destruct. When an attack, effect, or spell would reduce the decoyskull to 0 hit points, it moves up to 20 feet and explodes with flames in a 20-foot radius. Each creature in that area makes a DC 12 Dexterity saving throw, taking 18 (4d8) fire damage on a failure or half damage on a success.

Combat

As their name suggests, these mechanoskulls are usually used for diversionary tactics, such as giving a retreat tactical cover, distracting opponents to open up another attack vector, or drawing out hidden foes.



SERVICESKULL

CHALLENGE 1/8

TINY UNDEAD

25 XP

AC 12

HP 9 (2d4 + 4; bloodied 4)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
9 (–1)	13 (+1)	12 (+1)	3 (–4)	10 (+0)	8 (–1)

Proficiency +2; **Maneuver** DC 11

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, strife

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but cannot speak

Networking. When the serviceskull uses its Sensor Sweep, ally mechanoskulls within 500 feet are able to see with its blindsight.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4+1) bludgeoning damage.

BONUS ACTIONS

Sensor Sweep (Recharge 4–6). The serviceskull gains blindsight to a range of 60 feet until the start of its next turn.

Combat

There's not much a serviceskull is able to do to defend itself, and so it is typically programmed to immediately request reinforcements or trigger an alert when attacked.

SPYSKULL

CHALLENGE 1

TINY UNDEAD

200 XP

AC 15

HP 27(6d4 + 12; bloodied 13)

Speed 0 ft., fly 40 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	18 (+4)	15 (+2)	5 (–3)	14 (+2)	8 (–1)

Proficiency +2; **Maneuver** DC 14

Saving Throws Dex +6

Skills Athletics +0 (+1d8), Perception +4 (+1d8), Stealth +6 (+1d8)

Damage Resistances necrotic

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, poisoned, strife

Senses darkvision 120 ft., passive Perception 18

Languages understands the language of its creator but cannot speak

Disturbing. When a humanoid creature looks at the spyskull, it makes a DC 12 Wisdom saving throw or becomes rattled for 1 minute. A creature that fails its save by 5 or more becomes frightened instead. On a success, the creature is immune to Disturbing for 24 hours.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d4+4) bludgeoning damage.

Eyelaser. *Ranged Weapon Attack:* +6 to hit, range 120/240 ft., one target. Hit: 7 (1d6+4) radiant damage.

BONUS ACTIONS

Cunning Movements. The spyskull takes the Dash, Disengage, or Hide action.

Sensor Sweep (Recharge 4–6). The spyskull gains blindsight to a range of 60 feet until the start of its next turn.

Combat

A spyskull forced into a fight drags the conflict out with its superlative sneaking skills. It shoots its eye laser from the maximum range possible and harries foes while waiting for reinforcements.

Mnemon

A mnemon is an intelligent black ooze that traps and kills sentient creatures, psionically consuming their memories. Cunning hunters, mnemons use telepathy to entice unsuspecting humanoids into their clutches.

Living Liquid. A mnemon is a formless creature that's little more substantial than liquid. It usually spreads out into a puddle, resembling a black stone floor or an inky pool. For a short time it can take on a more definite shape, crawling up a wall or forming itself into a ball so that it can roll along the ground, but it quickly tires.

The mnemon's liquid touch is deadly: the acids on its surface can dissolve organic matter such as flesh and plastic, leaving behind inorganics such as metal and stone.

Mind Hunters. Able to draw on the memories of its previous victims, the mnemon lures travelers into range of its pseudopods, and then wraps itself around its victims. Once a mnemon engulfs a creature, it dissolves its body and devours its mind—and then uses its new knowledge to lure the victim's companions.



Secrets of the Ooze. The repository of countless creatures' memories, a mnemon knows many secrets. It's willing to trade its knowledge—for a price. It will offer a prized secret in exchange for a living mind to devour. If a mnemon is cornered and badly wounded, it offers knowledge in exchange for its life.

Legends and Lore

With a History or Survival check, characters can learn the following:

DC 15 Watch for black floors! Mnemons are ooze creatures that can disguise themselves as smooth black surfaces,

DC 20 Mnemons use telepathic trickery to lure their victims. Mnemons devour a creature's mind, and are sometimes willing to trade secrets.

Mnemon Encounters

Mnemons can dwell in any planetary environment.

CR 3–4 Mnemon

Treasure metal personal effects of varying ages (such as datapads, nonfunctional blasters, jewelry) worth 500 cr

Signs

1–2	Wriggling drops of tar
3–4	Telepathic cries for help
5–6	Rusted metal objects: weapons, clasps and buckles, wires

Behavior

1	Disguised as a pool of black liquid: telepathically pretending to be a creature trapped inside the pool
2	Disguised as a black stone floor: telepathically claiming to be a traveler in trouble beyond the floor
3	Waiting in ambush on ceiling or wall
4	Undisguised: offering valuable secrets to those who approach

MNEMON

CHALLENGE 4

LARGE OOZE

1,100 XP

AC 7

HP 117 (13d10 + 52; bloodied 58)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (–3)	18 (+4)	14 (+2)	12 (+1)	14 (+2)

Proficiency +2; **Maneuver DC** 13

Skills Deception +4, History +4 (+1d4)

Damage Immunities acid; bludgeoning, piercing, slashing

Condition Immunities blinded, deafened, grappled, fatigue, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages Common, telepathy 180 ft.

Acidic Body. A creature that touches the mnemon or hits it with a melee attack while within 5 feet takes 9 (2d8) acid damage.

Amorphous. The mnemon can pass through an opening as narrow as 1 inch wide without squeezing.

False Appearance. While motionless, the mnemon is indistinguishable from a black surface.

Mind Sense. The mnemon knows the location of all creatures within 180 feet that understand a language.

Ooze Nature. The mnemon doesn't require air or sleep.

ACTIONS

Multiattack. The mnemon makes up to 3 pseudopod attacks against different creatures.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 9 (2d8) acid damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is covered with ooze. While covered with ooze, a target is restrained, can't breathe or speak, and takes 9 (2d8) ongoing acid damage. The mnemon can't attack a creature it is already grappling.

If a creature that understands a language is killed while grappled by this attack, the mnemon gains the creature's memories.



Combat

The mnemon uses urgent telepathic cries of distress to trick creatures into approaching it, and then attacks multiple creatures if possible. While grappling a creature, it may bargain with them, offering its life if it summons two or more companions to take its place. When bloodied, the mnemon offers valuable secrets, or the freedom of a grappled creature, in exchange for its own life.

Ravix

Ravix are an annoying and invasive species of rat-like creatures common throughout space travel for breeding quickly and adapting to their environments with astounding speed. Swarms of ravix prey on smaller game and infest any place they can create a nest. They are the size of normal rats, but have sharp pronounced fangs and tusks, are generally grey in color, and have two sets of black eyes.

Legends and Lore

With a Nature or Science check, characters can learn the following:

DC 10 Ravix pups are instinct driven with no sense of self preservation. The older a ravix gets, the bigger and more intelligent they get, their adaptations becoming more and more pronounced. They are highly attracted to shiny objects during their adolescent stages.

DC 15 Longtongue ravix are a larger, more dangerous mutation of the spcies.

Ravix Encounters

Ravix are usually found on the fringes of civilization–wrecked ships, colonies, warehouses, and anywhere else they can breed and feed on the scraps left by more intelligent species.

CR 0–2 2-3 ravix; swarm of ravix pups

Treasure Intact polymer armor currently filled with the skeletal remains of a previous victim.

CR 3–4 longtongue ravix with 4 ravix; 2 longtongue ravix

Treasure metal personal effects of varying ages (such as datapads, nonfunctional blasters, jewelry) worth 500 cr

CR 5-8 4 longtongue ravix

Treasure recoverable tools, space suits, and technology collectively worth 1,000 cr

Signs

1	A chewed corpse with bite marks in its armor and gear
2	A terrible stench
3	The sound of skittering claws on the walls or floor
4	Crates chewed through, their contents devoured

Behavior

1	Chewing down on the corpse of a creature
2	Hiding in the dark, waiting for a potential victim
3	Swarming over a wreck or abandoned home
4	Fighting amongst themselves over some shiny trinket

RAVIX

CHALLENGE 1/2

SMALL BEAST

100 XP

AC 12

HP 21 (6d6; bloodied 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	2 (–4)	10 (+0)	4 (–3)



Proficiency +2; **Maneuver** DC 12

Senses darkvision 30 ft, passive Perception 10

Languages —

Keen Hearing and Smell. The ravix has advantage on Perception checks that rely on hearing and smell.

Pack Tactics. The ravix has advantage on attack rolls against a creature if at least one of the ravix's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

LONGTONGUE RAVIX

CHALLENGE 1

LARGE BEAST

200 XP

AC 12 (Natural Armor)

HP 33 (6d10; bloodied 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	10 (+0)	2 (-4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver** DC 12

Damage Immunities poison

Condition Immunities poisoned

Senses Darkvision 30 ft, passive Perception 10

Languages —

Keen Hearing and Smell. The longtongue has advantage on Perception checks that rely on hearing and smell.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage plus 4 (1d8) poison damage and the target is grappled (escape DC 12). Until this grapple ends, the longtongue can't bite another target.

Swallow. The longtongue makes a bite attack against a Medium or smaller creature it is grappling. If the attack hits and she has not swallowed another creature, the target is swallowed and the grapple ends. A swallowed creature has total cover from attacks from outside the longtongue, it is blinded and restrained, and it takes 7 (2d6) acid damage at the beginning of each of her turns. If the longtongue dies, the target is no longer swallowed.

BONUS ACTIONS

Tongue Pull. The longtongue chooses a target within 15 feet and forces them to make a DC 12 Strength Saving Throw. On a failure, the target is pulled into a square adjacent to the longtongue.

SWARM OF RAVIX PUPS

CHALLENGE 1/4

MEDIUM SWARM OF TINY BEASTS

50 XP

AC 10

HP 17 (5d8-5; bloodied 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	8(+1)	2 (-4)	10 (+0)	4 (–3)

Proficiency +2; **Maneuver** DC 11

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses Darkvision 30 ft, passive Perception 10

Languages —

Keen Hearing and Smell. The swarm has advantage on Perception checks that rely on hearing and smell.

Swarm. The swarm can occupy another creature's space and move through any opening large enough for a Tiny creature. It can't gain HP or temporary hit points.

ACTIONS

Hungry Swarming. Melee Weapon Attack: +2 to hit, reach 0 ft., one target. Hit: 7 (2d6 + 2) piercing damage or 3 (1d6) piercing damage if the swarm is bloodied. The target must succeed on a DC 11 Strength Saving Throw or be knocked prone.

Robots

Many different civilizations—both ancient and new—utilize constructs of advanced technology for a wide variety of purposes, whether they are called robots, droids, or automatons.

Disposable Fodder. Why die in a war when you can make a robot do it for you? Many sufficiently advanced cultures come to rely on drones for all their dangerous work, risking cold circuitry rather than flesh and blood. This can all be complicated upon artificial beings reaching sapience, but simple drones still often occupy roles fraught with danger. Many societies eliminate positions such as guards, soldiers, and police entirely, replacing them with cheap and disposable machines instead.

Forgotten Soldiers. An infinite variety of robots can be found on hundreds of worlds, following unchanging patrol patterns across planetary surfaces or guarding ancient monuments long reduced to rubble. Many of the original creators of these constructs are unknown, their appointed tasks are now largely meaningless—they often watch over seemingly worthless ruins in forgotten places. Exploring robot-guarded areas is a dangerous affair: while some robots warn intruders away before engaging in combat, others attack on sight. Nevertheless, rumors persist that remote fortresses hold secrets to wondrous ancient technology (though few believe such places exist).

Refurbished Robots. Although robots are usually loyal to their original creators, captured robots can sometimes be reprogrammed. A refurbished robot can be a useful shipmate that is fearless, loyal, and able to follow simple orders. Robots have proven so dependable that their designs have been copied on many worlds. Some planetary defense forces are made up almost exclusively of newly created robots.

Legends and Lore

With a History or Science check, characters can learn the following:

DC 10 The presence of robots typically means there's something to guard (such as mysterious locations on backwater planets or caches of valuables in more developed ones).

DC 15 Markings and serial codes hidden in the robots's innards reveal how recent the robots was made and potentially by who.

Robot Encounters

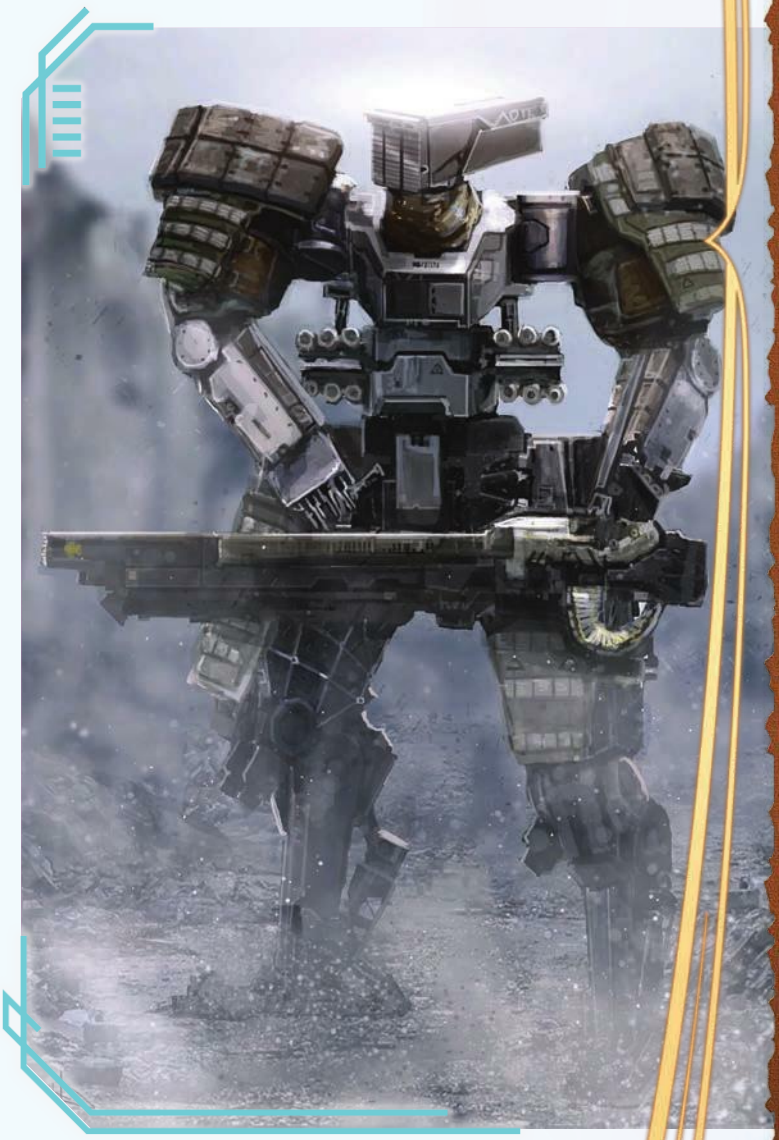
Robots may follow ancient patrol routes near planetary ruins and heavily armed robots may guard a military base.

CR 0–2 1 sentry robot

Treasure electronic components worth a total of 200 cr

CR 3–4 1 or 2 sentry robots

Treasure electronic components worth a total of 500 cr; two sentinel drones that remain relatively intact and can be repaired to functionality with a DC 14 Computers or Engineering check



CR 5–10 3 or 4 sentry robots

Treasure electronic components worth a total of 1,000 cr; two robots that remain relatively intact and can be repaired to functionality with a DC 16 Computers or Engineering check

Signs

1	The regular sound of a patrolling sentry robot's footsteps
2	Footprints which are spaced apart at exact intervals
3	The sound of servomotors
4	A regular beeping noise

Behavior

1	Standing on guard, challenges intruders
2	Patrolling an area with a regular route
3	Engaging in monotonous labor
4	A robot is malfunctioning (see Malfunction trait)

Construction Robot

Designed for hard labor, these robots can be found on construction sites moving heavy equipment or engaging in hazardous work.

CONSTRUCTION ROBOT CHALLENGE 2

MEDIUM CONSTRUCT XP 450

Armor Class 12 (natural armor)

Hit Points 86 (9d10 + 36; bloodied 43)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	6 (-2)	8 (-1)	8 (-1)

Proficiency +2; **Maneuver DC** 14

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses passive Perception 9

Languages Common, Machine

Malfunction. The robot malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

Metal Bender. The robot deals double damage to unattended objects.

Prodigious. The robot counts as Large when determining its carrying capacity.

ACTIONS

Slam. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 16 (3d8 + 4) bludgeoning damage.

BONUS ACTIONS

Steel Vise. The robot can initiate a Grapple after hitting with a slam attack.

Combat

Construction robots do not normally engage in combat, but will do so when ordered by their supervisors.

Sentry Robot

Typically installed for military purposes, sentry robots are roughly humanoid in shape. They're often used as bodyguards for high ranking officials, tasked as sentries in sensitive areas, or made to hunt down dangerous targets on the run.



SENTRY ROBOT

CHALLENGE 2
MEDIUM CONSTRUCT
XP 450

Armor Class 15 (natural armor)

Hit Points 58 (9d8 + 18; bloodied 29)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	15 (+2)	10 (+0)	12 (+1)	8 (-1)

Proficiency +2; **Maneuver DC** 13

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Machine

Malfunction. The robot malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition

ACTIONS

Blaster. *Ranged Weapon Attack:* +4 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) fire damage.

Combat

The robot is usually programmed to protect an area. It will issue a warning, and attack those who disregard it. Sentry robots fight to the death.

Service Robot

Service robots are designed for general tasks, and are used as translators, butlers, waiters, clerks, and even performers.

SERVICE ROBOT

CHALLENGE 1
MEDIUM CONSTRUCT
XP 200

Armor Class 12 (natural armor)

Hit Points 30 (4d12+4; bloodied 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	14 (+2)	14 (+2)	12 (+1)

Proficiency +2; **Maneuver DC** 12

Damage Immunities poison, psychic

Condition Immunities charmed, fatigue, frightened, paralyzed, petrified, poisoned

Senses passive Perception 12

Languages Common, Machine

Malfunction. The robot malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

Expertise. The robot has proficiency with one skill or tool, typically chosen from Culture, Engineering, History, Investigation, Medicine, Performance, or Science, or from vehicles or computer tools.

ACTIONS

Slam. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 6 (1d8+1) bludgeoning damage.

Combat

Service robots are not designed for combat, and will generally try to retreat or withdraw if attacked.

Variants: Modified Robots

Some robots have been loaded with weapons or equipment that changes their capabilities. The following are varieties of service robot:

Medical Robot

The robot has the Medicine skill (+5) and 16 (+3) Intelligence. It gains the following action:

Needle. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 4 (1d6 + 1) piercing damage and the target makes a DC 13 Constitution saving throw. On a failed save, the target is slowed. A slowed target must make a second saving throw at the end of their next turn. On a successful save, the target is no longer slowed. On a failed save, the target becomes paralyzed for 1 minute.

Protocol Robot

The robot has the Culture skill (+5) and 16 (+3) Charisma.



Sentry Turret

Sentry turrets are automated, stationary gun platforms which target and fire upon nearby enemies. They possess no intelligence, and follow their designated targeting program to the letter.

Targeting Programs. A sentry turret's targeting program is usually simple, such as 'fire upon any intruders who come within range'. Turrets can be given basic conditional instructions, such as 'fire on anybody without an ID transponder' or 'fire on anybody who doesn't give the password'.

Mindless Machines. Sentry turrets are not sapient and are not capable of communication.

Hackable. One of the best ways to circumvent a sentry turret is to hack it remotely.

SENTRY TURRET

CHALLENGE 1

SMALL CONSTRUCT

200 XP

AC 16 (natural armor)

HP 24 (7d4 + 7; bloodied 12)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	10 (+0)	13 (+1)	–	13 (+1)	6 (–2)

Proficiency +2; **Maneuver DC** 12

Skills Perception +3

Damage Immunities poison

Condition Immunities fatigue, frightened, petrified, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages –

Malfunction. The turret malfunctions when it takes a critical hit, becoming confused until another creature within 5 feet makes a DC 10 Engineering check to end the condition.

ACTIONS

Multiattack. The turret attacks twice with its blaster.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 60/120 ft. one target. *Hit:* 6 (1d8 + 2) force damage.

Burst Fire. The turret can make a burst fire attack at a 10 foot cube within 120 feet. Creatures in the area make a DC 13 Dexterity saving throw, taking 10 (2d6 + 3) piercing damage on a failure or half damage on a success.

Combat

The turret automatically targets the closest enemy, switching to another target if it gets closer.

Star Shrike

Winging over gas giants and riding solar winds, a star shrike colony is a graceful sight, resembling a flock of spacefaring birds. Up close, however, star shrikes lose much of their charm. Gnarled and leather-winged avians the size of small starfighters, star shrikes are intelligent and vicious creatures with a taste for domination and conquest.

Star Children. Star shrikes feed on radiant energy. The most favored shrike nobles dwell in superhot stellar coronas, growing strong on diets of superhot plasma. Lower-status shrikes orbit hot gas giants or ride solar winds throughout the inner solar system, plotting for the day when they might kick out the current regime and bask in the sun's warmth themselves.

Firebirds. Shrikes can tolerate temperatures that would incinerate most creatures and starships. When they're overheated, they vent excess energy from their mouths. Many a starship has fired a laser weapon on a sun shrike, only to have the same energy spit right back at them!

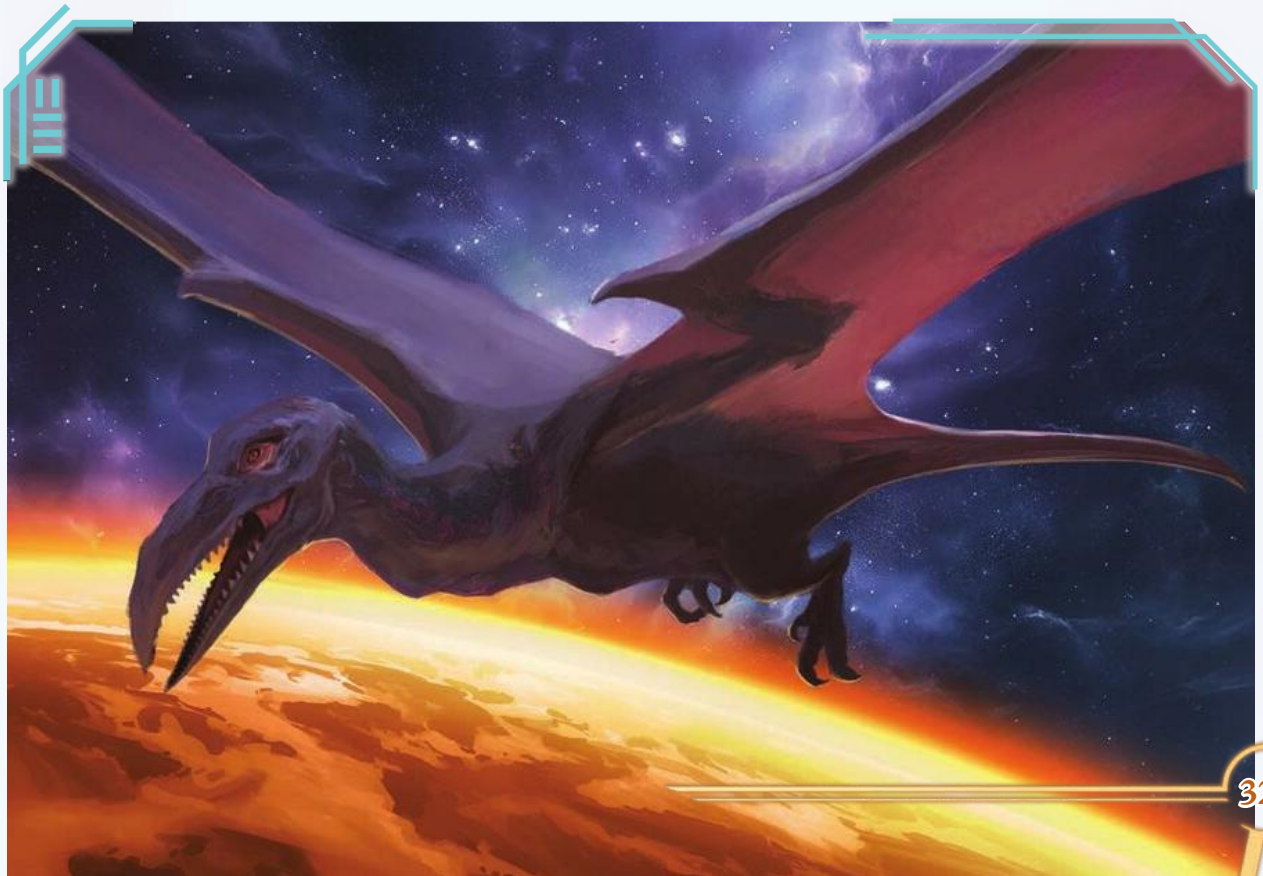
Immune to many ships' weapons, star shrikes can often back up their claims of dominion over any star systems they reach. The good news is that star shrikes can't stand the cold vacuum between worlds: only in exceptional circumstances, such as supernovas, can they travel from one star system to another.

Untrustworthy Politicians. Shrikes are intelligent telepaths with an ancient culture—albeit one devoted to hierarchy and conquest. No shrike survives to adulthood without accumulating skills as a warrior, politician, or warlord. Shrikes judge themselves by the power of their faction, and to that end they often seek to enslave voidmaws and other beasts, intelligent starfarers, and rival star shrike factions.

Shrikes are natural dealmakers, and are rigidly true to the letter of their word—although, due to the ambiguity of their promises, betrayals are common. Star shrikes tend to see travelers as potential tools or obstacles to their own plans. Weaker star shrikes might try to recruit strangers in order to change the balance of power, while more powerful star shrikes might try to dispose of them to preserve the status quo.

Legends and Lore

With a History or Nature check, characters can learn the following:



DC 10 Star shrikes are flying, telepathic space birds that are often hostile to those that enter their territory.

DC 15 Star shrikes are immune to heat weapons, and can even use the energy from these attacks to fuel their own.

DC 20 Star shrikes love to make deals. They never outright lie, though they do bend their word as much as possible.

Star Shrike Encounters

Star shrikes are most often encountered around gas giants and the innermost planets of a solar system. They can fly into solar coronas, where it's too hot for most starships to venture. Star shrikes avoid planetary atmosphere.

CR 0–2 1 or 2 star shrikes

CR 3–4 3 or 4 star shrikes; star shrike with voidmaw; star shrike noble

CR 5–10 1d6 + 4 star shrikes; 2 star shrikes with 1d4 voidmaws; 1d4 + 1 star shrike nobles

Behavior

1	Hostile
2	Allow passage only if travelers help fight in an upcoming battle
3	Offer the location of planetary wealth in exchange for mercenary work
4	Allow passage only if travelers risk their starships in spectator blood sport

Names

Athrac, Jorbaaz, Kreen, Thah

STAR SHRIKE

CHALLENGE 1

LARGE MONSTROSITY

200 XP

AC 13 (natural armor)

HP 30 (4d10 + 8; bloodied 15)

Speed 40 ft., fly 60 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 12

Skills Deception +3, Intimidation +3

Damage Immunities cold, fire, radiant

Senses passive Perception 10

Languages Star Shrike, telepathy 1 zone

Abhors Cold Vacuum. The shrike can't fly through particularly cold areas of space, such as the void between solar systems.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, melee range, one target. *Hit:* 9 (2d6 + 2) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 12).

Radiation Burst (Recharge 5–6). *Ranged Weapon Attack:* +4 to hit, range average, one target. *Hit:* 17 (5d6) radiant damage.

REACTIONS

Energy Absorption. When the shrike is subjected to fire or radiant damage, it immediately recharges and uses its radiation burst.

Combat

The star shrike stays at long distance, using its radiation burst when it can. When fighting another star shrike, it closes to melee range and uses its bite. It flees or surrenders when bloodied.

When multiple shrikes fight in formation, the rearguard sometimes uses frontline shrike allies as "repeaters:" a distant shrike hits a frontline ally with a radiation burst, and the frontline shrike uses Energy Absorption to funnel that energy towards a foe.

VARIANT: STAR SHRIKE NOBLE

Star shrike nobles claim the sun's warmest zones for themselves. Growing mighty on a feast of solar radiation, they have energy to spare to keep lesser shrikes in line. But every noble knows that its time in the sun can end abruptly: if a stronger faction kicks it out of its prime feeding spot, it will soon dwindle to an ordinary star shrike.

The star shrike noble is CR 4 (1,100 XP). It has 60 (8d10 + 16; bloodied 30) hit points. Instead of the standard radiation burst attack, it uses the following:

Radiation Burst (Recharge 2–6). *Ranged Weapon Attack:* +4 to hit, range average, one target. *Hit:* 24 (7d6) radiant damage.

Taurax

A taurax is a huge, blue-furred, domesticated beast with six legs and one to three pairs of tusks. Valued as war beasts, cattle, and steeds, tauraxes are found among the nomads and farmers of many worlds. A trained herd taurax is docile enough to be led by a child, but a charging war taurax, or a stampede of wild tauraxes, is a terrifying sight even to the most hardened warrior.

Tusked Terrors. Weighing as much as a small starfighter and with long, corkscrewing tusks, tauraxes can toss humanoids like rag dolls or trample them into paste. Trained war tauraxes have a place in the battle lines of many armies, with riders ranging from sword-wielding knights to battle-armored troopers: in all but speed, an armored taurax can hold its own against a battle tank. A war taurax is frequently ridden by up to four riders, and it's sturdy enough to support the weight of a heavy weapon, such as a ballista or laser cannon.

Walking Wealth. On many planets, tauraxes are among the primary forms of wealth. They are invaluable to agricultural or pastoral people. They're obedient beasts of burden, able to drag a plow or carry an immensely heavy load—some traveling folk even live in small houses built on tauraxback. A taurax's blue, wooly fur can be sheared and turned into sturdy cloth, and its milk is nourishing. On some planets, taurax meat and leather is highly valued—although on others, people would no more slaughter a taurax than they would any other steed or pet.

Widespread Wanderers. Just as tauraxes can be easily trained for farm work or for war, stray tauraxes can thrive in the wilderness. With immense appetites that can strip a region bare of vegetation and with few predators able to reduce their numbers, wild tauraxes can easily become an invasive species that transforms a planet's ecology. Countless planets are overrun with huge herds of wild tauraxes.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 5 Tauraxes are a widespread beast of burden that can be trained for battle or used for farm work.

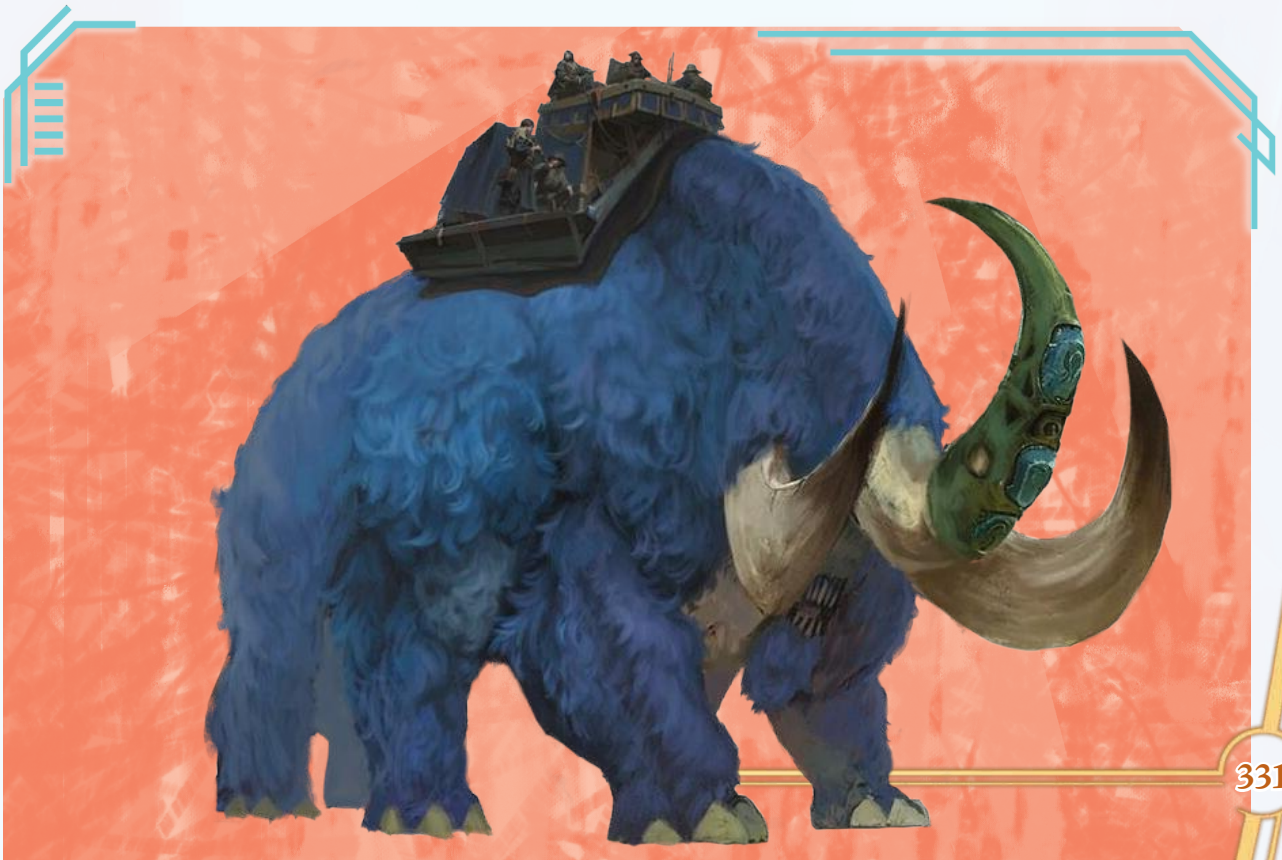
DC 10 Wild tauraxes can overrun a planet in a few generations. Herds of wild tauraxes are suspicious of people and are prone to stampede.

Wild Taurax Encounters

Tauraxes are found primarily in forests, grassy plains, and other areas with lush vegetation.

CR 5–10 Wild taurax

CR 23–30 4 or 5 wild tauraxes



Taurax Signs

1–2	Big circular footprints
3–4	An area stripped of grass and leaves

Wild Taurax Behavior

1–2	Grazing
3	Resting
4	On high alert; ready to stampede

TAURAX

CHALLENGE 6

HUGE BEAST

2,300 XP

AC 12 (natural armor)

HP 125 (10d12 + 60; bloodied 62)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (–1)	22 (+6)	4 (–3)	12 (+1)	8 (–1)

Proficiency +3; **Maneuver DC** 19

Senses passive Perception 11

Languages —

ACTIONS

Gore. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage. If the target is Medium or smaller, it makes a DC 19 Strength saving throw. On a failure, it is pushed up to 15 feet and falls prone.

Stomp. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Stampede (Bloodied Only). The taurax moves up to its speed in a straight line. If it moves into the space of a Medium or smaller creature during this movement, it uses its stomp on the creature.

BONUS ACTIONS

Trample. The taurax makes a stomp attack against a prone creature.

Combat

The taurax uses Gore to toss a creature and then moves toward the creature and tramples it. When bloodied, the taurax tries to escape using Stampede.

VARIANT: WAR TAURAX

Trained for war, tauraxes are disciplined steeds, able to follow complex commands and to stand their ground even when injured. War tauraxes carry multiple riders and can be equipped with armor and weaponry of varying levels of technology. The war taurax presented in this stat block wears galactic standard equipment.

The war taurax is CR 8 (3,900 XP). It has AC 17 (composite armor) and loses the Stampede attack. It has a laser turret mounted on its back. One creature riding the taurax can make the following attack:

Laser Turret. *Ranged Weapon Attack:* +3 to hit plus user's Dexterity bonus, range 60/180 ft., one target. *Hit:* 33 (6d10) fire damage.

VARIANT: WILD TAURAX

Wild tauraxes are untrained and skittish, and for that reason very dangerous. Instead of Stampede, the wild taurax can use Wild Stampede, even when not bloodied.

Wild Stampede. The taurax moves up to its speed in a straight line. If it moves into the space of a Medium or smaller creature during this movement, it uses its stomp on the creature. This stomp deals additional damage equal to the number of other wild tauraxes within 60 feet of the taurax.



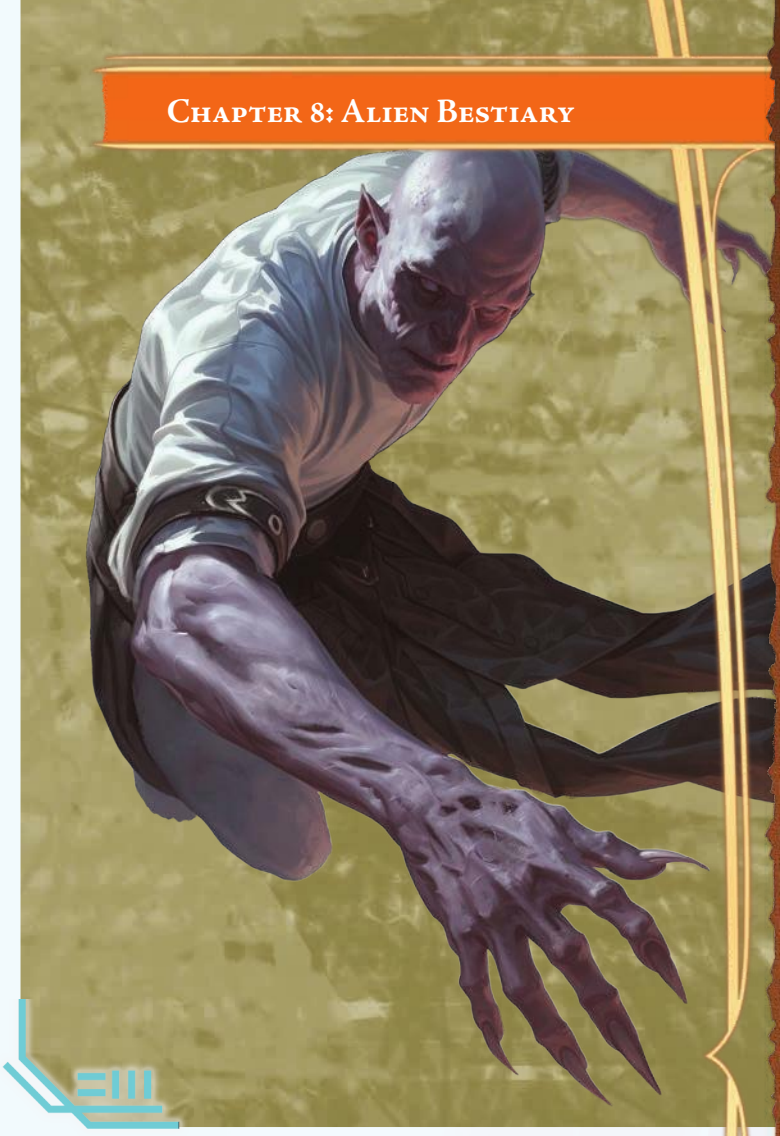
Telethar

Telethars are clawed, gray-skinned humanoids with the ability to travel through space unaided and to teleport at will. While most telethars are peaceful, some take an interest in other intelligent beings—and often that interest is unfriendly.

Multidimensional Travelers. Existing simultaneously in normal space and in a mysterious hyperdimension, most telethars spend their time riding folds of space-time, surfing solar winds, and contemplating multidimensional wonders that few other creatures can comprehend. Although they're able to survive the void of space, they usually live in low-tech communities on little-explored planets, ignoring the doings of the wider interstellar civilization as best they can. Barging uninvited into a telethar settlement can be a dangerous act: depending on their first impressions of the intruders, telethars are just as likely to attack as to welcome newcomers in as honored guests.

Power Hungry. Although telethars eat the same types of food as most humanoids, they have another hunger: energy. Even for a multidimensional being, it takes a great deal of energy to travel beyond lightspeed. Telethar communities are often built around natural sources of power, such as lava rivers or the crystal deposits prized by star knights. Aboard starships and in interstellar communities, telethars often "borrow" power from starships and other energy sources, causing them to become temporarily inactive.

Interstellar Rogues. Telethar communities live by strict codes. Those that are unable to live by these rules are cast out of telethar society. These misfits often turn their attention to other nearby humanoids. A few join voidrunner crews: their instinctive understanding of hyperspace currents makes them excellent navigators and pilots. Others, motivated by mischief or by power hunger, prey on humanoid society as bandits or assassins. Using their spaceflight and teleportation abilities, these rogue telethars can ambush and bewilder opponents either planetside or in space. These troublemakers—more often encountered than their reclusive communities of origin—have made telethars feared throughout the spaceways.



Legends and Lore

With a History or Society check, characters can learn the following:

DC 10 Telethars are humanoids that can teleport and fly through space at starship speeds.

DC 15 Most telethars want to be left alone, but some troublemakers seek out and attack travelers.

Telethar Encounters

Telethar communities are hidden on sparsely-inhabited planets. Telethars can also be found traveling the void of space and skulking around spaceports.

CR 0–2 1 or 2 telethars

Treasure glowing crystals worth 100 cr

CR 3–4 3 or 4 telethars

Treasure a temporarily nonfunctional personal communicator

CR 5–10 1d6 + 4 telethars

Treasure 1,000 cr, 3 stun grenades

Space Signs

1–2	spacetime disturbances as if there was a nearby space vessel, but no vessel is present
3–4	In space: derelict ship with a slaughtered crew, but no signs of forced entry or exit

Planetary Signs

1–2	A dwelling on a high rock with no obvious way to reach it
3–4	Cave drawings combining hunting scenes and complex mathematical formulae

Planetary Behavior

1–2	Clearing away evidence of nearby telethar community; hostile to intruders
3–4	Welcoming to peaceful travelers

Space Behavior

1–2	Pirates looking for a ship to board
3–4	Peaceful explorers

Names

Anthrotrophe, Hexalas Prime, Pellucidar, Z-Ara-Elao

TELETHAR

CHALLENGE 1

MEDIUM HUMANOID

200 XP

AC 13

HP 22 (4d8 + 4; bloodied 11)

Speed 30 ft., fly 30 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Stealth +5

Senses passive Perception 10

Languages Common, Telethar

Space Sense. The telethar knows the location of all unoccupied spaces within 30 feet.

Voidwalker. The telethar doesn't need to breathe and can survive in space.

ACTIONS

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage, or 10 (2d6 + 3) slashing damage if the attack is made with advantage.

Drain Energy. The telethar touches an unattended, powered item, such as an energy weapon or a ship's engine. The item is nonfunctional for 1 minute.

BONUS ACTIONS

Blink.. The telethar instantaneously teleports to a location it can see within 30 feet.

REACTIONS

Reactive Teleport. When the telethar is attacked by a creature it can see, it uses Blink. It then is unable to use Blink on its next turn.

Combat

The telethar uses Blink to attack from hiding, and thereafter whenever it hasn't recently used Reactive Teleport. When bloodied, it teleports away, preferably behind a barrier or into space. It may then attack again from hiding.

Trubbie

A trubbie resembles an aqua-colored fuzz covered ball with a pair of expressive antennae. About the size of a cat, a trubbie is soft and comfortably warm to the touch. Trubbies approach organic beings while emitting peeps and purring trills. They don't have legs, eyes or ears, yet sense biomass across large distances, moving towards anything they can eat.

Voracious Eaters. A trubbie eats by extruding its stomach over organic materials and dissolving food with efficient enzymes. These enzymes are also capable of dissolving some plastics and metals, although trubbies prefer to consume organic supplies. An individual trubbie can consume many times its mass in food each day. Trubbies are not picky eaters, and will consume helpless living creatures, although they don't eat other trubbies. Trubbies don't require water.

Exponential Breeders. A single trubbie let loose with sufficient biomass quickly becomes a plague. After consuming a meal, a trubbie develops one to four mouse-sized buds from its back, which harmlessly break off after an hour. Unlike adult trubbies, trubbie buds flee from other creatures and instinctively hide, maturing into an adult within a day.

Desiccated Stasis. Most trubbies die after several days without food, but a very small percentage enter a stasis like hibernation. A hibernating trubbie withdraws its antennae and dehydrates, becoming a very light weight ball of fuzz, able to be carried by the wind, float on water, and stick to most fabrics. If the trubbie senses organic matter close by, it wakes up and becomes fully active within minutes.

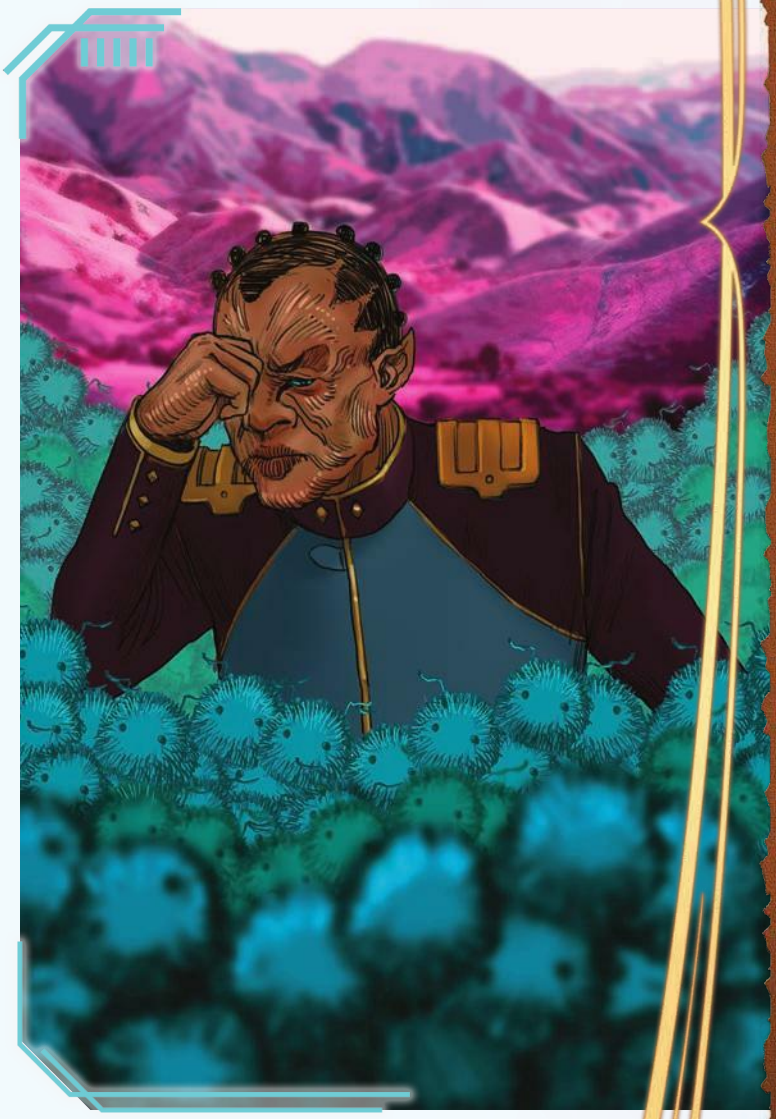
Legends and Lore

With a History or Science check, characters can learn the following:

DC 10 Trubbies eat practically any organic matter and asexually reproduce exponentially. Loose on a spacecraft they rapidly deplete supplies, and damage electrical systems by destroying wires. On a planet they cause widespread environmental damage. Trubbie meat is edible and high in protein, but otherwise nutritionally poor. A creature living on a diet of only trubbie meat, becomes malnourished after a week.

DC 15 Trubbie digestive enzymes are capable of dissolving metal and plastics, and they easily escape confinement. Trubbies can also enter a stasis like hibernation, surviving without food for extremely long periods of time. However, they can't survive complete immersion in water, fire, or the vacuum of space.

DC 20 Trubbies were initially genetically engineered as an efficient source of edible protein, however their rate of reproduction was far greater than anticipated. After escaping the lab they quickly overwhelmed the planet on which they were created, consuming all surface life and turning the planet into a desert.



Trubbie Encounters

Trubbies are most commonly be found in deserts, laboratories, and ruins

CR 0–2 a lone trubbie approaches fearlessly, purring and shivering.

CR 5–10 a plague of trubbies

Signs

1	A spaceship with its hull intact, containing a few apparently lifeless balls of fluff
2	A planet whose surface biomes have suddenly become deserts
3	A quarantine satellite issuing a biohazard warning
4	A wide broadcast emergency beacon requesting urgent supplies

Behavior

1–3	Moving towards you with a persistent cheeping
4	Squeezing into a small hidden space, to bud after consuming a meal

TRUBBIE

CHALLENGE 0
TINY MONSTROSITY
10 XP

AC 9

HP 3 (1d4 + 1; bloodied 2)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (–4)	9 (–1)	12 (+1)	3 (–4)	12 (+1)	15 (+2)

Proficiency +2; **Maneuver DC** 9

Senses blindsight 30 ft., passive Perception 11

Languages —

Spider Climb. The trubbie can use its climb speed even on difficult surfaces and upside down on ceilings.

Supply Sense. The trubbie can sense the location of organic supplies within 1 mile.

ACTIONS

Enzyme Squirt. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 acid damage.

TRUBBIE BUD

CHALLENGE 0
TINY MONSTROSITY
10 XP

AC 12

HP 1 (1d4 - 2)

Speed 30 ft. climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (–5)	14 (+2)	7 (–2)	3 (–4)	10 (+0)	15 (+2)

Proficiency +2; **Maneuver DC** 12

Skills Sleath +4 (+1d4)

Senses blindsight 30 ft., passive Perception 10

Languages —

Imminent Adulthood. A trubbie bud becomes a trubbie within 13 (2d12) hours.

Spider Climb. The trubbie bud can use its climb speed even on difficult surfaces and upside down on ceilings.

Supply Sense. A trubbie bud can sense the location of organic material within 1 mile.

ACTIONS

Enzyme Squirt. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 acid damage.

BONUS ACTIONS

Instinctive Hide. The trubbie bud takes the Hide action.

REACTIONS

Flee. When the trubbie bud is missed by a melee attack, it can move up to its speed without provoking an attack of opportunity.

PLAGUE OF TRUBBIES

CHALLENGE 10

HUGE GROUP OF TINY MONSTROSITIES 5,900 XP

AC 9

HP 175 (50d4 + 50; bloodied 87)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (–1)	12 (+1)	3 (–4)	12 (+1)	15 (+2)

Proficiency +4; **Maneuver DC** 17

Senses blindsight 30 ft., passive Perception 11

Languages —

Area Vulnerability. The plague takes double damage from any effect that targets an area.

Horde. The plague is composed of 50 or more trubbies. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Large or smaller creatures or objects. The plague can move through any opening large enough for one Tiny creature without squeezing.

Horde Dispersal. When the plague is reduced to 0 hit points, it turns into 2 (1d4) trubbies with 3 hit points each, and 5 (2d4) trubbie buds with 1 hit point each.

Spider Climb. The plague can use its climb speed even on difficult surfaces and upside down on ceilings.

Supply Sense. A plague of trubbies can sense the location of organic material within 1 mile.

ACTIONS

Multiattack. The plague attacks twice with enzyme squirt and uses consume.

Enzyme Squirt. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d4+5) acid damage.

Consume. Each creature within the plague's space, makes a DC 17 Constitution saving throw, taking 35 (10d6) acid damage on a failed save or half damage on a success. For each creature damaged this way, the plague regains 5 hit points.



Combat

Trubbies are single minded in pursuit of organic material to consume, although until they have sufficient numbers to form a plague, they avoid attacking living creatures, unless a creature is helpless or they're cornered.

Void Ghost

Old voidrunner's tales speak of particularly vicious ghosts that throttle the minds of humanoids and turn them against their fellows. While not ghosts in a true since, as they do not seem to be related to the death of a creature, void ghosts are ethereal, bird-shaped spirits with an untamed desire for death and destruction.

Imprinting Humanoids. When humanoids pass through void clouds, their spirits are touched by electrical storms, attracting void ghosts that attempt to imprint themselves on their targets, merging bodily with them and gradually taking control as they feed on its lifeforce. This imprinting shows no outward signs, but slowly the host's impulses and personality change and they act solely at the direction of the void ghost. Imprinted humanoids also develop ghost-like abilities, making them extremely dangerous.

Numbered Days. There is a moment where the host becomes so influenced and imprinted with the void ghost that their mind and soul have left them. This is when the host becomes doomed and the void ghost can be free once more, rising from the corpse like an undead mockery of a phoenix from the ashes. It does not require its host to die from the doomed condition, however, and always emerges at full strength (if hungry) if not exorcized.

Exorcism and The Void. Experienced space-explorers repeat a saying that may save lives when dealing with void ghosts: "Nothing says 'this one is free to go' like plasma guns and flamethrowers." When an imprinted host suffers a certain amount of fire or lightning damage, the void ghost is expelled in a weakened state known as a void wisp, making it far easier to confront. This is a dangerous practice, however, as it may kill the host, instead releasing the void ghost in its stronger form.

Legends and Lore

With a Science or Religion check, characters can learn the following:

DC 10 Void ghosts are spiritual parasites that feed on the host's personality and emotions.

DC 15 A void ghost assumes its true form after the host is killed.



DC 20 A void ghost can be exorcized out of its host with fire and lightning, causing it to emerge as a weaker void wisp.

Void Ghost Encounters

Void ghosts imprint on humanoids that go through electrical storms and void clouds, so their main targets are smugglers that use alternative and dangerous travel paths.

CR 0–2 imprinted host (smuggler); 1d2 + 1 imprinted hosts (smugglers)

Treasure 2 stun grenades

CR 3–4 void wisp; 1d2 + 1 void wisps

Treasure 5 stun grenades

CR 5–10 void ghost; 1d2 + 1 void ghosts

Treasure a starfighter worth 2,000 cr or less

Signs

1	A strange combination of smells (void gasses)
2	An imprinted humanoid has strange emotional outbursts or is bizarrely unemotional.
3	Evidence that someone is acting against the group's safety
4	An electric tension in the air

Behavior

1	Floating at the edge of a void cloud
2	Emerging from a recent corpse
3	Imprinted on a host, setting traps for other humanoids
4	Imprinted on a host, attempting some sort of wide-scale sabotage

VOID GHOST

CHALLENGE 5

LARGE UNDEAD

1,800 XP

AC 14 (natural armor)

HP 90 (12d10 + 24; bloodied 45)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Proficiency +3; **Maneuver DC** 15

Damage Resistances psychic damage; damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak.

Void Form. The void ghost can enter and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The void ghost attacks twice with its beak.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 4) psychic damage.

Imprint (In Void Cloud Only, 1/Day). The void ghost targets a creature within 5 feet, forcing it to make a DC 14 Constitution saving throw. On a failure, the target takes a level of strife and gains the imprinted host template.

BONUS ACTIONS

Void Dash (1/Day). The void ghost moves up to its Speed. If it ends its movement adjacent to another creature, it can make 2 beak attacks.

REACTIONS

Creature of the Void. Whenever the void ghost suffers psychic damage, it can use a reaction to draw power from the void. Its attacks inflict an additional 6 (2d6) psychic damage until the end of its next turn.

Combat

The void ghost focuses on killing any imprinted humanoids first, seeking to release its fellows. Otherwise, it stays mobile, using its flight speed to its advantage, while multiple void ghosts will seek to surround and harry their targets. When in pairs or groups, these creatures will wait in ambush, purposefully inflicting psychic damage on each other right before attacking, so as to benefit from their Creature of the Void ability.

VOID WISP

CHALLENGE 2

LARGE UNDEAD

450 XP

AC 12 (natural armor)

HP 45 (6d10 + 6; bloodied 22)

Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	6 (–2)	10 (+0)	6 (–2)

Proficiency +2; **Maneuver DC** 13

Damage Resistances psychic damage; damage from nonmagical, non-silvered weapons

Senses darkvision 60 ft., passive Perception 11

Languages understands Common but can't speak.

Void Form. The ghost can pass through and end its turn in other creatures' spaces and pass through an opening as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The void ghost attacks twice with its beak.

Beak. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 2) psychic damage.

Imprint (In Void Cloud Only, 1/Day). The void wisp targets a creature within 5 feet, forcing it to make a DC 14 Constitution saving throw. On a failure, the target takes a level of strife and gains the imprinted host template.

BONUS ACTIONS

Void Dash (1/Day). The void wisp moves up to its Speed. If it ends its movement adjacent to another creature, it can make 2 beak attacks.

REACTIONS

Creature of the Void. Whenever the void wisp suffers psychic damage, it can use a reaction to draw power from the void. Its attacks inflict an additional 1d6 psychic damage until the end of its next turn.

Combat

The void wisp focuses on killing any imprinted humanoids first, seeking to release its fellows. Otherwise, it stays mobile, using its flight speed to its advantage, while multiple void wisps and void ghosts will seek to surround and harry their targets. When in pairs or groups, these creatures will wait in ambush, purposefully inflicting psychic damage on each other right before attacking, so as to benefit from their Creature of the Void ability.

Imprinted Host Template

When a humanoid is deeply affected by the void ghost, it becomes imprinted. This usually ends with the host being slowly consumed, but the condition is reversible.

Any humanoid can be an imprinted host. An imprinted host retains all its stats except as noted below:

Hit Points. The imprinted host gains 5 temporary hit points per level (or per hit die, if it does not have levels).

Resistances. The imprinted host is resistant to damage from nonmagical, non-silvered weapons.

Extra Damage. The imprinted host deals extra damage after suffering psychic damage, as per the void ghost's Creature of the Void ability.

Creeping Doom. The imprinted host suffers 1 level of strife each day it is imprinted. Once imprinted host has 7 levels of strife, it is doomed and dies within 13 (2d12) hours..

Vulnerability. The imprinted host becomes vulnerable to fire and lightning damage. If the imprinted host takes more than 25 points of fire or lightning damage, they release a void wisp and fall unconscious, losing all the traits of this template.



Void Dragon

Spacefaring civilizations are accustomed to think of themselves as the rulers of the spaceways. What can stand up to the might of a capital starfleet or bring down an interstellar empire? But the true masters of space—the void dragons—laugh at the pretensions of the little folk. Mightier than warships of the line, longer-lived than civilizations, void dragons are inscrutable and inexorable. Humanoid space exploration exists only in the void dragon's shadow.

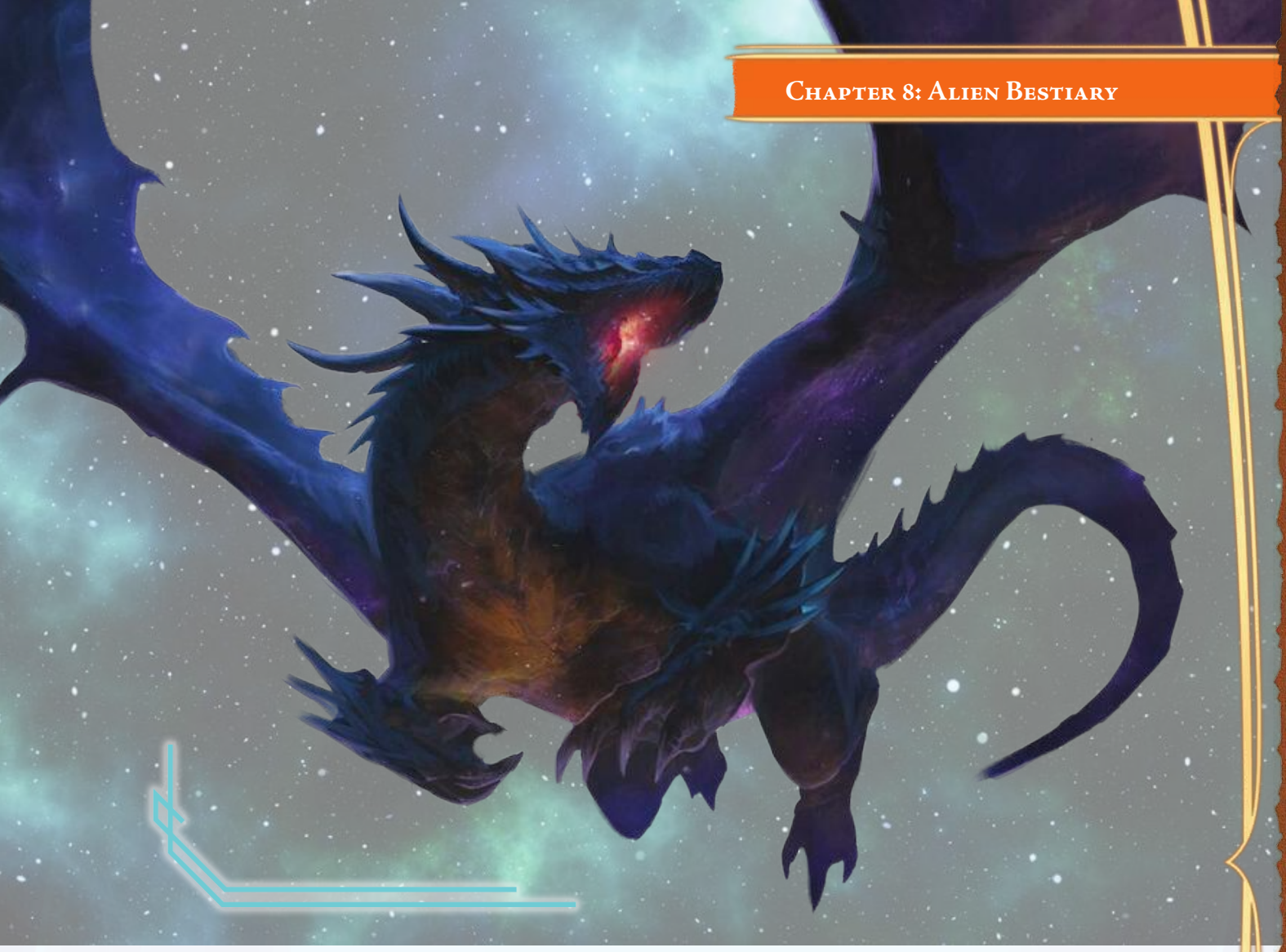
Jealous Overlords. Far larger than any terrestrial creature could be, void dragons loom over all but the most massive interstellar galleons, and the black flame of their breath can reduce smaller craft to dead metal. Most of the time, void dragons don't deign to interfere with the petty doings of weaker creatures. But when they feel that their superiority is challenged—when some shipyard launches a starship capable of matching a void dragon in combat—they strike quickly and mercilessly. In the past, several overambitious interstellar empires were brought down by void dragons—burned from the spaceways and now all but forgotten. A few modern scholars, widely considered to be crackpots, have issued warnings that recent advances in experimental superweapons are likely to draw the unwelcome attention of the void dragons.

Dark Titans. Swallowing up energy like a black hole, void dragons don't appear on most long-range sensors. A victim is rarely aware of a void dragon attack until the dragon is nearly upon them. The dragons' natural cloaking ability, along with a speed that outpaces most ships, means that a void dragon can attack by surprise and retreat before help arrives. When faced with void dragon raids, wise creatures surrender whatever the dragon desires—abandoning their ships and providing the dragon with whatever treasures and luxuries the dragon desires.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 5 or less (false rumor): Void dragons are nothing but a myth from ancient days.



DC 15 Ancient histories tell of star civilizations that grew so powerful that they earned the enmity of void dragons—spacefaring dragons larger than a starship. These dragons reduced the ancient civilizations to rubble.

DC 20 Void dragons may be difficult to spot on long-range scans, but they're still out there. They don't pay much attention to us because they haven't regarded us as threats yet.

Void Dragon Encounters

Void dragons can travel anywhere in space, including unforgiving environments such as the fringes of stars and black holes.

CR 5–10 sun dragon

CR 23–30 void dragon; 3 sun dragons

Treasure ancient technology worth 50,000 cr

CR 31+ void dragon with 2 to 3 sun dragons

Treasure disabled starships worth 200,000 cr

Behavior

1	Secretly monitoring potential threats
2	Delivering an ultimatum
3	Raiding a starbase or research facility
4	Peacefully passing through

Names

Ebonflare, Galaxos, Novaris, Solis

VOID DRAGON

CHALLENGE 26

LEGENDARY TITANIC DRAGON

90,000 XP

AC 21 (natural armor)

HP 2025 (50d20 + 1500; bloodied 1012)

Speed 40 ft., fly 80 ft. (spacefaring fast)

STR	DEX	CON	INT	WIS	CHA
50 (+20)	30 (+10)	50 (+20)	30 (+10)	40 (+15)	40 (+15)

Proficiency +8; **Maneuver DC** 36

Damage Immunities cold, fire, radiant

Condition Immunities charmed, frightened, stunned

Senses truesight 1 zone, passive Perception 25

Languages Draconic, telepathy 1 zone

Cloaked. While the dragon is conscious, it can't be seen or detected from more than 1 zone away.

Legendary Resistance (3/Day). When the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its Cloaked trait until the end of its next turn.

ACTIONS

Multiattack. The dragon attacks once with its bite, twice with its claws, and once with its tail.

Bite. *Melee Weapon Attack:* +28 to hit, reach 5 ft., one target. *Hit:* 62 (4d20 + 20) piercing damage plus 21 (2d20) necrotic damage.

Claw. *Melee Weapon Attack:* +28 to hit, reach 5 ft., one target. *Hit:* 24 (4d6 + 20) slashing damage.

Tail. *Melee Weapon Attack:* +28 to hit, reach 5 ft., one target. *Hit:* 46 (4d12 + 20) bludgeoning damage.

Roar. The dragon roars, rattling subspace. Within the zone, each vessel and each non-dragon creature not inside a vessel makes a DC 46 Constitution saving throw. On a failure, the target takes 110 (10d20) sonic damage.

Void Breath (Recharge 5–6). The dragon exhales necrotic fire in a 30-foot wide line that extends to the end of the zone. Each creature or vessel in the area makes a DC 26 Dexterity saving throw, taking 315 (30d20) necrotic damage on a failed save or half damage on a success. A vessel or machine reduced to 0 hit points is drained of energy and is completely disabled until it is repaired and refueled (a process taking 8 hours). A creature reduced to 0 hit points is put in suspended animation for 24 hours. While in suspended animation, it is asleep and can only be awakened by an 8-hour medical procedure in a medical facility.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Claw. The dragon makes a claw attack.

Gravitational Beckon. One target creature or vessel the dragon can see within 1 zone makes a DC 26 Constitution saving throw. On a failure, the target moves straight toward the dragon into melee range.

Haywire (Costs 2 Actions). The pilot of one vessel the dragon can see within 1 zone makes a DC 26 Intelligence saving throw. On a failure, the vessel's navigation system goes haywire for 1 minute. While haywire, whenever the vessel first moves on its turn, the pilot chooses a direction of travel. Roll a d20. On a 1–5, the vessel moves its full speed in the opposite direction. On a 6–10, the vessel moves its full speed perpendicular to its chosen direction (in a direction of the pilot's choice: left, right, up, or down). On an 11–20, the vessel moves its full speed in the chosen direction. At the end of each of the ship's turns, the pilot can repeat the saving throw, ending the effect early on a success.

Combat

The dragon uses its void breath and then uses Gravitational Beckon and its multiattack on the most dangerous opponent. It uses Haywire to scramble other dangerous opponents, and Roar to disrupt communications and deal damage if surrounded by a large number of enemies. When bloodied, it retreats, trusting its Cloaked ability to allow escape.

Sun Dragons

Sun dragons are shining gold-hued dragons that act as servants and footsoldiers to void dragons. Despite their comparatively small size, sun dragons are formidable opponents in their own right, easily capable of dealing with a starfighter or small ship. Some scholars believe that the widespread myths of multicolored terrestrial dragons (blue, red, gold, etc) are garbled accounts of sun dragon visitations; others insist that real planetary dragons exist as well.

SUN DRAGON

CHALLENGE 8

HUGE DRAGON

90,000 XP

AC 16 (natural armor)

HP 612 (35d20 + 245; bloodied 306)

Speed 40 ft., fly 80 ft. (spacefaring fast)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	24 (+7)	18 (+4)	16 (+3)	18 (+3)

Proficiency +3; **Maneuver DC** 16

Saving Throws Wis +6

Damage Immunities radiant

Senses passive Perception 13

Languages Draconic

ACTIONS

Multiattack. The dragon attacks once with its bite and twice with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach melee, one target. *Hit:* 42 (4d12 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach melee, one target. *Hit:* 20 (4d6 + 6) slashing damage.

Sun Breath (Recharge 5–6). The dragon exhales radiant golden fire in a 10-foot wide line that extends to the end of the zone. Each creature or vessel in the area makes a DC 17 Dexterity saving throw, taking 105 (10d20) radiant damage on a failed save or half damage on a success.

Combat

The dragon attacks with its sun breath when possible and then uses its bite and claws. It doesn't flee while a void dragon is present.

Sun Dragon Variants: Other Space Dragons

Just as a sun dragon resembles a gold dragon, nearly any terrestrial dragon has a spacefaring equivalent. Below are a few examples of other space dragons.

Eclipse Dragon. This translucent, gray-scaled dragon's breath deals necrotic damage, and it is immune to necrotic damage instead of radiant damage.

Galaxy Dragon. This amethyst-scaled dragon's breath deals force damage, and it is immune to force damage instead of radiant damage.

Moon Dragon. This silver-scaled dragon's breath deals cold damage, and it is immune to cold damage instead of radiant damage.

Solar Dragon. This red-scaled dragon's breath deals fire damage, and it is immune to fire damage instead of radiant damage.

Void Leviathan

When the most grizzled of voidrunners and decorated of starship captains come together over a drink, there's a creature that even they only speak of in hushed tones: the void leviathan. Unfathomably large, squid-like creatures capable of wrenching even the largest of starships into pieces, these primordial horrors are so rare as to nearly be legend.

Mysterious Origins. Some say these monstrosities were birthed from a black hole; others posit that they are all that remains of some long-dead god; and some believe that they are a literal force of nature: entropy given form. Those less given to the grandiose speculate that void leviathans have a rudimentary social structure and may even be natural—if horrifying—creatures. Given that they seem to come from the deepest, darkest reaches of space, however, these questions go unanswered. What is known for sure is their fathomless hunger and capacity for devastation.

Creature of Decay. Void leviathans are innately tied to forces of entropy. In addition to rotting flesh and corroding metal, these titans drain life itself from creatures with a voracious fervor. Whether they feed upon this energy or merely seek to bring the universe one step closer to extinction with every creature ground into nothingness is unknown.

Whether drawn to the titan's power or merely seeking to avert disaster, mortals have been known to form cults around void leviathans, offering them praise and sacrifice in the hopes of some reward. If the creatures have any concept of this worship they have shown no sign, granting neither gifts nor mercy to such followers.

Legends and Lore

With a History or Science check, characters can learn the following:

DC 10 Stories say that squid-like creatures the size of small moons lurk in the darkest reaches of space.

DC 15 Void leviathans can devour entire

starships, where they are ground to pieces by the asteroids the creatures swallow for this purpose.

DC 20 Void leviathans wield terrifying entropic powers. Their mere touch saps the life from creatures, and they can even create black holes.

Void Leviathan Encounters

Thankfully for countless star systems, void leviathans are more reactive than proactive in their feeding, apparently content to drift amongst asteroid belts until they sense prey large enough to be worth the effort. They have even been seen to enter a torpor-like state, sometimes for years or decades at a time. However, once it has been roused, the titan goes into a frenzy, seeking out every source of life energy within a 5 zone radius and snuffing it out. Due to this tendency, they're almost always solitary combatants.

CR 18–22 void leviathan

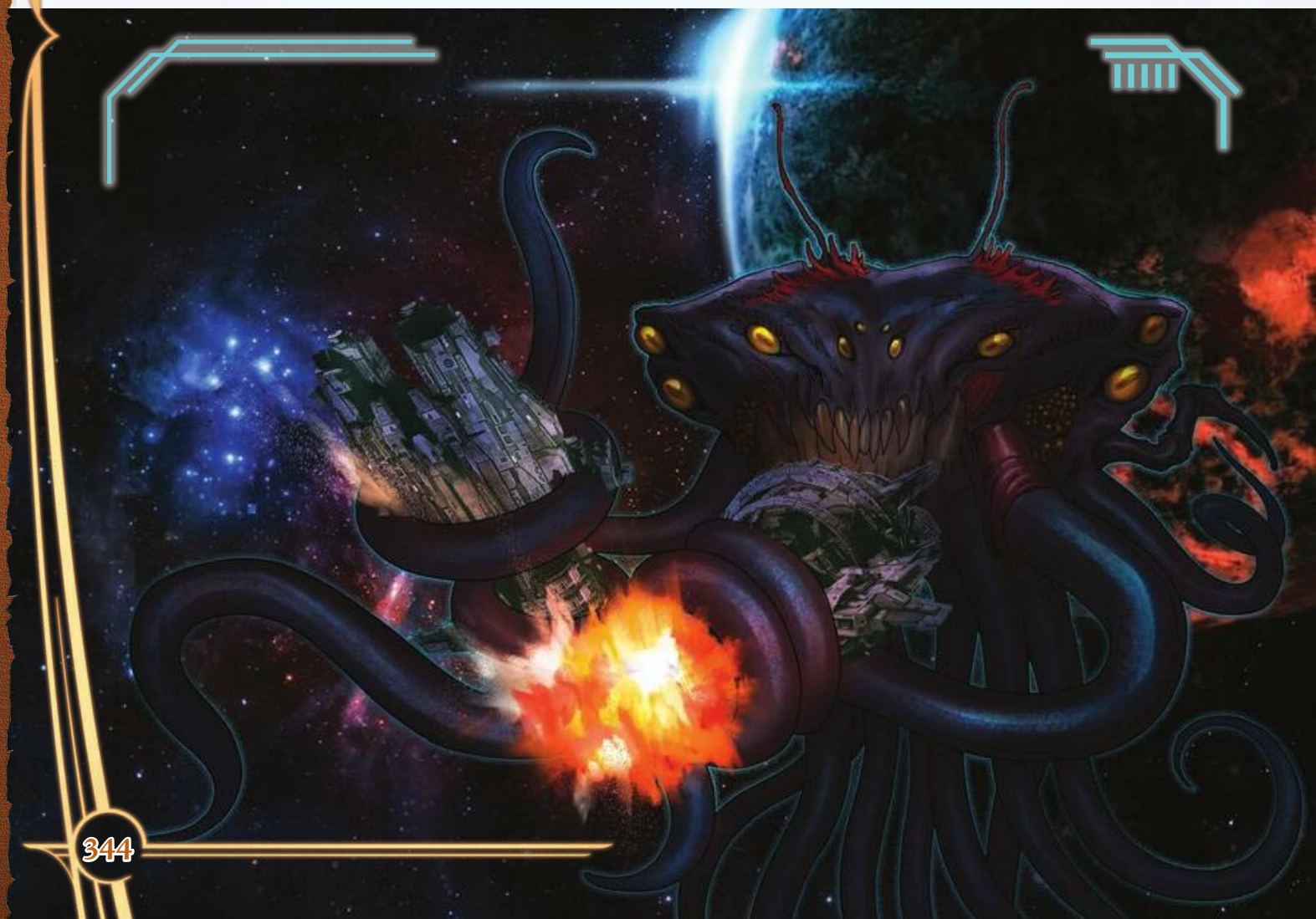
Treasure a critically damaged but salvageable 1d4 grade capital ship or 1d6 critically damaged but salvageable starfighters

Signs

1–2	Reports that an entire space station has disappeared
3–4	A desiccated astral whale corpse
5–6	The rusted-out hull of a large star-ship, far too modern to be in this condition naturally

Behavior

1	Harrying an astral whale pod
2	In torpor, drifting through an asteroid belt
3	Laying in wait behind a moon to ambush prey
4	Ripping apart an enormous starship



VOID LEVIATHAN

CHALLENGE 20

ELITE TITANIC MONSTROSITY

50,000 XP

AC 19 (natural armor)

HP 2440 (80d20 + 1600; bloodied 1220)

Speed 40 ft., fly 80 ft. (spacefaring average)

STR	DEX	CON	INT	WIS	CHA
50 (+20)	6 (–4)	50 (+20)	6 (–2)	20 (+5)	16 (+3)

Proficiency +6; **Maneuver DC** 34

Saving Throws Dex +2, Int +4, Wis +16

Skills Stealth +2 (+1d10)

Damage Resistances cold, necrotic

Condition Immunities fatigue, poisoned, unconscious

Senses blindsight 1 zone, passive Perception 20

Languages —

Detect Life. The leviathan magically senses the general direction of living creatures up to 1 zone away.

Elite Recovery. At the end of each of its turns while bloodied, the leviathan ends one negative effect currently affecting it. It can do so as long as it has at least 1 hit point, even while unconscious or incapacitated.

Energy Implosion. When the leviathan dies, it explodes, releasing the energy it has stolen from the universe. Each creature in the zone has all levels of fatigue removed, and creatures that died due to fatigue are restored to life with 1 hit point.

ACTIONS

Multiattack. The leviathan uses Entropy. It then attacks with its bite and makes two tentacle attacks.

Bite. *Melee Weapon Attack:* +6 to hit, close range, one target. *Hit:* 110 (2d10 × 10) piercing damage. If the target is grappled or held by the leviathan, the target is swallowed. A swallowed target has total cover from attacks from outside the leviathan, and it takes 110 (2d10 × 10) bludgeoning damage at the start of each of the leviathan's turns. If the leviathan takes damage while bloodied, it expels everything it has swallowed into its zone.

Tentacles. *Melee Weapon Attack:* +26 to hit, close range, one target. *Hit:* 70 (2d6 × 10) bludgeoning damage plus 70 (2d6 × 10) necrotic damage. If the target is a creature, it is grappled (escape DC 24). If the target is a vehicle or starship, it is grappled by the leviathan. Targets grappled in this way can attempt to escape as a DC 24 starfighter maneuver or system maneuver.

Entropy. If the leviathan is grappling a creature, holding a vehicle, or has swallowed a creature or vehicle, it regains 110 (2d10 × 10) hit points. Each creature it is grappling or has swallowed, and each creature on a vehicle it is holding or has swallowed, takes one level of fatigue.

BONUS ACTIONS

Black Hole (While Bloodied). The leviathan creates a small, temporary black hole within 1 zone. A creature or device that the leviathan can see makes a DC 24 Constitution saving throw, taking 280 (8d6 × 10) necrotic damage on a failed save or half damage on a success. Until the beginning of the leviathan's next turn, each starship or spacefaring creature in that zone must succeed on a DC 24 Strength saving throw when it tries to leave that zone, remaining in place on a failure.

Combat

The leviathan waits perfectly still, sometimes hiding among moons or asteroids. When a Gargantuan or larger target approaches, it attacks with its bite and tentacles, trying to swallow targets if it can. Once the leviathan is bloodied, it releases anything it has swallowed and tries to escape, using Black Hole to hold pursuers in place. If seriously injured while bloodied, it turns on its tormentors and fights to the death.

Voidmaw

Voidmaws are flying, territorial hunters able to exist both in space and in most atmospheres. Physically, they resemble spiny sharks, with large tooth-filled mouths, and enlarged fins. In the void, they are often encountered in packs, lairing in asteroid fields and ambushing unwary spacefarers. On planets, they are more often encountered solo or in small groups, favoring rocky terrain where they can hide.

Space Hazards. Voidmaws are a dangerous hazard for smaller starships and starfighters, and voidmaw swarms can threaten even larger ships. They have been known to strip a vessel bare within hours.

Ravenous Metallophages. Voidmaws are always hungry, and their appetites never seem to be sated. They prefer metallic matter, hunting starships in the void and vehicles in planetary atmospheres.

Migratory Swarms. Voidmaws cannot move at FTL speeds individually, but a swarm of hundreds of the creatures can generate an FTL speed which enables them to travel between systems. When a voidmaw swarm arrives in a system, it is often treated like an environmental emergency, and failure to deal with the swarm can cause havoc with the spacelanes.

Legends and Lore

With a Science or Nature check, characters can learn the following:

DC 10 Voidmaws usually hunt starships in packs, ripping the metal to shreds.

DC 15 Voidmaw swarms containing thousands of members are known to travel at FTL speeds between systems in search of sustenance.

DC 20 Voidmaws have teeth made of pure duranium, capable of ripping through metallic hulls.

Voidmaw Encounters

Voidmaws are usually found in rocky environments, such as canyons or asteroid fields. Treasure can only be found by dissecting the creatures, as they consume anything they find.

CR 2-4 1 or 2 voidmaws

Treasure 300 credits in chip form

CR 5-6 3 voidmaws; 1 voidmaw alpha

Treasure a psionic crystal and a pair of night vision goggles

CR 7-9 3 voidmaws and 1 voidmaw alpha

Treasure 400 credits in chip form, a still functioning distress beacon, and a sentinel drone which needs repair

CR 10 voidmaw swarm

Treasure —

Signs

1	The skeleton of a starship drifting in the void, stripped bare.
2	A building or base, reduced to rubble.
3	Several duranium teeth, sharp enough to cut metal.
4	A rocky canyon, eerily quiet, devoid of signs of life.
5	A distress call from a ship ambushed in an asteroid field.
6	An environmental alert warning of an approaching voidmaw swarm.

Behavior

1–3	In ambush, hidden in rocks or asteroids.
4	Devouring a starship or vehicle.
5	Openly scouting, hunting for prey.
6	A swarm, traveling between systems.

VOIDMAW

CHALLENGE 2

LARGE MONSTROSITY

450 XP

AC 13 (natural armor)

HP 45 (6d10+12; bloodied 22)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	2 (–4)	10 (+0)	3 (–4)

Proficiency +2; **Maneuver DC** 14

Skills Perception +2, Stealth +5

Senses darkvision 60 ft., passive Perception 12

Languages —

Duranium Teeth. Voidmaws do double damage to metallic objects and and robots.

Voidbreather. Voidmaws do not need to breath and can exist in space or in atmospheres.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) piercing damage, or double damage to metallic objects or robots.

Combat

Voidmaws hide in rocky terrains and attack passing vehicles and starships from ambush. Voraciously hungry, they will attack prey even if it is far beyond their capability to defeat. It is rare for a voidmaw to retreat once engaged in combat.

Variant: Voidmaw Alpha

The voidmaw alpha is an elite monster, equivalent to two CR 2 monsters (900 XP). It is Huge and has 90 (12d10+24; bloodied 45) hit points. Its bite attack changes as follows:

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 17 (3d6+6) piercing damage, or double damage to metallic objects or anrobots.

The voidmaw alpha has the following bonus action:

Elite Recovery. The voidmaw alpha ends one negative effect currently affecting it as a bonus action. It can use this bonus action as long as it has at least 1 hit point, even while unconscious or incapacitated.



VOIDMAW SWARM

CHALLENGE 10
450 XP

GARGANTUAN GROUP OF LARGE MONSTROSITIES

AC 13 (natural armor)

HP 225 (30d10+60; bloodied 112)

Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	14 (+2)	2 (−4)	10 (+0)	3 (−4)

Proficiency +4; **Maneuver DC** 16

Skills Perception +2, Stealth +5

Damage Resistances Bludgeoning, Piercing, Slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages —

Duranium Teech. Voidmaw swarms do double damage to metallic objects and anrobots.

Voidbreather. Voidmaw swarms do not need to breath and can exist in space or in atmospheres.

Swarm. The voidmaw swarm is composed of 5 or more creatures. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one base creature without squeezing.

Healing. Any action or trait that restores hit points restores five times the usual hit points, or half that if the squad is bloodied.

Area Vulnerability. The voidmaw swarm takes double damage from any effect that targets an area.

Swarm Dispersal. When the swarm is reduced to 0 hit points, it turns into 2 (1d4) voidmaws, each of which are bloodied .

ACTIONS

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 55 (5d6+8) piercing damage, or double damage to metallic objects or anrobots. The swarm does half damage if it is bloodied.

Xenarch

Many a star system is secretly governed not by its flesh-and-blood ruler but by a possessing spirit—a xenarch. This apparition can transfer between willing hosts, offering power and wisdom and providing the animating genius behind entire dynasties.

Telepathic Advisor. While not possessing another creature, a xenarch is a glowing, insubstantial figure in humanoid shape. It's rarely seen in this form, however. Most of the time, a xenarch possesses the body of a willing minion, guiding their actions with a combination of telepathic advice, flattery, and threats. Once a creature has been possessed long enough by a xenarch, they rarely, if ever, make their own choices, ceding total control to their possessor.

Serial Possession. A xenarch's lifespan far exceeds that of the humanoids it possesses. Sooner or later, each of its hosts dies, either through old age or violence. When this happens, the xenarch moves to a new host—preferably one that it has already won over with telepathic promises. One sure sign marks a xenarch's progress through different bodies: while possessed, the irises of a host creature's eyes turn an arresting golden color.

Power Hungry. Most xenarchs desire power and authority, and seek out the mightiest and most influential people they can find. To approach their quarry, they might temporarily possess underlings, servants, and even beasts. They can't enter an intelligent creature's body without permission: they gain this permission by telepathically promising a life of luxury and command to those that follow its advice. Ruthless tacticians and cunning politicians, a xenarch can usually fulfill the promises it makes—at a price: the host creature's freedom.

Legends and Lore

With a Culture or History check, characters can learn the following:

DC 15 Sometimes, important people are possessed by a power-hungry, immortal spirit called a xenarch. A xenarch can possess an intelligent creature only with its permission.

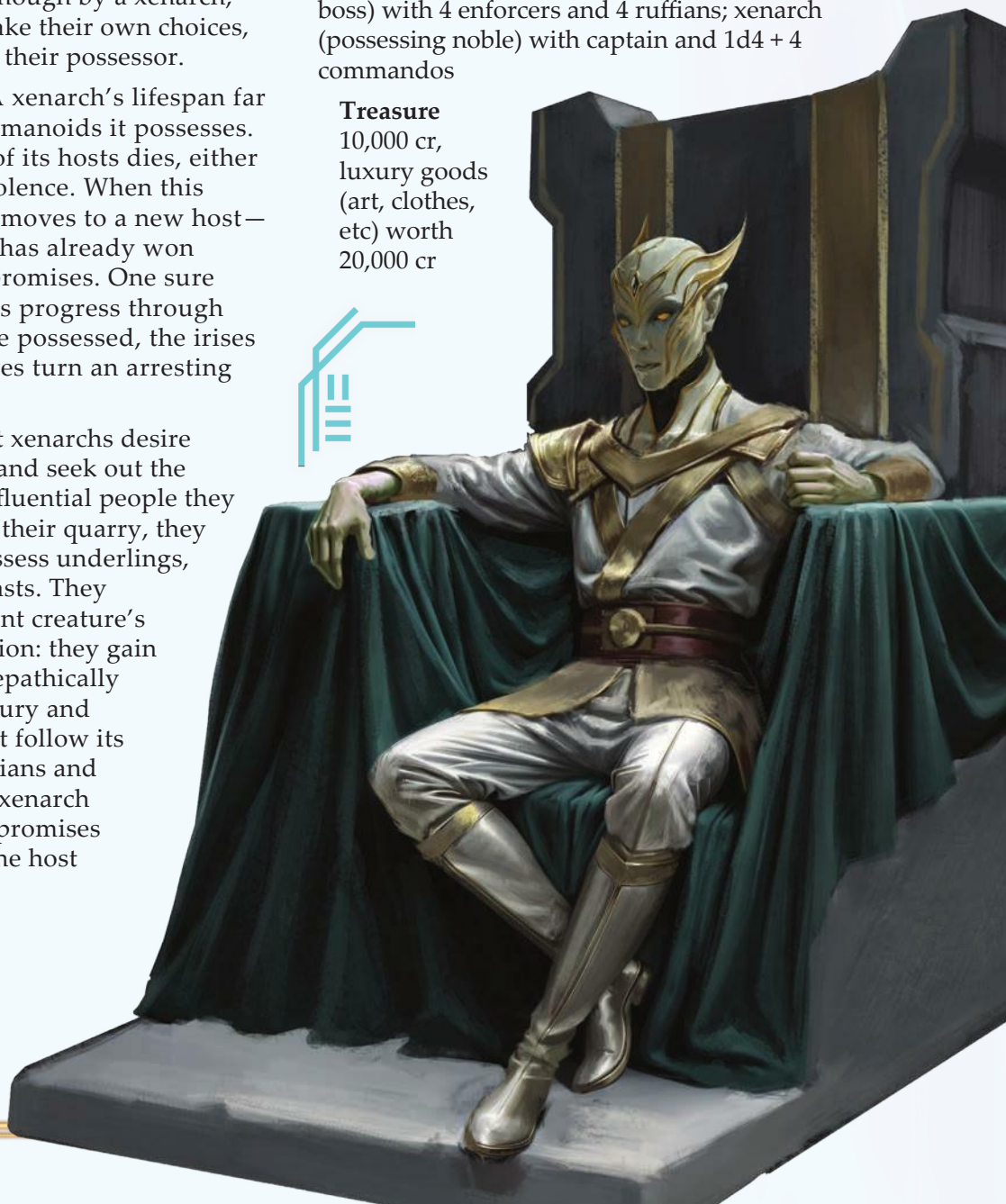
DC 20 While a xenarch can change bodies freely, you can recognize it in any body by its golden eyes.

Xenarch Encounters

CR 11–16 xenarch (in true form); xenarch (possessing civilian or noble)

CR 17–22 xenarch (possessing underworld boss) with 4 enforcers and 4 ruffians; xenarch (possessing noble) with captain and 1d4 + 4 commandos

Treasure
10,000 cr, luxury goods (art, clothes, etc) worth 20,000 cr



Behavior

1	Wishing to abandon its current location and find a traveler to hitch a ride with
2	Wishing to recruit capable travelers to extend its power
3	Leading an invasion to conquer nearby star systems
4	Temporarily possessing an unimportant person to act as a spy or assassin
5	A beloved ruler, intent on disposing of anyone who might upset the status quo
6	Telepathically whispering good advice to a character in order to gain trust

XENARCH

CHALLENGE 12

MEDIUM ABERRATION

8,400 XP

AC 13

HP 202 (27d8 + 81; bloodied 101)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	20 (+5)	18 (+4)	20 (+5)

Proficiency +4; **Maneuver DC** 15

Saving Throws Str +4, Wis +8, Cha +9

Skills Deception +9, History +8, Insight +8, Perception +8, Persuasion +9

Damage Immunities bludgeoning, piercing, slashing

Condition Immunities fatigue, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 18

Languages Common, telepathy 120 ft.

Death Scream. When the xenarch dies, whether possessing a body or not, it unleashes a psychic scream. Each creature within 60 feet makes a DC 17 Wisdom saving throw, taking 33 (6d10) psychic damage on a failure or half damage on a success. Each creature that fails the saving throw gains fragmentary memories from the xenarch's life, making History and Persuasion checks with advantage until the end of its next long rest.

Incorporeal. The xenarch can move through creatures and objects. It takes 11 (2d10) force damage if it ends its turn inside an object.

Spirit Nature. The xenarch doesn't require air, sustenance, or sleep.

ACTIONS

Multiattack. The xenarch makes two mind spike attacks.

Mind Spike. *Melee Spell Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 27 (4d10 + 5) psychic damage.

Telekinetic Shunt. Each creature within 10 feet makes a DC 17 Strength saving throw. On a failure, the creature is pushed 10 feet straight away from the xenarch and takes 33 (6d10) force damage. On a success, the creature takes half the damage and is not pushed.

Possession. While not possessing a creature, the xenarch telepathically possesses one willing humanoid within 30 feet. The xenarch disappears into the possessed host creature's body. The host is conscious and retains its statistics. It gains the xenarch's telepathy, mind spike, and Telekinetic Shunt. While possessed, the host and the xenarch are in constant telepathic communication, and the host can choose to follow the xenarch's commands. Also while possessed, the irises of the host's eyes turn gold.

While the xenarch is possessing a host, when the host takes damage the xenarch takes the same damage. While possessed, the xenarch is immune to non-damage effects and conditions.

The xenarch's possession ends when the xenarch or the host ends it as a bonus action or when the xenarch dies. If the possession ends while the xenarch is alive, the xenarch appears in an unoccupied space it can see within 30 feet of the host.

Once the xenarch has possessed a creature for more than 24 hours, it gains further control over the host. The host can no longer choose to eject the xenarch, and the xenarch can control all the host's activities. At the start of each turn, the host can make a DC 17 Wisdom saving throw. On a success, the host regains control of its body until the end of its turn.

Combat

The xenarch prefers to fight while possessing a creature. It uses its host's attacks, or Mind Spike and Telekinetic Shunt if the host's attacks are weaker than its own. When bloodied, the xenarch exits its host body and flees through walls and other obstacles, returning for revenge later. The xenarch fights without a host body only when cornered.

Xenid

Xenids are horrific alien bioweapons, with dark chitinous armor, long clawed limbs, and an extendable pharyngeal jaw. Dangerous foes, they hunt their humanoid prey with ruthless efficiency and they're able to survive in extremely harsh conditions, including the vacuum of space, although they're best suited to live in artificial and industrial environments. An individual xenid on a ship can easily kill a crew if they're unprepared, while a hive can quickly destroy entire colonies of terraforming settlers.

Horrific Infestations. Xenids build nests to house a queen using a hardened resin from their own saliva. Built within existing structures and caverns, a nest contains numerous vaulted chambers and corridors, resembling biomechanical rib cages and internal organs.

Obligate Parasite. Xenids have a multi-stage life cycle, including a parasitic stage, where an embryo is implanted and incubated within a living host. When the young xenid is strong enough, it violently emerges from its host, almost always killing them. A xenid's features are influenced by the host in which it gestates.

Obscure Origins. Xenids did not evolve, instead it is believed that they were created by an originator species as a biological weapon. Although the means and exact purpose of their creation has been lost to time, unscrupulous military and corporate scientists seek xenids hoping to reverse engineer their unique biology.

Legends and Lore

With a History or Science check, characters can learn the following:

DC 10 Xenids have caustic blood, and are best killed at range and even then, the blood causes significant structural damage.

DC 15 Xenids can survive extreme environments, including the vacuum of space, but they fear and avoid fire.

DC 20 Given sufficient food and an environment with plentiful hosts, any xenid is capable of becoming a queen xenid, although the presence of a queen suppresses the development of additional queens in a hive.



Xenid Encounters

Xenids can be found anywhere there are viable hosts.

CR 0–2 a xenid egg; an unconscious host with an attached xenid strangler; a xenid larva

CR 3–4 1 or 2 xenid stranglers; several xenid eggs with 3 or 4 stranglers emerging one at a time

Treasure guns and ammunition collectively worth 300 cr

CR 5–10 egg chamber, 10 to 20 eggs with 3 stranglers emerging each round; 2 or 3 xenid hunters

Treasure recoverable tools, space suits, and technology collectively worth 1,000 cr

CR 11–16 xenid queen; 4 or 5 xenid hunters

Treasure scientific observations on xenid behavior, technology, tools and valuable keepsakes from dead settlers collectively worth 3,000 cr

Signs

1	Seemingly abandoned settlements, heavily barricaded.
2	Acid damage. On multilevel structures, the damage extends down multiple floors.
3	Rib-like organic interior conversions made of dark colored resin.
4	Humanoid remains, cause of death clear: something violently emerged from the body.

Behavior

1–3	In ambush, hidden amongst industrial pipes.
4	Carrying an unconscious survivor towards their lair.
5	Openly scouting, hunting for prey.
6	Exuding dark saliva on the walls, sculpting an expansion of the hive.

Unique Xenid Appearance

1	Smooth and shining, like black metal
2	Scale-like ridges all over the head and back. Jagged back spikes
3	Exceptionally long and slender limbs and fingers, needle like tail
4	Blade-like limbs and tongue, can press itself almost completely flat against a surface
5	Very gaunt and pale, skeletal in appearance
6	Slick with oily slime, particularly bulbous head and eyes.

XENID STRANGLER

CHALLENGE 2

TINY MONSTROSITY

450 XP

AC 13

HP 36 (8d6 + 8; bloodied 18)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	10 (+1)	6 (–2)	10 (+0)	3 (–4)

Proficiency +2; **Maneuver DC** 13

Skills Perception +2, Stealth +5

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages —

Caustic Blood. When the xenid strangler takes damage of any type but psychic, each creature within 5 feet takes 5 (1d10) ongoing acid damage, until a creature takes an action to scrape off the corrosive blood. This acid damage causes any armor worn to take a permanent and cumulative –1 penalty to AC. If the penalty reduces its AC to 10, the armor is destroyed.

Fire Susceptibility. If the strangler takes fire damage, it takes a –2 penalty to its AC and Dexterity saving throws, and has disadvantage on its attacks, until the end of its next turn.

Industrial Camouflage. The strangler has advantage on Stealth checks made to Hide in Industrial terrain.

Spider Climb. The strangler can use its climb speed even on difficult surfaces and upside down on ceilings.



ACTIONS

Pounce. The strangler jumps a distance up to 20 feet, and makes a strangle attack with advantage if it moved at least 10 feet.

Strangle. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage, and if the target is Large or smaller it is blinded and unable to breath as the strangler wraps itself around the target's face, head and neck. The strangler can't strangle another target, and if this attack reduces a creature to 0 hit points, the target is stable, but unconscious until the strangler is removed, even after regaining hit points. Any creature can use its action to attempt to remove the strangler with a DC 13 Strength check.

Squeeze. The strangler squeezes the neck of a creature it's strangling. The target makes a DC 13 Strength saving throw, taking 13 (3d6 + 3) bludgeoning damage on a failed save, and half as much damage on a success. On a saving throw result of 5 or less, the target is reduced to 0 hit points. If squeeze reduces the target to 0 hit points, the target is stable, but unconscious until the strangler is removed, even after regaining hit points.

BONUS ACTIONS

Implant Embryo. The strangler implants a xenid embryo in the stomach of an unconscious beast, monstrosity or humanoid it's strangling. After implanting an embryo, the strangler dies within 24 (2d12) hours, releasing the host creature.

REACTIONS

Death Grip. When the strangler is removed from a creature it's strangling, it can immediately use squeeze and the target has disadvantage on its saving throw. A creature attempting to remove an attached strangler can make a DC 13 Insight check. On a success, they see the strangler tensing, and can choose to abort the removal attempt.

Combat

Xenid stranglers hatch from big fleshy eggs in the presence of living creatures. They have no survival instincts, as their only purpose is to implant a xenid embryo into a host before they die. Once hatched, a xenid strangler lives for up to one week.

Xenid Development

While not yet able to move, these xenid forms can still be dangerous hazards.

Xenid Eggs

A queen xenid lays eggs until she runs out of food or is killed. The large fleshy eggs stay viable for hundreds if not thousands of years, with living xenid stranglers kept in a stasis like sleep. The eggs are sensitive to motion and open flower-like in the presence of a suitable living host, causing the strangler within to wake, ready to pounce. Xenid eggs have AC 10, 30 hp, and vulnerability to fire. If they are destroyed before the xenid strangler emerges, the strangler is also destroyed.

Xenid Embryos

A embryo embeds itself around, and draws nourishment from the host's vital organs, usually the heart and lungs. It is difficult to remove surgically due to its caustic blood and the way it entagles itself inside the host. With specialist surgical equipment, chemotherapy, or psychic treatment, a DC 20 Medicine (Intelligence) check can be attempted. On a critical success the host and the embryo both survive the surgery, and the embryo is safely removed. On a success, the host survives, and the embryo is removed and dies. A failed check reduces the host to 0 hit points, gaining a level of fatigue and strife. On a critical failure, the host dies and the embryo immediately emerges as a xenid larva. Untreated, the embryo emerges from the host after 24 hours, reducing the host to 0 hit points, and killing them unless they succeed on a Constitution saving throw, as if they had taken massive damage.

XENID LARVAE

CHALLENGE 1/2

TINY MONSTROSITY

100 XP

AC 12

HP 21 (6d4 + 6; bloodied 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	9 (–1)	11 (+0)	5 (–3)

Proficiency +2; **Maneuver DC** 12

Skills Perception +2, Stealth +4

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages —

Caustic Blood. When the xenid takes damage of any type but psychic, each creature within 5 feet takes 5 (1d10) ongoing acid damage, until a creature takes an action to scrape off the corrosive blood. This acid damage also causes any armor worn to take a permanent and cumulative -1 penalty to AC. If the penalty reduces its AC to 10, the armor is destroyed.

Fire Susceptibility. If the xenid takes fire damage, it takes a -2 penalty to its AC and Dexterity saving throws, and has disadvantage on its attacks, until the end of its next turn.

Industrial Camouflage. The xenid has advantage on Stealth checks made to Hide in Industrial terrain.

Spider Climb. The xenid can use its climb speed even on difficult surfaces and upside down on ceilings.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage

Combat

After hatching violently from the host, a xenid larva seeks somewhere warm to pupate and grow, maturing into an adult xenid in about 8 hours. If born in a hive, other xenids will protect and care for the larva.

XENID HUNTER

CHALLENGE 6

MEDIUM OR SMALL MONSTROSITY

2,300 XP

AC 18 (natural armor)

HP 105 (14d8 + 42; bloodied 52)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	12 (+1)	14 (+2)	7 (–2)

Proficiency +3; **Maneuver DC** 15

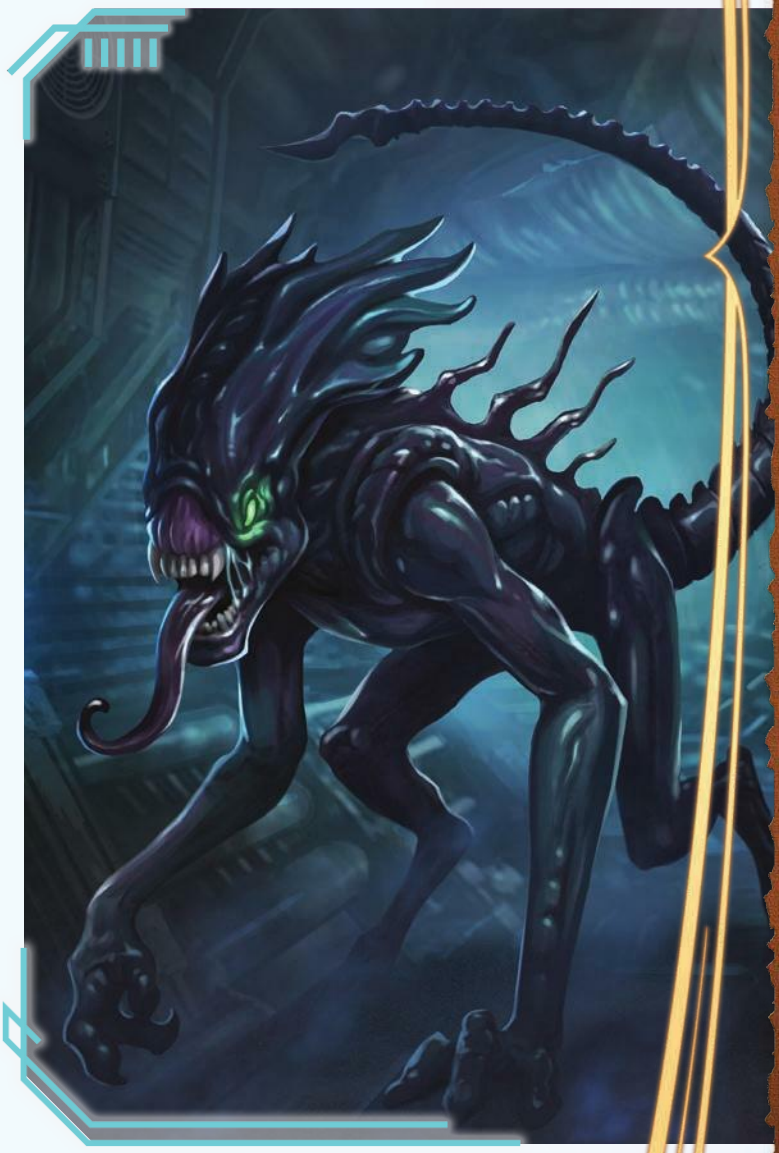
Saving Throws Dex +7, Con +6

Skills Perception +4, Stealth +7

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 14

Languages —



Caustic Blood. When the xenid takes damage of any type but psychic, each creature within 5 feet takes 5 (1d10) ongoing acid damage, until a creature takes an action to scrape off the corrosive blood. This acid damage also causes any armor worn to take a permanent and cumulative -1 penalty to AC. If the penalty reduces its AC to 10, the armor is destroyed.

Evasion. When the xenid makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Fire Susceptibility. If the xenid takes fire damage, it takes a -2 penalty to its AC and Dexterity saving throws, and has disadvantage on its attacks, until the end of its next turn.

Industrial Camouflage. The xenid has advantage on Stealth checks made to Hide in Industrial terrain.

Sneak Attack (1/Turn). The xenid deals an extra 14 (4d6) damage when they hit with an attack while they advantage on the attack, or when the xenid's target is within 5 feet of an ally of the xenid while it doesn't have disadvantage on the attack

Spider Climb. The xenid can use its climb speed even on difficult surfaces and upside down on ceilings.

Vent Crawler. The xenid can move through spaces without squeezing as if it were one creature size smaller.

ACTIONS

Multiattack. The xenid attacks twice. If it hits with two claw attacks in the same turn against a Medium or smaller target, the target is grappled and restrained.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

BONUS ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one grappled target. *Hit:* 13 (2d8 + 4) piercing damage.

Combat

Xenid hunters are ambush predators. Xenid hunters under the command of a queen attempt to capture humanoids alive to take back to the queen's lair, to be implanted with xenid embryos.

XENID QUEEN

CHALLENGE 13

LEGENDARY LARGE MONSTROSITY

10,000 XP

AC 20 (natural armor)

HP 210 (20d10 + 100; bloodied 105)

Speed 50 ft. (10 ft. while egg sac attached), climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	20 (+5)	14 (+2)	17 (+3)	9 (–1)

Proficiency +5; **Maneuver DC** 18

Saving Throws Dex +8, Con +10

Skills Perception +8, Stealth +8

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 18

Languages —



Caustic Blood. When the xenid queen takes damage of any type but psychic, each creature within 5 feet takes 5 (1d10) ongoing acid damage, until a creature takes an action to scrape off the corrosive blood. This acid damage also causes any armor worn to take a permanent and cumulative -1 penalty to AC. If the penalty reduces its AC to 10, the armor is destroyed.

Egg Sac. The xenid queen gains 20 temporary hit points at the start of each of its turns, as long as its egg sac is attached. When it becomes bloodied, the egg sac detaches, if it hadn't already. The xenid queen regenerates its egg sac after a long rest.

Evasion. When the xenid queen makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Fire Susceptibility. If the xenid queen takes fire damage, it takes a -2 penalty to its AC and Dexterity saving throws, and has disadvantage on its attacks, until the end of its next turn.

Legendary Resistance (3/Day). When the xenid queen fails a saving throw, it can choose to succeed instead. When it does, it sheds plates of chitinous armor with a spray of caustic blood, dealing 5 (1d10) ongoing acid damage to creatures within 5 feet. If it has no more uses of this ability its armor class is reduced to 16 until it finishes a long rest.

Vent Crawler. The xenid queen can move through spaces without squeezing as if it were one creature size smaller.

Actions

Multiattack. The xenid queen attacks three times. If it hits with two claw attacks in the same turn against a Large or smaller target, the target is grappled and restrained.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Tail Spike. *Ranged Weapon Attack:* +10 to hit, range 60/120 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage, plus 5 (1d10) acid damage.

Bonus Actions

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one grappled target. *Hit:* 32 (6d8 + 5) piercing damage.

Reactions

Detach Egg Sac (Recharges on a long rest). When the xenid queen takes damage, it can sacrifice its egg sac, detaching it to reduce the damage taken to 0.

Caustic Spray. When the xenid queen is hit by an attack from a creature it can see within 30 feet, it can direct a spray of caustic blood back at that creature. The creature makes a DC 18 Dexterity saving throw, taking 11 (2d10) acid damage and 5 (1d10) ongoing acid damage on a failed save, or half as much damage, and no ongoing damage, on a success.

Legendary Actions

The xenid queen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Lay Egg (only while Egg Sac is attached). The xenid queen lays a xenid egg, from which a xenid strangler hatches and rolls into initiative.

Move (only when Egg Sac is detached). The xenid queen moves its speed without provoking attacks of opportunity.

Attack. The xenid queen makes a claw, tail or tail spike attack.

Bite (Costs 2 Actions). The xenid queen makes a bite attack against a grappled target.

Combat

The xenid queen in its hive is almost immobile, as it is attached to a long, fleshy egg sac. The queen tries to preserve its egg sac as long as possible, laying eggs until the egg sac is destroyed. Once the egg sac is detached, the queen fights to the death with exceptional viciousness.

Nonplayer Characters

This segment details statistics for many of the humanoids of the galaxy. These nonplayer characters (NPCs) can be used as both adversaries and allies to your crew of voidrunners. An NPC may be of any humanoid ancestry. You can make changes to an NPC stat block in order to better represent a specific individual, most of which don't require a change to the NPC's Challenge Rating. Similarly, you can add appropriate weapons, heritage abilities, and armor to NPCs from Monstrous Menagerie to expand your options. Monstrous Menagerie's squad template will also prove useful to Narrators looking to streamline combat and present an additional challenge to their players.

Varying Heritage. You can make an NPC more unique and specific by adding some signature abilities of a humanoid heritage. This list is not exhaustive; most humanoid species can use an NPC stat block.

- *Android:* The NPC does not need to eat or breathe and is immune to poison, poison damage, and telepathic powers.
- *Axon:* The NPC has resistance to cold damage and claws which do 1d8 + Strength modifier damage.
- *Grey:* The NPC can telekinetically move objects of up to 3 pounds within 30 feet.
- *Houseki.* The NPC is immune to poisons and poison damage, but is vulnerable to thunder damage.
- *Hurrok:* The NPC can gain advantage on a Strength, Dexterity, or Constitution check once per day.
- *Keridani:* The NPC can telepathically message creatures within 60 ft., and its bite does 1d4 + Strength modifier damage and requires a saving throw with a DC of 10 + Constitution modifier or the target takes an additional 2d4 poison damage.
- *Naato:* The NPC is slowed until the end of its next turn when it takes cold damage. It can use a bonus action to swipe with its tail doing 1d4 + Strength modifier damage.
- *Sipher:* The NPC can blast acid, cold, fire, or lightning damage up to 30 ft., doing 1d8 + Dexterity modifier damage.

ACADEMIC

CHALLENGE 1

MEDIUM HUMANOID

200 XP

AC 13 (synthweave)

HP 32 (5d8 + 10; bloodied 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 11

Saving Throws Int +5, Wis +3

Skills Computers +5, Engineering +5, Investigation +3

Senses passive Perception 11

Languages any three

ACTIONS

Vibroknife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) thunder damage.

Energy Blaster. *Ranged Weapon Attack:* +5 to hit, range 100/300, one target. *Hit:* 8 (2d4 + 3) fire damage.

Academic Variant: Engineer

The engineer is skilled with machinery and devices.

The engineer has a 1d6 expertise die on Engineering checks.

The engineer has the following additional action:

Concussion Grenade (2). Each creature within 15 feet of a point within 20 feet makes a DC 11 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success.

Academic Variant: Medic

The medic is trained in battlefield medicine.

The medic is proficient with Medicine checks (+5) and has a 1d6 expertise die on such checks. The medic has the following additional action:

First Aid (Recharge 6). One creature within 5 feet regains 14 (4d6) hit points.

AGENT

CHALLENGE 4

MEDIUM HUMANOID

1,100 XP

AC 16 (synthweave)

HP 67 (9d8 + 27; bloodied 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Int +4

Skills Deception +6 (+1d6), Insight +5, Persuasion +6, Stealth +6 (+1d4)

Senses passive Perception 13

Languages any four

Evasion. When the agent makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The agent deals an extra 17 (5d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the agent's target is within 5 feet of an ally of the agent while the agent doesn't have disadvantage on the attack.

ACTIONS

Vibroknife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) thunder damage.

Blaster. *Ranged Weapon Attack:* +6 to hit, range 50/150, one target. *Hit:* 9 (2d4 + 4) force damage.

BONUS ACTIONS

Fascinate. A creature that can see the agent within 30 feet makes a DC 14 Wisdom saving throw. On a failure, until the start of the agent's next turn, attack rolls against the creature gain an expertise die and the creature has disadvantage on Perception checks.

Viper Retainer (1). One creature within 5 feet must succeed on a DC 14 Constitution saving throw, taking 6 (1d12) poison damage on a failed save.

BOUNTY HUNTER

CHALLENGE 5

MEDIUM HUMANOID

700 XP

AC 17 (composite armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Proficiency +3; **Maneuver DC** 15

Saving Throws Str +6, Dex +7

Skills Athletics +5, Intimidation +4, Survival +5 (+1d6), Perception +5

Senses passive Perception 15

Languages any three

Bounty Hunter Gear. The bounty hunter's jetpack grants them a flight speed (included in their statistics).

ACTIONS

Multiattack. The bounty hunter makes two attacks.

Combat Chainsaw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 3) slashing damage.

Ion Cannon. *Ranged Weapon Attack:* +7 to hit, range 150/600, one target. *Hit:* 13 (2d8 + 4) fire damage.

Netcaster. *Ranged Weapon Attack:* +7 to hit, range 30/120, one target. A corporeal Large or smaller creature that cannot move through a space one inch or smaller is restrained by a net until it is freed. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10, 15 hit points, and is immune to bludgeoning, poison, and psychic damage.

Stun Grenade (3). Each creature within 15 feet of a point within 20 feet makes a DC 15 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success. Also on a failed save, the target is rattled until the end of its next turn. A creature that fails the saving throw by 5 or more is stunned instead of rattled until the end of its next turn.

BONUS ACTIONS

Focus Fire. The bounty hunter chooses one creature they can see within 100 feet. The bounty hunter gains advantage on the next attack made against the creature before the beginning of the bounty hunter's next turn.

CADET

CHALLENGE 1/4

MEDIUM HUMANOID

100 XP

AC 13 (synthweave)

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Skills Computers +4, Engineering +4

Senses passive Perception 11

Languages any two

ACTIONS

Shock Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) lightning damage.

Assault Rifle. *Ranged Weapon Attack:* +4 to hit, range 120/360, one target. *Hit:* 9 (2d6 + 2) piercing damage.

CAPTAIN

CHALLENGE 6

MEDIUM HUMANOID

2,300 XP

AC 16 (synthweave)

HP 105 (14d8 + 42; bloodied 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	18 (+4)	14 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Dex +7, Int +7, Wis +5

Skills Computers +7, Engineering +7, Intimidation +6, Persuasion +6

Senses passive Perception 12

Languages any three

ACTIONS

Multiattack. The captain makes one attack and uses Order.

Heavy Saber. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Blaster. *Ranged Weapon Attack:* +7 to hit, range 50/150, one target. *Hit:* 9 (2d4 + 4) force damage.

Order. A creature of the captain's choice within 100 feet of the captain uses their reaction to move up to their speed or take an action. The creature must be able to hear the captain and be under the captain's command.

CIVILIAN

CHALLENGE 0

MEDIUM HUMANOID

10 XP

AC 10

HP 4 (1d8; bloodied 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10

Skills any one skill +2

Senses passive Perception 10

Languages any one

ACTIONS

Light Baton. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Civilian Variant: Functionary

The functionary is a part of a bureaucracy or an expert on a particular subject.

The functionary has an Intelligence of 12 (+1) and makes Computers and Culture skill checks with a +3 bonus.

Civilian Throng

Whether they have been swayed by a passionate speaker, protesting an injustice, or merely at a party that has suddenly become violent, groups of people with a combined sense of purpose may act as one organism.



CIVILIAN THRONG

CHALLENGE 2

HUGE GROUP OF MEDIUM HUMANOIDS 700 XP

AC 10

HP 45 (10d8; bloodied 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver** DC 10

Senses passive Perception 10

Languages any one

Area Vulnerability. The mob takes double damage from any effect that targets an area.

Mob Dispersal. When the mob is reduced to 0 hit points, it turns into 5 (1d6 + 2) civilians with 2 hit points.

Mob. The mob is composed of 10 or more civilians. If it is subjected to a psionic ability, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The mob can move through any opening large enough for one Medium creature.

ACTIONS

Light Batons. *Melee Weapon Attack:* +2 to hit, reach 5 ft., up to two targets. Hit: 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.

Debris. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., up to two targets. Hit: 10 (4d4) bludgeoning damage, or half damage if the mob is bloodied.



CONTRACT KILLER

CHALLENGE 6

MEDIUM HUMANOID 2,300 XP

AC 16 (synthweave)

HP 93 (11d8 + 44; bloodied 46)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	14 (+2)	14 (+2)	16 (+3)

Proficiency +3; **Maneuver DC** 15

Saving Throws Dex +7, Int +5

Skills Acrobatics +7 (+1d6), Deception +6 (+1d6), Stealth +7 (+1d6)

Senses passive Perception 12

Languages any three

Assassinate. During the first turn of combat, the contract killer has advantage on attack rolls against any creature that hasn't acted.

Evasion. When the contract killer makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The contract killer deals an extra 21 (6d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the contract killer's target is within 5 feet of an ally of the contract killer while the contract killer doesn't have disadvantage on the attack.

ACTIONS

Multiattack. The contract killer makes two vibroknife attacks.

Vibroknife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) thunder damage.

Long-Range Rifle. *Ranged Weapon Attack:* +7 to hit, range 240/720, one target. *Hit:* 11 (2d6 + 4) piercing damage.

REACTIONS

Bullet Time. When targeted by a ranged attack by a creature they can see, the contract killer moves up to their speed. If this movement puts them in full cover, the attack automatically misses.

CREWMEMBER

CHALLENGE 1/8

MEDIUM HUMANOID

25 XP

AC 12 (synthweave)

HP 9 (2d8; bloodied 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 10

Skills Computers +2, Engineering +2

Senses passive Perception 10

Languages any one

ACTIONS

Tactical Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +2 to hit, range 50/150, one target. *Hit:* 5 (2d4) piercing damage.

ENFORCER

CHALLENGE 2

MEDIUM HUMANOID

450 XP

AC 13 (leather armor)

HP 45 (6d8 + 18; bloodied 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 13

Skills Intimidation +2 (+1d4)

Senses passive Perception 10

Languages any one

ACTIONS

Multiattack. The enforcer makes two battle gauntlet attacks.

Battle Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Flamethrower. The enforcer projects fire in a 15 foot cone. Each creature in the area makes a DC 11 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save or half damage on a success. Unattended flammable objects are ignited.

MARINE

CHALLENGE 3

MEDIUM HUMANOID

700 XP

AC 17 (composite armor)

HP 60 (8d8 + 24; bloodied 30)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Str +5, Con +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 11

Languages any one

Marine Gear. The marine's jetpack and nightvision goggles grant them a flight speed and darkvision (included in their statistics).

ACTIONS

Multiattack. The marine makes two attacks.

Star Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Phase Rifle. *Ranged Weapon Attack:* +3 to hit, range 120/360, one target. *Hit:* 9 (2d6 + 2) force damage.

Concussion Grenade (3). Each creature within 15 feet of a point within 20 feet makes a DC 11 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success.

MINER

CHALLENGE 1/4

MEDIUM HUMANOID

50 XP

AC 11

HP 13 (2d8 + 4; bloodied 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Engineering +2, Survival +2

Senses passive Perception 10

Languages any one

ACTIONS

Miner's Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

INQUISITOR

CHALLENGE 8

MEDIUM HUMANOID

3,900 XP

AC 17 (riot armor)

HP 112 (15d8 + 45; bloodied 5

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	18 (+4)	18 (+4)	16 (+3)

Proficiency +3; **Maneuver DC** 14

Saving Throws Str +6, Int +7, Wis +7

Skills Culture +6, Intimidation + 6 (+1d6), Insight +7 (+1d6), Investigation +7, Perception +7

Senses passive Perception 17

Languages any four

ACTIONS

Multiattack. The inquisitor makes two attacks.

Star Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Shotgun. *Ranged Weapon Attack:* +6 to hit, range 150/600, one target. *Hit:* 12 (2d8 + 3) piercing damage.

BONUS ACTIONS

Eye of Truth. One creature within 30 feet that can see the inquisitor makes a DC 14 Wisdom saving throw. On a failure, they are frightened until the end of their next turn.

Grenade Cannon (3). Each creature within 15 feet of a point within 150 feet makes a DC 14 Dexterity saving throw, taking 10 (3d6) thunder damage on a failed save or half damage on a success. Also on a failed save, the target is rattled until the end of its next turn. A creature that fails the saving throw by 5 or more is stunned instead of rattled until the end of its next turn.

Self Destruct Bomb (1). Each creature and object within 30 feet of the inquisitor takes 28 (8d6) thunder damage. Creatures other than the inquisitor make a DC 14 Dexterity saving throw, taking half damage on a success.

NOBLE

CHALLENGE 1/4

MEDIUM HUMANOID

50 XP

AC 11

HP 18 (4d8; bloodied 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Proficiency +2; **Maneuver DC** 11

Skills Computers +2, Culture +2 (+1d4), History +2, Performance +3

Senses passive Perception 10

Languages any two

ACTIONS

Dueling Sword. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Laser Pistol. *Ranged Weapon Attack:* +3 to hit, range 100/300, one target. *Hit:* 6 (2d4 + 1) radiant damage.



PSIONIC BLACKGUARD

CHALLENGE 12

MEDIUM HUMANOID

8,400 XP

AC 18 (power armor)

HP 190 (20d8 + 100; bloodied 95)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	16 (+3)	20 (+5)	16 (+3)

Proficiency +4; **Maneuver DC** 17

Saving Throws Dex +8, Cha +7

Skills Athletics +9, Insight +9, Intimidation +7 (+1d6), Perception +9

Damage Resistances fire

Senses tremorsense 5 ft., passive Perception 19

Languages any three

ACTIONS

Multiattack. The psionic blackguard makes two starsword attacks.

Starsword. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 10/30, one target. *Hit:* 11 (1d10 + 5) force damage plus 10 (3d6) fire damage.

BONUS ACTIONS

Crushing Weight. *Ranged Psionic Attack:* +8 to hit, no range limit, one target. *Hit:* 26 (4d12) force damage, or 52 (10d12) force damage against an object.

Plyometric Leap. The psionic blackguard jumps up to 25 feet.

REACTIONS

Deflection. If the psionic blackguard is wielding a medium blade and can see their attacker, they add 4 to their AC against one ranged attack that would hit them.

PSIONIC KNIGHT

CHALLENGE 9

MEDIUM HUMANOID

5,000 XP

AC 18

HP 127 (15d8 + 60; bloodied 63)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	16 (+3)	18 (+4)	16 (+3)

Proficiency +4; **Maneuver DC** 16

Saving Throws Dex +8, Cha +7

Skills Acrobatics +8, Insight +8, Perception +8, Persuasion +7 (+1d6)

Senses darkvision 30 ft., tremorsense 5 ft., passive Perception 18

Languages any three

ACTIONS

Multiattack. The psionic knight makes two starsword attacks.

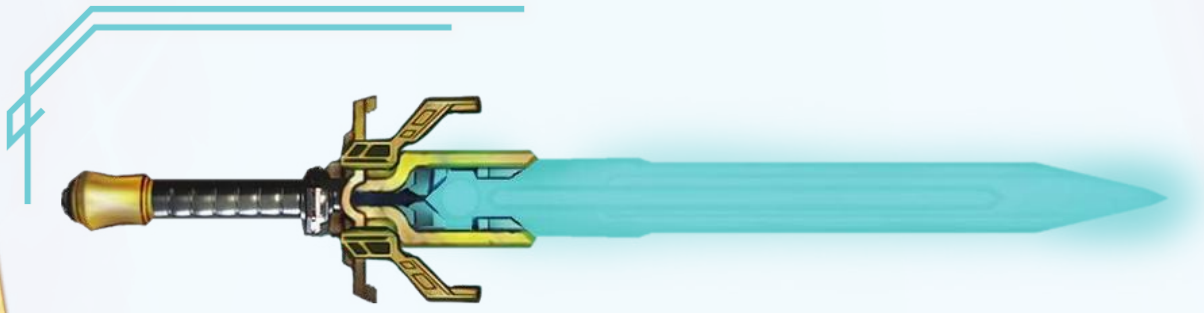
Starsword. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 10/30, one target. *Hit:* 10 (1d10 + 4) force damage plus 10 (3d6) psychic damage.

BONUS ACTIONS

Accelerated Healing (4/Day). The psionic knight restores 16 (5d4 + 4) hit points to a creature within 60 feet.

Reeling Pull. A Large or smaller target within 30 feet is pulled up to 30 feet straight towards the psionic knight. If the target is a creature, it may make a DC 16 Strength saving throw. On a success, it is not pulled.

Kinetic Burst (Recharge 5–6). A creature within 60 feet of the psionic knight makes a DC 16 Dexterity saving throw, taking 19 (3d12) force damage and falling prone on a failed save or taking half damage and not falling prone on a success.



RUFFIAN

CHALLENGE 1/4

MEDIUM HUMANOID

100 XP

AC 12 (synthweave)

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Saving Throws Dex +4

Skills Deception +2, Intimidation +2

Senses passive Perception 11

Languages any two

ACTIONS

Combat knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 1) piercing damage.

Blaster. *Ranged Weapon Attack:* +4 to hit, range 120/360, one target. *Hit:* 6 (2d4 + 1) fire damage.

SMUGGLER

CHALLENGE 4

MEDIUM HUMANOID

2,300 XP

AC 15 (canvas armor)

HP 65 (10d8 + 20; bloodied 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Proficiency +2; **Maneuver DC** 14

Saving Throws Dex +6, Int +4

Skills Culture +4, Deception +5, Stealth +6

Senses passive Perception 11

Languages any two

Evasion. When the smuggler makes a Dexterity saving throw against an effect that deals half damage on a success, they take no damage on a success and half damage on a failure.

Sneak Attack (1/Turn). The smuggler deals an extra 17 (5d6) damage when they hit with a weapon attack while they have advantage on the attack, or when the smuggler's target is within 5 feet of an ally of the smuggler while the smuggler doesn't have disadvantage on the attack.

On the Move. The smuggler adds an expertise die to initiative rolls and ability checks made to pilot vehicles.

ACTIONS

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage.

Blaster. *Ranged Weapon Attack:* +6 to hit, range 50/150, one target. *Hit:* 9 (2d4 + 4) force damage.

BONUS ACTIONS

Reflex Action (1/Encounter). The smuggler takes an extra action.

Smuggler Variant: Saboteur

The saboteur can act as both a spy and a demolitions expert.

Instead of the Reflex Action bonus actions, the saboteur has the following actions:

Mine (3). The saboteur sets a mine in an unoccupied space within 5 feet. The saboteur sets the circumstance under which it is detonated, such as after a certain amount of time or when a creature enters the space. While setting the mine, the saboteur can determine its effects when it detonates:

Concussion: Each creature within 15 feet of the mine makes a DC 14 Dexterity saving throw, taking 10 (3d6) thunder damage on a failure or half damage on success.

EMP: Each creature within 15 feet of the mine makes a DC 14 Dexterity saving throw. On a failure, any devices the creature is wearing or carrying cease to function for 1 turn. Unattended devices in that area automatically fail the save. Constructs in the area must also make a DC 14 Wisdom saving throw or be rattled until the end of their next turn. A construct that fails the saving throw by 5 or more is stunned instead of rattled.

TRADER

CHALLENGE 1/2

MEDIUM HUMANOID

100 XP

AC 12

HP 22 (4d8 + 4; bloodied 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	16 (+3)

Proficiency +2; **Maneuver DC** 12

Skills Culture +4, Insight +4, Perception +4, Persuasion +4

Senses passive Perception 14

Languages any three

ACTIONS

Mono-whip. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Jolt Pistol. *Ranged Weapon Attack:* +4 to hit, range 15, one target. *Hit:* 4 (1d4 + 2) lightning damage, and the target must succeed on a DC 12 Constitution saving throw or be knocked prone and rattled until the end of the trader's next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled.

TROOPER

CHALLENGE 1/2

MEDIUM HUMANOID

100 XP

AC 16 (riot armor)

HP 19 (3d8 + 6; bloodied 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +2; **Maneuver DC** 12

Skills Athletics +4, Survival +2

Senses passive Perception 10

Languages any one

ACTIONS

Shock Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) lightning damage.

Assault Rifle. *Ranged Weapon Attack:* +3 to hit, range 120/360, one target. *Hit:* 8 (2d6 + 1) force damage.

BONUS ACTIONS

Tactical Movement. Until the end of the trooper's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

TROOPER SQUAD

CHALLENGE 5

LARGE GROUP OF MEDIUM HUMANOIDS

1,800 XP

AC 16 (riot armor)

HP 97 (15d8 + 30; bloodied 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Proficiency +3; **Maneuver** DC 12

Skills Perception +3, Survival +3

Senses passive Perception 13

Languages any one

Area Vulnerability. The squad takes double damage from any effect that targets an area.

Squad Dispersal. When the squad is reduced to 0 hit points, it turns into 2 (1d4) troopers with 9 hit points each.

Squad. The squad is composed of 5 or more troopers. If it is subjected to a spell, attack, or other effect that affects only one target, it takes any damage but ignores other effects. It can share its space with Medium or smaller creatures or objects. The squad can move through any opening large enough for one Medium creature without squeezing.

ACTIONS

Shock Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 31 (5d8 + 10) lightning damage, or half damage if the squad is bloodied.

Assault Rifle. *Ranged Weapon Attack:* +4 to hit, range 120/360, one target. *Hit:* 8 (10d6 + 5) force damage.

BONUS ACTIONS

Tactical Movement. Until the end of the squad's turn, their Speed is halved and their movement doesn't provoke opportunity attacks.

UNDERWORLD BOSS

CHALLENGE 7

MEDIUM HUMANOID

2,900 XP

AC 16 (forcefield armor)

HP 75 (10d8 + 30; bloodied 37)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	16 (+3)	16 (+3)	16 (+3)

Proficiency +3; **Maneuver DC** 16

Saving Throws Dex +6, Int +6

Skills Culture +6, Deception +6, Intimidation +6 (+1d6), Stealth +6

Senses passive Perception 13

Languages any two

ACTIONS

Multiattack. The underworld boss makes two attacks.

Grab. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage and the target is grappled (escape DC 16). Until this grappled ends, the target is restrained.

Stun Stick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4 + 5) lightning damage, and the target makes a DC 16 Constitution saving throw. On a failed save, the target is knocked prone and rattled until the end of the underworld boss's next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled.

Sucker Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage, or 29 (7d6 + 5) bludgeoning damage if the attack is made with advantage.

Jolt Pistol. *Ranged Weapon Attack:* +6 to hit, range 15, one target. *Hit:* 5 (1d4 + 3) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be knocked prone and rattled until the end of the underworld boss's next turn. A target that fails the saving throw by 5 or more is stunned instead of rattled.

REACTIONS

Body Shield. When the underworld boss is the target of an attack by a creature they can see, they can switch places with a willing ally within 5 feet of them. If they do so, the ally is the target of the attack.

WARSTORM

CHALLENGE 5

MEDIUM HUMANOID

1,800 XP

AC 16 (synthweave)

HP 85 (10d8 + 40; bloodied 42)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	18 (+4)	18 (+4)	16 (+3)	14 (+2)

Proficiency +3; **Maneuver DC** 15

Saving Throws Con +7, Int +7

Damage Resistances psychic

Skills Athletics +4, Insight +6, Perception +6, Science +7, Stealth +7

Senses passive Perception 16

Languages any two

ACTIONS

Multiattack. The war storm makes two psionic blast attacks.

Psionic Blast. *Ranged Psionic Attack:* +7 to hit, range 120 ft., one target. *Hit:* 10 (1d12 + 4) psychic damage. If the target is Medium or smaller, it is knocked prone.

BONUS ACTIONS

Boost of Speed (Recharge 6). Until the end of the war storm's next turn, their Speed is doubled, they gain a +2 bonus to AC, they have advantage on Dexterity saving throws, attack rolls against them are made with disadvantage, and they gain one additional reaction.

Vortex. The war storm creates a vortex of wind within 10 feet and direct it to move up to 30 feet. When a creature shares its space with the vortex for the first time during this movement, that creature makes a DC 15 Strength saving throw. On a failure, the creature is carried inside the vortex, taking 3 (1d6) bludgeoning damage for each 10 feet it is carried, and falls prone at the end of the movement as the vortex dissipates. The vortex can carry one Large creature or up to four Medium or smaller creatures.

APPENDIX 1:

Using This Book With 5E

If you are using the core 5th Edition rules (O5E) rather than Level Up: Advanced 5th Edition, (A5E) never fear–this book is compatible with those rules, and will work perfectly with them! Most of the information you'll need is right here in this book, but here's a few things you should know if you are using this book with the core 5E rules.



Terminology

In some rare cases, you will find some terminology changes. For convenience, these have been listed below.

O5E NAME	A5E NAME
Exhaustion	Fatigue
Game Master/Dungeon Master	Narrator
Madness	Mental stress effect
Race/Species	Heritage

Heritage & Culture

Character creation is similar to that in the core rules. However, instead of choosing a race or species, you customize your character a little more by choosing a **heritage** and a **culture** such as an urbanite android or a backwater keridani. This gives you more flexibility to describe your character than in the core rules. You can, of course, still use a core species instead of a heritage and culture.

Destiny

A5E uses Destiny instead of alignment, bonds, and flaws. You can use alignment, bonds, and flaws if you prefer. If you want to use the Destinies in this book, they replace alignment, bonds, and flaws.

A destiny is how you get Inspiration. Each destiny tells you how you earn Inspiration. You can spend Inspiration as normal or you can spend it to use the destiny's Inspiration feature.

There's also a fulfilment condition which grants you a new permanent feature when you fulfil your destiny.

Combat Maneuvers

Martial characters with A5E classes often get access to combat maneuvers. In this book, that's the Psyknight, Scout, and Trooper. The class description tells you how many maneuvers you get and when.

For classes with combat maneuvers, your Maneuver DC is as follows:

Maneuver DC =
8 + proficiency bonus + your Strength or Dexterity modifier

This book contains three combat traditions–Ace Starfighter, Blazing Starglaive, and Mindful Body. There are others available in other books, or you can find more on A5E.tools.

Supply

Supply is a measure of food, water, and other consumables–firewood, minor medicinals, fuel, and so on. You need to spend Supply whenever you take a long rest. If you don't you gain a level of fatigue (see below).

A Medium or smaller creature uses 1 Supply during a long rest, and a Large creature uses 2 Supply.

Fatigue & Strife

A5E splits exhaustion into two tracks–fatigue (which measures physical tiredness) and strife (which measure mental and spiritual tiredness). Where this book refers to fatigue or strife, simply use exhaustion as normal.

Expertise Dice

An expertise die is a d4 which you can add to an ability check or attack roll. Various things may grant you an expertise die. You should note these on your character sheet.

If you gain more than one expertise die on the same die roll, instead of rolling multiple d4s, instead you increase the die size from d4 to d6 to a maximum of d8.

Exploration Challenges

The exploration challenges in this book are short non-combat vignettes or encounters. Each presents a brief scenario, some suggested ways to overcome it, and some potential outcomes.

Exploration challenges are only guidelines, and players are encouraged to come up with their own solutions. Whenever an ability check, saving throw, or attack roll is needed, the DC of this roll is shown in the exploration challenge–two DC are given. The higher DC is used when a single character makes a check; the lower is used for group checks.

Group Checks

When asked for a group check, the whole party makes an ability check (or saving throw). They don't all have to be the same check, but they can be; this is down to the Narrator's discretion.

The group check is a success if more than half of the party succeeds. It is a critical success if all of the party succeed. It is a critical failure if everybody fails.

Monsters

This book contains a range of new sci-fi monsters.

You can also use monsters from the core rules (and where you see a reference to the *Monstrous Menagerie* or similar, you can simply use the O5E version of the monster). Alternatively you can look up the A5E version of the monster on A5E.tools.

APPENDIX 2:

Customized Weapons

Space is a dangerous place, and standard equipment is often not enough for a voidrunner to come out unscathed. This is where augments come in, making weapons hit harder, armor provide more benefits, or ammunition have more versatility. You can combine weapon properties along with augments to create truly unique pieces of equipment. Weapons should generally have no more than a total of three properties or augments, unless one of them is a restriction.



Melee weapons are divided into three broad types.

Blades. Blades are weapons made for cutting and slashing. Their designs are limitless, ranging from tactical knives to enormous, long-handled broadswords.

Mauls. Mauls are clubs, hammers, and staves designed to deliver blunt force trauma.

Polearms. From crudely sharpened sticks to sleek polymer lances, any weapon that mounts a blade or other striking surface at the end of a long shaft can be considered a polearm.

Ranged weapons are also divided into categories.

Casters. Though firearms have largely supplanted them, casters are still used to launch projectiles such as arrows, bolts, and stones.

Firearms. Guns are the preferred weapon of criminals, soldiers, and adventurers throughout the galaxy. Like blades, firearms are too diverse to catalog in full. They include small-arms such as pistols, as well as longer-barreled weapons like rifles and shotguns. Heavy firearms are military-grade weapons that require specialized training (and raw strength) to use effectively.

Table: Melee Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Mauls				
Light	2 cr	1d4 bludgeoning	2 lbs.	Simple
Medium	5 cr	1d8 bludgeoning	4 lbs.	Breaker, defensive (medium), simple, versatile (d10)
Heavy	20 cr	2d6 bludgeoning	11 lbs.	Breaker, heavy, two-handed
Blades				
Light (knives)	5 cr	1d6 slashing	2 lbs.	Defensive (light), dual-wielding, finesse
Medium (swords)	20 cr	1d8 slashing	3 lb.	Defensive (medium), parrying, versatile (1d10)
Heavy (two-handed swords)	50 cr	2d6 slashing	6 lb.	Heavy, parrying, two-handed
Polearms				
Medium (spears)	10 cr	1d6 piercing	2 lbs.	Defensive (heavy), simple, thrown (range 20/60), versatile (1d8)
Heavy (halberds, pikes)	10 cr	1d10 piercing	7 lbs.	Heavy, reach, two-handed

Table: Ranged Weapons

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
Casters				
Light (slings, hand crossbows)	25 cr	1d6 piercing	3 lbs.	Ammunition (range 30/120), loading, simple
Medium (bows, crossbows)	45 cr	1d8 piercing	5 lbs.	Ammunition (range 80/320), loading, two-handed
Heavy (heavy cross-bows)	100 cr	1d10 piercing	15 lbs.	Ammunition (range 100/400), loading, two-handed
Firearms				
Light (pistols)	20 cr	2d4 piercing	2 lbs.	Ammunition (range 50/150), reload (20 shots), simple
Medium (rifles, shotguns)	35 cr	2d6 piercing	8 lbs.	Ammunition (range 120/360), reload (20 shots), two-handed
Heavy (cannons)	85 cr	2d8 piercing	25 lbs.	Ammunition (range 150/600), heavy (Str 13+), reload (20 shots), two-handed
Ammunition (20)	1 cr		1 lb.	

Table: Vehicle Weapons

TYPE	SIZE	DAMAGE	RANGE
Direct Fire			
	Medium	2d8	150/600 ft.
	Large	4d8	200/800 ft.
	Huge	6d8	250/1000 ft.
Indirect Fire			
	Medium	5d10	1 mile
	Large	8d10	2 miles
	Huge	11d10	4 miles
	Gargantuan	14d10	8 miles
Guided			
	Medium	5d10	1 mile
	Large	9d10	10 miles
	Huge	13d10	100 miles
	Gargantuan	16d10	1000 miles
Area			
	Medium	3d12	30-foot cone or 50-foot line
	Large	5d12	50-foot cone or 80 foot line

Weapon Augments

Weapons may come equipped with various augments, which customize their specifications even further. Augments increase the price of a weapon by the augment's listed cost. For example, you could purchase a heavy plasma blade by spending 50 credits for a heavy blade and an additional 50 credits for the energy (plasma) augment, for a total cost of 100 credits.

In general, augments must be applied to a weapon when it is first manufactured. Similarly, once an augment has been added to a weapon, it can't be easily removed. Some class features, like the scientist's Modify Weaponry feature, allow you to modify a weapon's augments after its initial construction. Most augments can be applied to only certain types of weapons. For example, the long-range augment (which increases a ranged weapon's normal and maximum range) can be added only to a ranged weapon. The weapons each augment qualifies for are listed in that augment's Applicable Weapons column in Table: Weapon Augments.

Multiple augments can be applied to a single weapon, allowing you to purchase, for example, a long-range auto-rifle or a heavy, biometric, plasma polearm. However, a specific augment can't be added to a weapon more than once. You couldn't, for example, apply two long-range augments to the same weapon to increase its range even further. Similarly, you can't add multiple energy augments to the same weapon, even if those augments apply to a different energy type.



Table: Weapon Augments

AUGMENT	COST	APPLICABLE WEAPONS
Biometric	10 cr	Any
Burst	100 cr	Firearms
Concealed	10 cr	Light melee, light ranged weapons
Energy (force)	75 cr	Melee weapons, firearms
Energy (laser)	50 cr	Melee weapons, firearms
Energy (plasma)	50 cr	Melee weapons, firearms
Energy (shock)	25 cr	Melee weapons, firearms
Energy (sonic)	25 cr	Melee weapons, firearms
Long-range	100 cr	Casters, firearms
Mounted	25 cr	Heavy firearms
Overkill	400 cr	Heavy firearms
Repeating	75 cr	Casters
Scoped	30 cr	Medium casters and medium firearm
Toggled	25 cr	Any

Burst. A weapon with this augment gains the burst fire property.

Biometric. This augment links the weapon to the owner's biometric signatures. While the augment is active, a creature other than the weapon's owner either can't use the weapon or, at the Narrator's discretion, must treat the weapon as an improvised weapon. As an action, a creature other than the weapon's owner can attempt to bypass the weapon's security by making a DC 10 hacking tools check. On a success, the creature can either disable the augment or link the weapon to a different owner.

Braced. A heavy firearms weapon with the braced augment can be secured to a solid surface (such as the ground or vehicle's chassis). While braced, creatures who do not meet the weapon's Strength requirement can fire the weapon without penalty. Securing the weapon to a solid surface, or removing it from its bracing, requires an action.

Concealed. The small size and inconspicuous design of concealed weapons make them difficult to spot under normal circumstances. A creature actively searching for such a weapon makes a DC 15 Investigation check, noticing it on a success. The check is made with disadvantage if the weapon is sheathed or otherwise hidden.

Energy. Weapons with an energy augment deal a different damage type in place of their normal damage. Instead of standard ammunition, energy firearms drain charges from batteries. A weapon can't be modified with more than one energy augment at a time unless stated otherwise.

Force: Melee force weapons are shaped from fields of shimmering energy; firearms with the force augment shoot pulses of similar energy. A weapon with this augment deals force damage in place of its normal damage.

Laser: A weapon with this augment deals radiant damage in place of its normal damage. Melee laser weapons are composed of solid light, while laser firearms shoot laser beams. Melee laser weapons weigh half as much as their physical counterparts. The normal and maximum range of laser firearms is doubled (and their ranges can be increased further by the long-range augment).

Plasma: Plasma weapons are charged with superheated, ionized gas. A weapon with this augment deals fire damage in place of its normal damage. As a bonus action, you can supercharge the weapon. If you do, your next successful hit with the weapon before the end of your turn deals additional 1d6 fire damage.

Shock: A melee weapon with this augment releases a powerful electrical charge upon impact. Shock firearms generate arcs of crackling electricity. A weapon with this

augment deals lightning damage in place of its normal damage. The shock augment increases the reach of medium and heavy polearms by 5 feet (giving medium polearms the reach property, and extending the reach of heavy polearms to 10 feet). The normal and maximum ranges of shock firearms are reduced by half.

Sonic: Melee sonic weapons vibrate at frequencies that damage their targets on a molecular level. Ranged sonic weapons emit bursts of focused sound. A weapon with this augment deals thunder damage in place of its normal damage. As their name implies, sonic weapons are extremely noisy. Whenever you make an attack with a sonic weapon, the weapon creates a boom audible within 1,000 feet.

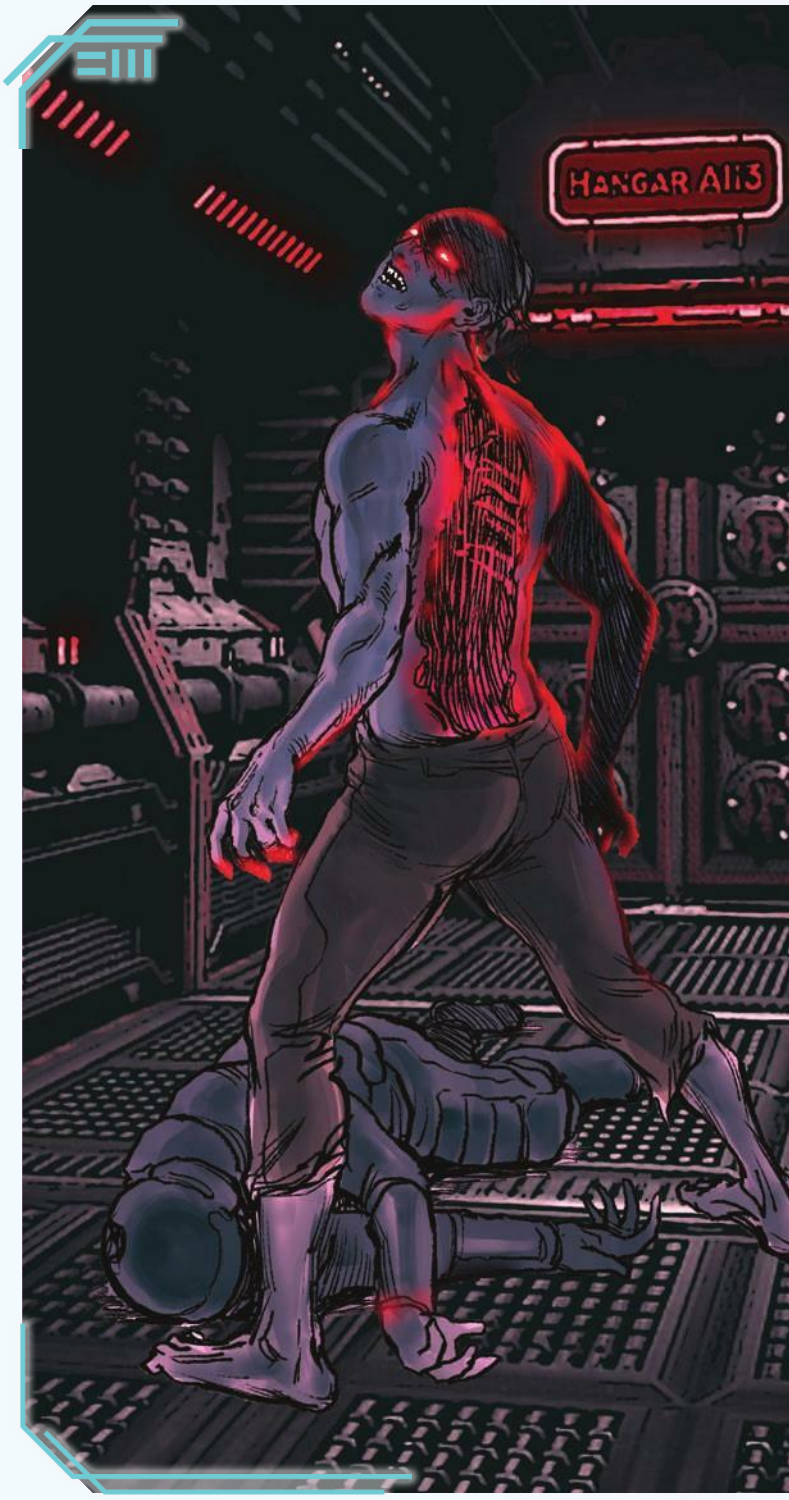
Long-Range. A ranged weapon with this augment has been modified with a longer barrel or similar adjustments, doubling both its normal and maximum range.

Overkill. Only heavy weapons may have the overkill property. These weapons are designed to do massive damage. The overkill setting allows the weapon to do double damage, but once it has done so it cannot be used again for 1 minute.

Repeating. Repeating casters fire their ammunition at a rapid rate, allowing the wielder to ignore the weapon's loading property.

Scoped. Scoped weapons come equipped with various sighting devices to help their users take aim at distant targets. Unlike most weapon augments, scopes can be attached to or detached from a weapon as an action. While wielding a scoped weapon, you can use a bonus action to select a target you can see. The target must be beyond the base weapon's normal range but within the weapon's maximum range. Once before the end of your turn, you can use an action to make a single ranged attack with the weapon against the target. If you do, attacking the target doesn't impose disadvantage on your attack roll. You lose this benefit if you move or perform any other action before making the attack.

Toggled. A weapon with this augment has been modified to hold multiple energy augments. As a bonus action, a creature holding the weapon can switch back and forth between the weapon's energy augments or return to the weapon to its base damage. For example, a plasma, shock blade can deal fire, lightning, or slashing damage, depending on how the weapon is toggled.



Ammunition Augments

Just like weapons, standard ammunition can be modified with various augments. Augmented ammunition can be purchased for the augment's listed cost, entirely replacing the cost of the base ammunition. A weapon can be loaded with only one type of ammunition at a time and, unlike weapon augments, a piece of ammunition can't hold more than one augment. Ammunition augments can't be added to energy batteries.

Table: Ammunition Augments

Name	Cost	Weight
Standard Ammunition		
Extended magazine (20)	10 cr	1 lb.
Light, medium, or heavy caster (20)	1 cr	1 lb.
Pistol, rifle, or cannon	1 cr	1/2 lb.
Ammunition Augments		
Armor-piercing (4)	100 cr	1/2 lb.
Baton (4)	10 cr	1/2 lb.
Explosive (4)	80 cr	1/2 lb.
Flare (4)	20 cr	1/2 lb.
Tracer (4)	80 cr	1/2 lb.
Energy Battery		
Force (20)	10 cr	1 lb.
Laser (20)	5 cr	1 lb.
Plasma (20)	20 cr	1 lb.
Shock (20)	5 cr	1 lb.
Sonic (20)	5 cr	1 lb.
Long-life battery (20)	Base cost × 2	

Armor-Piercing. Armor-piercing ammunition is wrapped in a hardened casing, allowing it to punch through most armor. While firing a weapon loaded with armor-piercing ammunition, you gain an expertise die on attack rolls against targets with natural armor, targets wearing armor, or targets using a shield.

Baton. Baton rounds (frequently called rubber bullets) are composed of a hard metal core wrapped in a plastic coating. A weapon loaded with baton ammunition deals bludgeoning damage in place of its normal damage.

Energy Batteries. Normally energy ammunition comes out of a voidrunner's Supply (see page 148). These batteries can be used instead of Supply.

Explosive. The casings of explosive ammunition break apart on impact. On a hit, the target takes an additional 1d6 slashing damage.

Extended Magazine. An extended magazine holds more ammunition than a typical magazine, increasing the reload property of a firearm by half (usually from 20 to 30). Like ammunition, extended magazines function only for a specific type of firearm (pistol, rifle, or cannon).

Flare. Flare ammunition ignites during flight. A weapon loaded with flare ammunition deals fire damage in place of its normal damage, but its normal and maximum range is reduced by half.

Long-Life Battery. A long-life battery holds more charges than a typical energy battery, increasing the reload property of an energy weapon by half (usually from 20 to 30), but at twice the cost. A long-life energy battery works only in the weapon for which it was designed.

Tracer. Tracer ammunition trails a pyrotechnic streak as it travels, allowing you to better track the trajectory of your shots. When you make an attack with a weapon loaded with tracer ammunition, you gain an expertise die on the next ranged attack you make against the original target before the end of your turn.

Index

0

5E 366-367

A

a game of chicken 252
a touch of class 6
ability score improvement 78, 91, 101, 122, 140
academic standing 100
academic, NPC 356
academy graduate connections 50
academy graduate mementos 50
academy graduate, background 49
Academy, the 6
accelerate healing 82
acceleration dampener 103
access ports 13
accumulated wealth 40
ace maneuvering 253
Ace Starfighter combat maneuvers 249, 251-254
action hero 143
active defense door 268
adapted 22
additional skills and languages 6-7
address the troops 141
adhesion pads 187
adhesive pads 28
adrenal burst 25
adrenal surge 25
adrenalize 216
advanced breakthrough 115
advanced tactics 149
advanced technology 152
agent, NPC 357
aggressive retreat 123
agile psionics 96
agonized 281
air vehicles, tool 7
alien bestiary 285-365
alien resonance 102
all hands on deck 36
all-access 114
all-terrain, vehicle property 195
allies everywhere 129
alpha strike 150
alter matter 216
always dangerous 131
always prepared 256
always the right words 128
ambition 77
ammunition 158-159, 159
amnesiac 281
amphibious 30
amphibious, vehicle property 195
analytical attack 111, 113, 115, 116
ancestral awakening 28
ancestral walking 28
android 12-15
android culture 15
android gifts 13
android paragon 14
android traits 12
anti-agiatic drugs 283
anti-g cocktail 176
anti-grav pack/boots 175
anti-inhibitor 178
anti-personnel, vehicle ammunition 199
anti-rad 176
anti-surveillance ward 103
anticipated intercept 257
antiseptic 177
APC 191
apex hunter 147
apocalyptic 7
apoplectic psychosis 281
application of reason 71
applied bioscience 103
applied phamacology 103
applied social sicences 103
aquatic, property 159
aramid vest 163
arcana, skill 6
archaic gear 153
archetypes, psion 78, 80-84
archetypes, psyknight 89, 93-97
archetypes, scientist 100, 110-117
archetypes, scout 122, 128-133
archetypes, trooper 140, 133-151
area fire, property 159
armed, vehicle property 195
armies of one 137
armiger, archetype 73
armiger's creed 145
armor 163-169
armor coatings 165
armor mods 166-168
armor types 163-165
armor-piercing, augment 373

armor-piercing, vehicle ammunition 199
armor, shielding, and weaponry 153-170
armor, vehicle property 195
armored chassis 13
armored landing vehicle 191
armored stealth 150
art of the con 118
artful defense 121
artificial advantage 12
artificial, culture 34
artisan 38
assassin drone 299
assaultskull 318
assess defenses 257
assess formidability 113
assualt mech 191
astral whale 287
astrogation, skill specialty 7
astronomy, skill specialty 7
at the ready 37
at the speed of thought 90
athletics, skill 7
atmosphere 261
attunement 95
auditor, archetype 73, 93
auger, archetype 73, 80
augmentation, scientific breakthrough 115
augmented reality system 187
aummunition augments 373
axon 15-16
axon culture 16
axon gifts 15
axon paragon 16
axon traits 15

B

back channel gear 123
background 12
background 49-71
backpack 172
backwater, culture 35
balancing tail 29
barrage 145
barrel roll 252
basic programming 13
basic training 140
Bastion, vehicle 191
baton, augment 373
battle gauntlet 154
battle wheel 191
beacon of hope 42
bearer of the flame 63
beast tricks 124
bedside manner 82
beginner's luck 80
behemoth tyrant 288
bellowing roar 16
belter, culture 36
bend space 216
bend will 81
beyond death 95
binoculars 180
bio-chakram 155
biomber drone 299
biometric, augment 371
biomonitor 187
biosensors, mod 166
blackout, hacking maneuver 205
bladed victory 92
blades 368
blanket 182
blast accuracy 78
blast alternator 78
blast door 266
blast evasion 148
blast multiplier 78
blast output 78
blast radius 78
blast range 78
blast response 78
blaster 157
blaster, light, vehicle weapon 200
blaster, warstorm feature 83
blasters, slang 155
blastin' rats 35
Blazing Starglaive combat manuevers 250, 254-256
blind stance 257
blinding 216
blinding light 255
block psionics 216
blood-stop bandage 177
boarding school 46
body swap gas 270
bolster 216
bombarded 260
bombing formation 251
boost of speed 217
born fighter 42
borrowed senses 217
bounty hunter, archetype 73
bounty hunter, NPC 357
braced, augment 371
brainpox 282

brainstorm 290
brazen smuggler 240
breaching shield 169
breaker, property 159
broad education 45
brute force exploit 114
buddy hijinks 124
bug 180
bug detector 180
bug the line, hacking maneuver 205
bullet bender 245
bully 124
buoy spirits 79
burners, slang 155
burst, augment 371
burst, property 159

C

cadet, NPC 358
calculated trajectory 257
calm rationality 72
caltrop mines 268
camouflage 30
camouflage, coating 165
canvas armor 163
captain, NPC 358
carbide plate 163
carbon lattice 112
card shark 124
carefree 124
casters 368
celebrity connections 51
celebrity mementos 51
celebrity soldier 141
celebrity, background 50
cellular shingles 282
chains of command 140
channeling 213
chemical detector 182
chemical light stick 180
chemistry, skill specialty 7
chitin armor 163
chroniton grenade 103
civilian throng, NPC 359
civilian, NPC 358
clairaudience 217
clairsentient powers 213
clandestine 134
classes 6, 73-151
clean kills 151
clean sweep 151
clearsight 217
clever tricks 121, 123-128
clever tricks save DC 121
cloak ray 292
cloaking device 104
cloaking, coating 165
clone connections 52
clone mementos 53
clone, background 52
clothing 170-171
code of conscience 88
cognitiive dissonance 81
cognitive discoveries 77, 79, 92
cognitive enhancer 178
coin biter 124
cold snap 218
cold-blooded 29
cold-shielding, coating 165
collisions 190
color-change 19
combat chainsaw 154
combat drone 298
combat knife 154
combat maneuvers 89, 121, 140
combat maneuvers, 5E 367
combat medic 143
combat theater 140
combat traditions 248-258
combust 218
comercial telepath's package 76
comfortable 169
comms implant 187
communications and computing 171-172
compact 13
companion AI 187
composite armor 163
composite mesh 163
computer technician kit 184
computers, tool 7, 184
concealed, augment 371
concussion grenade 161
conditions 281
confident artist's package 86
conscript 39
construct starglaive 94
constructed constitution 13
construction foam 173
construction foam dispenser, vehicle property 196
construction robot 326

containers 172
contested hacks 202
continued research 115
contortion 218
contract killer, NPC 359
controlled burst 149
convene the flock 56
convict connections 54
convict mementos 54
convict, background 53
cool under pressure 139
coolers, slang 155
copy database, hacking maneuver 205
core child 32
counselor drone 300
counter hacking 203-204
cover fire 150
covert ops jetpack 175
crane truck 194
crane, vehicle property 196
creating a psion 75
creative destruction 149
crew efficiency 101
crewmember, NPC 360
critical coma 97
critical discovery 113
crowd control 141
crowd diver 124
crowd proficiency 46
cruise missile, vehicle weapon 200
crushing psyche 218
crushing weight 92
cryogenic conduit 219
cryospray 182
crystal healing 19
crystalline 18
cuberrex 295
cultural exertise 128
cultural upgrade 34
culture 12
culture 34-48
currency 153
custom blaster 104
custom munitions 148
customized weapons 368-373
cyber template 294
cyberbeasts 294-297
cyberknit 240
cyberlink 187
cybernetically superior 14
cybernetics kit 184
cybernetics, scientific breakthrough 115
cyberraptor 295
cybersecurity agent 240
cybersnake 296
cyberspace chameleon 132
cyberware 186-189
cyberwolf 296

D

danger sense 61
danger sense 219
dark ops 151
darkvision 31
dastardly devil 124
dastardly flying 124
dastardly gambit 120
dastardly instincts 133
data wafer 171
deadly horns 26
decoyskull 319
defector's spark 130
defensive reload 143
defensive training 37
defensive training 42
defensive, property 159
deflect missile 256
deignated patients 117
deja vu 80
delay inertia 219
delete data, hacking maneuver 206
demanding excellence 78
demolitionist's kit 139
demolitions expert, archetype 73
demoralizing knockdown 145
deploy automaton 112
desperate dash 23
destiny 12
destiny 71-72
destiny, 5E 366
detect lie 94
detective connections 55
detective mementos 55
detective, background 54
determined 24
devastator torpedo, vehicle weapon 200
devise contraption 105
devotee connections 56
devotee mementos 57
devotee, background 55
diehard 26
diehard survivor 22
digital angler 124
digital confidence 131
digital filter, hacking maneuver 206

digital literacy 47
digital pickpocket, hacking maneuver 206
digital scale 182
digital wolf 114
diplomat connections 58
diplomat mementos 58
diplomat, background 57
diplomatic intervention 92
diplomatic language 57
dire cyberwolf 296
direct conflict 72
direct fire, property 159
dirty fighting 122
disable deck, hacking maneuver 206
discovery 71
disguise kit 184
displace 219
disqueiting disarm 145
distress beacon 182
dive bomb 253
diver's suit 170
diverse worlds 45
divine appeal 125
doctor of science 100
doffing, armor 169
donning, armor 169
double time 143
drain power 219
Draugr, vehicle 192
drifter, culture 36
drills 139, 143-144
drone master 240
drone port, mod 166
drones 172-173
drones 297-301
drop shields, hacking maneuver 206
drop, vehicle property 195
drugs 176-177
dual pistols 240
dual-wielding, property 159
duct rat 125
duct tape 173
dueling challenge 40
dueling sword 155
duffel bag 172
duranium shield 169
duration 213
dynakinetic powers 213
dystopian 8

E

earplugs 174
earthmeld 32
earthstrike 255
eclectic ordnance 146
eclipse dragon 343
efficient storage 105
egergized 148
electro halberd 155
electrolaser, heavy, vehicle weapon 200
electronic wizard 114
elite hacker 240
elusive maneuvering 257
emergency fortifications 112
emergency medic 116
emergent psioncs 86
emote 219
EMP grenade 161
EMP, vehicle ammunition 199
empathic sense 28
empathic sense 219
employee connections 59
employee mementos 59
employee, background 58
empty mind 79
enclave specialization 44
encounter elements 260
encrypted data 205
encyclopedic knowledge 100
endurance 141
endure elements 93
enduring persistance 24
energency biome 105
energetic shielding 105
energization 83
energized blaster 105
energy batteries 158
energy batteries, augment 373
energy bolt 32
energy conservation 79
energy crossbow 157
energy mote 225
energy, augment 372
enervate 220
enervated 214
enervore 19
enforcer, NPC 360
engineer, archetype 73, 111
engineer's toolbox 185
engineering, skill 7
enhance mind 220
enhanced blast 78
enhanced senses 14
enhancement implants 187-189
enlightened, culture 37

enraged 281
entrenching tool 182
environemntal recycling, mod 166
environments & encounter elements 260-261
envoy, archetype 73
equipment 152-200
escape beam 105
Escape from Death Planet 7
escort formation 252
evade security, hacking maneuver 207
evasive protocol 113
everything's fine 133
exemplar 220
exertion pool 249
exotic, property 159
expanded blast radius 148
experimental teleporter 105
expert subroutines 14
expert technique 145
expert trader 40
expert, archetype 73, 112
expertise 113
expertise dice, 5E 367
experts & aces 119
exploration APC 191
exploration challenges 266-273
exploration challenges, 5E 367
exploration, destiny 71
explorer of legend 71
explosive disembark 243
explosive, augment 373
explosives 161-163
explosives blast radius 163
explosives mastery 147
exposing shove 145
extendable claws 15
extended magazine, augment 373
extended scan 106
exterminator commander 301
exterminator drone 300
exterminator emperor 301
extra attack 91
extra attack 122
extra attack 140
extra dastardly 125
extra effort 89
eye for architecture 148
eye for faces 146
eye for parts 35

F

fabrication device 106
faceless 45
faceless mask 92
fake it until you make it 122
falisified memory 97
false identities 125
familair operations 37
farsight 220
fast attack vessel 193
fast hands 241
fast learner 21
fatigue & strife, 5E 367
favored front 143
favored ordnance 139
feast and famine 23
feats 7
feats and maneuvers 239-258
field deployment 112
field laboratory 185
field medic's package 76
fierce claws 16
fiercely independent 130
filch 125
financial exploit 106
finesse, property 159
finger on the trigger 141
fire suppression system, vehicle property 196
firearms 368
firearms mastery 149
firefighting VTOL 194
first aid kit 177
first impressions 125
flame bracer 157
flame thrower, vehicle weapon 200
flames 91
flamethrower 157
flamethrower drone 299
flamethrower, heavy, vehicle weapon 200
flare, augment 373
flash grenade 161
flashlight 182
fleet rank 49
Fleet, the 6
flight 221
flight plan 106
floating thought 221
floodlight 182
floodlight, mod 166
floodlight, vehicle property 196
flying ace 134
flying car 194
foam grenade 161

foam, vehicle ammunition 199
focus fire 150
focused physiology 96
fold space 221
font of falsehood 122
force field 221
force shield 169
forcefield 268
forcefield armor 165
forcefields 262
foreseing guard 88
foresight 222
forged talent 85
formations 251
fortification 222
fortify ally 117
fortress of iron will 222
fortunate defense 121
forward defensive vehicle 191
frag grenade 161
framers of the cosmos 98
freeze engines, hacking maneuver 207
fulfilling your destiny 71, 72
fulfillment feature 71, 72
fur coat 15
future vision 222

G

galactic genius 102
galactic origins 6
Galahad, vehicle 192
galaxy dragon 343
gambler connections 60
gambler mementos 60
gambler, background 59
gas grenade 162
gas mask 182
gas, vehicle ammunition 199
gateway projection device 180
gauge threat 36
Gawain, vehicle 192
gear up 143
geiger counter 182
general gear 173-174
general powers 213
general purpose machine gun, vehicle weapon 200
gentler pursuits 39
geographic spectrometer 106
ghillie suit 170
ghost protocols 151
ghostly allies 48
giant leech creeper 313
glaring recognition 91
glass diamond 125
glider wings, mod 166
glimpse of infinity 102
goo grenade 162
good healthcare 45
good in a pinch 45
GPMG, vehicle weapon 200
graceful misdirect 125
grapple gun 183
grappling hook, mod 166
grav fighting vehicle 191
grav tank 191
Grave Digger, vehicle 191
gravitic fling 222
gravity 260
greased, coating 165
greater shield 18
greater starglaive 95
greater telekinesis 18
grenade enthusiast 106
grenade launcher 157
grenades 161-162
grey 17-18
grey culture 18
grey gifts 17
grey paragon 18
grey traits 17
grinding 19
ground anchors, mod 166
ground attack rocket, vehicle weapon 200
ground car 194
group checks, 5E 367
growth 223
gruhnka 302-304
gruhnka hunter 303
gruhnka tadpole 304
Gruhnka, vehicle 192
grunt work 143
guarded mind 78
guided fire, property 159
guided throw 255
guitar, acoustic 186
guitar, electric 186
gullibility serum 176
gunfire maestro 150
gunner, archetype 73
gunner's focus 257
gunship 193
gut feeling 87

H

hacker drone 300

hacker, archetype 73, 113
hacking 201-210
hacking armor and mods 169
hacking capital ships 203
hacking countdown pool 202
hacking DC 204
hacking flowchart, hacking maneuver 210
hacking lockouts 202
hacking maneuver DC 204
hacking maneuvers 204-209
hacking tools 185
hammy tragedian 126
hand-mounted, property 159
handcuff fighting 126
handcuffs 180
haptic feedback 93
hard as diamond 19
hard vacuum 262
harmonica 186
hazmat sealing, mod 166
healer drone 300
hearts and minds 141
heat-shielded, coating 165
heavy blaster, vehicle weapon 200
heavy electrolaser, vehicle weapon 200
heavy equipment, vehicle property 195
heavy flamethrower, vehicle weapon 200
heavy machine gun, vehicle weapon 200
heavy missile launcher, vehicle weapon 200
heavy teansport walker 191
heavy transport truck 191
heavy transport VTOL 194
heavy, property 160
heel-turn 131
hereditary expert 44
heritage 11, 12
heritage & culture, 5E 366
hidden technology 42
hidden thoughts 96
hidden threat 126
high alert 203
high explosive 148
high explosive, vehicle ammunition 199
high gravity 260
high ground 254
higher power ratings 212
hinder 223
hit the brakes 253
hivebound 32
hivemind expertise 33
hiveminded 31
HMG, vehicle weapon 200
hollow folk 305
honest face 129
honorbound, culture 38
horrifying hallucination 223
horror 8
hot rodder 241
hotshot pilot 241
hotwiring 126
hotwiring a vehicle 190
houseki 18-20
houseki culture 20
houseki gifts 19
houseki paragon 19
houseki traits 18
hover APC 192
hover, vehicle property 195
hovercar 194
hovercycle 194
hovertruck 194
human 21-24
human culture 24
human gifts 22
human paragon 24
human traits 21
humanoid variants 22
hunting tactics 146
hurl object 90
hurroc 25-26
hurroc culture 26
hurroc gifts 25
hurroc paragon 26
hurroc traits 25
hyperweave 165
hypodermic pistol 157

I

i know a back door 34
I made this 114
I need a location on the suspect 132
ICD 171
id puppet 309
id puppeteer 307
illumination 91
imbue weapon 224
imbued emblem 179
imbued strike 255
immune booster 178
impartial judge 141
Imperitrix, vehicle 193
imperium, culture 39
impervious defense 92

implacable 19
implant data, hacking maneuver 207
implanted psionic focus 187
implanted weapon 187
imprinted host template 340
improved cold-shielding, mod 166
improved heat-shielding 167
improved jetpack 175
improved telekinesis 17
improved weapon hatch, mod 167
improvised decoy 126
improvised weapons 161
incendiary grenade 162
incendiary, vehicle ammunition 199
inconceivable 81
incredible discovery 115
index here
indirect fire, property 160
indomitable 26
indomitable soul 139
inexorable concentration 23
infantry fighitng vehicle 192
infantry mech 192
infantry mech missile, vehicle weapon 200
infectious thinker 244
infiltration expert 134
infiltration tactics 151
information overlay 47
ingenious focus 23
ingrained expertise 44
injury treatment 177-178
inner path 38
inner reserve 114
inquisitor, NPC 361
inscrutable mind 28
insightful 32
inspiration 71, 72
inspiration feature 71, 72
instant stand 90
insult the hidden 126
integrated equipment, vehicle property 195
integrated first aid, mod 167
integrated jetpack, mod 167
integrated systems 13
integrated transmitter 14
integrated weaponry 14
interceptor formation 253
intergrated tool, mod 167
interjection 224
interplanetary mutagen 107
into the void 79
intrepid trecker 241
intuit probabilty 102
intuition 224
inventive engineer 242
inventor, archetype 73, 114
invetigation, skill 7
ion cannon 157
iron core 26
irradiated 260
irradiated, severe 260

J

jagged crystal 19
jam comms, hacking maneuver 207
jet boots 175
jet pack 107
jet propulsion 15
jetpacks 175-176
jolt pistol 157
journey encounters 263-266
journeys 263-280
jovian 23
jump coils 187
jump jets 14
junk flier 126
just a misunderstanding 130
just like home 22

K

karthog 310
keen senses 15
keridani 27-28
keridani culture 29
keridani gifts 28
keridani paragon 28
keridani traits 27
keytar 186
kinesthetic geometry 258
kinesthetic powers 213
kinetic assistance, mod 167
kinetic barrage 225
kinetic burst 88
kinetic cannon, vehicle weapon 200
knockdown blast 90
knockout 147
knotted focus 179

L

lab assistant 107
lady luck 60
languages 6, 12
languages & cultures 33

large characters 20
laser grid 269
laser pistol 157
lead the charge 143
learning psionic powers 213
leather armor 165
leech creeper 312
legged, vehicle property 196
legion commander 141
lend health 82
lesser darkvision 25
Level Up 6
levitation 225
lies of the void 247
light blaster, vehicle weapon 200
light misile launcher, vehicle weapon 200
lighter 183
lingering injuries 262
linguist 14
liquidity 225
living weapon 146
loading, property 160
lock on 251
locked out 202
logical thinking 71
long-life battery, augment 373
long-range microphone 181
long-range, augment 372
longspear 155
longtongue ravix 324
lore upload 15
lose them 252
low gravity 260
loyal interns 101
lucky devil 122

M

machine gun, heavy, vehicle weapon 200
machine liberator 247
machine, language 7
macrovirus 282
Magellan, vehicle 191
main engine innovator 107
make energy mote 225
make it happen 126
makeshift forcefield 107
maladies 281-284
malfunctions 190
maneuver DC 248
manic 281
manifest antimatter 226
manifesting psionic powers 212
map 183
map, galactic 183
map, local 183
map, planetary 183
map, system 183
marathon runner 23
marine, NPC 360
martial alacrity 257
martial mentalist 242
martial weapons 153
mask presence 226
mass jammer, mod 167
mass transit, vehicle property 196
massive build 16
master duelist's package 86
master plan 123
master wielder 92
master-at-arms kit 139
matches 183
matchless maneuvers 145
mathematics, skill specialty 7
mauls 368
mayday 316
mecha ace 242
mechanized might 14
mechanoskulls 317-320
medevac hover truck 192
medevac VTOL 193
medic, archetype 73, 116
medical gel 177
medical pouch 185
medical requisition 117
medical robot 327
medical technology advancements 178-179
medical training 116
medicine 176-179
medicine, scientific breakthrough 115
medicine, skill 7
meditaitive rest 79
melee weapons 154-155
memory control 226
mental domination 227
mental fortitude 79
merc kit 139
mercantile, culture 39
metallurgists's mettle 111
microgravity maneuver pack 175
midship mastery 243
mighty roar 16
militant, culture 40

military 9
military bearing 68
military ducted fan flightpack 175
military traditions 40
mimic 14
mimic nanites 108
mind and body 93
mind shaper 243
mind share 87
Mindful Body combat maneuvers 250, 256-258
mindshear, archetype 73, 81
mindshielding, mod 167
mindsight 227
mindsnare 228
mindspore mushroom 314
mindwarp 48
minefield 268
miner connections 61
miner mementos 61
miner, background 60
miner, NPC 360
mines 162
miniature, vehicle property 196
miracle worker 111
mirage 228
mirror 183
mirrored, coating 165
miscreant, archetype 73
missile launcher, heavy, vehicle weapon 200
missle launcher, light, , vehicle weapon 200
mnemon 321
mobile command center 192
mobile facilities, vehicle property 196
modifiy weaponry 108
modify armor 108
mono-whip 155
monsters, 5E 367
moon dragon 343
mortar drone 299
motorcycle 194
mountain bike 194
move object 228
mow 'em down 150
multi-scanner 185
multimodal analysis 108
multitasker 65
multitool 174
munitions factory 148
musical instruments 186
mystery 91
mystic hunter 93

N

naato 29-31
naato culture 31
naato gifts 30
naato paragon 30
naato traits 29
nano-mender 244
nanobot compound 178
nanopatch 178
natural instinct 134
natural intuition 132
natural movement 42
natural psionics 17
natutall armored 26
negate fall 93
netcaster 157
network access 203
networks and terminal access 203
neural interface 47
neurotoxin gas 269
never surrender 142
new target, hacking maneuver 207
news VTOL 194
night-vision/multi-spectrum contacts 181
night-vision/multi-spectrum goggles 181
nightvision goggles, mod 167
no one left behind 143
no use for doubt 25
noble, NPC 361
nobody's fool 127
nonplayer characters 356-365
notebook 174

O

objects 262-263
officer's academy 101
on the case 54
one step ahead 45
open-frame, vehicle property 196
open/close, hacking maneuver 207
operative, archetype 73
opportuniistic 46
optic camouflage cloak 171
orbital artillery 109
orbital drop pod 193
order 77
organic appearance 14
origins 11-72
origins, which to use 34
Orman's syndrome 282

other exploration challenges 267
outdoor living 42
overheat, hacking maneuver 208
overkill, augment 372
overkill, property 160
overlock, hacking maneuver 207
overwhelming firepower 150
overwhelming presence 96

P

paper 183
parabolic trajectory 148
paratrooper 143
parrying immunity, property 160
parrying, property 160
pass-through 255
past vision 229
patch kit 179
pattern recognition 34
Patton, vehicle 191
PCD 171
peak performance 39
pen 174
pensive sage's package 76
Percival, vehicle 191
perfect camouflage 30
personal communicator 171
personal jammer, mod 167
personal shielding 112
personal, vehicle property 196
phantom agent 151
pharmacologically inclined 244
physics, skill specialty 7
piercing soul 97
pillar of strength 141
pilot connections 62
pilot mementos 63
pilot, background 62
pilot's trance stance 258
piloting instincts 62
placid 281
plague of trubbies 337
planetary connection 33
planetary invocation 32
planetside 259-284
plasma cannon, vehicle weapon 200
plasma sword 155
player options 6-7
plow, vehicle property 195
plyometric leap 90
pocket, mod 167
pod racer 194
point singularity 229
poison breath 31
polaron gatling gun 158
polearms 368
police interceptor hover car 192
polymer armor 165
ponderous 19
portable computing device 171
portable x-ray scanner 181
portal 229
portal gun 109
positional sense 90
power armor 165
power claw, mod 167
power down 204
power grab 230
power surges 212
powerful build 15
praetor, archetype 73, 94
praxes, scientific 100, 103-110
pre-industrial, culture 40
precision strike 145
precognition 230
preserver connections 64
preserver mementos 64
preserver, background 63
pressing bravado 127
pressurized, vehicle property 196
preternatural awareness 90
preternatural defense 94
preternatural escape 90
prison lessons 53
proactive advice 113
processor rone 299
prodigy 23
profound fear 97
project objects 230
prosthetic packaging 244
prosthetics 186-187
protocol robot 327
prototype armor 112
provoked monologue 134
proximity alarm 181
pseudo-polyglot 46
psi trooper 244
psion archetypes 78, 80-84
psion, class 73, 74-84
psion, class 73, 74
psionic areas 213

psionic armory 245
psionic attacks 214
psionic blackguard, NPC 362
psionic blast 77
psionic disciplies 212-213
psionic disruption 231
psionic effort 78
psionic enervation syndrome 283
psionic foci 179
psionic focus 76, 89
psionic focus, implanted 187
psionic guard 88
psionic knight, NPC 362
psionic points 76
psionic power level 212
psionic powers 76, 89
psionic powers 215-238
psionic range 213
psionic reflection 231
psionic save DC 214
psionic saving throws 214
psionic speciality 77
psionic targets 213
psionics 7, 211-238
psionics ability 76
psionics save DC 76, 86
psyche unleashed 74
psychic barrier 232
psychic choke 90
psychic crystals 179
psychic daggers 96
psychic detonation 87
psychic energy 212
psychic extertion 89
psychic impulse 87
psychic interrogation 94
psychic isometrics 79, 88, 92-93
psychic melancholia 283
psychic prodigy 245
psychic push 90
psychic rejuvenation 93
psychic resucitation 231
psychic storm 271
psychic sunder 255
psychic thrust 231
psychic touch 231
psychic tradeoff 93
psychometry 232
psychosomatic encouragement 258
psyker 245
psyknight archetypes 89, 93-97
psyknight, clas 73, 85
psyknight, class 73, 85-97
psyshield 232
pull the pin 127
pull together 45
pull up 253
pulse rifle 158
purge toxins 93
push thought 232
pyramid scheme 127
pyrotechnic conduit 232

Q

qualified 70
quantum slip 254
quarry brawler 147
quick change 127
quick reload 143
quick tricks 133
quick valuation 40
quick-sober patch 176
quickdraw 254

R

radiate inertia 233
radiation sickness 283
radiation storm 270
radical interdisciplarian 102
radical perserverance 23
railway, vehicle property 196
range earmuffs 181
range, property 160
ranged weapons 155-158
rapid healing 52
RAR-1 283
ravix 323
ray shielding 262
reach, property 160
reactive boost 233
reactive re-arm 254
read mind 233
reason, destiny 71
rebel, culture 41
rebellious scrapper 130
recharge 109
recharge port, mod 167
reckless overload 127
recommended viewing 10
recon 144
recon apparatus, mod 167
recon drone 300
recon speeder 192
reconnaissance drone 14
reconstitute life 83
redirect 234

redirection portal 234
reeling strike 256
reflex enhancer 178
reflexes 76
reflexes 89
reflexes 212
reflexive maneuvers 134
regenerate tissue 234
regenerative nanites 117
registration lookup 132
relentless pursuit 26
reliable flimflam 122
reload, property 161
remedy 234
remote comms 109
remote control, hacking maneuver 208
remote detonator 162
renegade innovator 101
repair kit 179
repair kit, mod 167
repeating, augment 372
resident expert 23
resilient 26
resilient forcefield 109
resonance modulator 245
rest and relaxation 144
ridden, vehicle property 197
Rigellian fever 283
rigged elevator 271
right in the tenders 127
riot armor 165
riot shield 169
robotics, skill specialty 7
robots 325-328
rope, synthetic 183
rough living 69
ruffian, NPC 363
rural life 40
rustic, culture 42
ruthless work ethics 59

S

saboteur, NPC 363
salt plague 283
salvager connections 65
salvager mementos 66
salvager, background 64
save face 39
saxophone 186
scales 29
scamble sensors, hacking maneuver 208
scammer, archetype 73
scatter diagram 160
science communicator 101
science fantasy 10
science, skill 7
scientific achievement 102
scientific breakthrough 115
scientific curioisity 246
scientific gear 182
scientific leadership 101
scientific praxes 100, 103-110
scientific upbringing 42
scientist archetypes 100, 110-117
scientist, class 73, 98-117
scientist, class 73, 98
scoped, augment 372
scoundrel, archetype 73
scout archetypes 122, 128-133
scout vehicle 192
scout walker 192
scout, class 73, 118-135
scouting formation 251
screechers, slang 155
scrutinize 100
sealed, vehicle property 197
search files, hacking maneuver 209
secondary armor plating, mod 168
security camera 270
security clearance 142
security detail 144
security gear 180-182
sedative 178
seeker's vision 80
self evolution 79
self-destruct, hacking maneuver 209
self-empowered 74
self-reliant 146
selflessness 78
semtry turret 328
sense disturbance 79
sense presence 235
sense psionics 234
sensor array, long range, vehicle property 197
sensory array, vehicle property 197
sentinel 14
sentry robot 327
service robot 327
service skull 320
sever limb 255
shake them off 252
shaped 148

shapeskin 235
shear-thickening, coating 165
sheer audacity 123
sheltered education 39
shield drone 299
shielded stance 255
shields 169-170
shift approach 122
shipping container 172
shock mace 155
shockers, slang 155
shocking turnabout 133
shockwave 20
shoot first 127
shotgun 158
showboater 127
signal jammer 172
silent passenger 235
silent takedown 151
silver tongue 129
simple cooking 40
simple weapons 153
simple, property 161
sincere bluster 131
singularity, vehicle ammunition 199
sipher 31-33
sipher culture 33
sipher gifts 32
sipher paragon 33
sipher traits 31
sixth sense 91
sizing armor 169
skilled 127
skilled tracker 147
skills 6
sleeping bag 183
sleeping in armor 169
sleuth, archetype 73
slow time 235
slug rifle 158
slugger 158
sluggers, slang 155
sly defense 121
smart torpedo, vehicle weapon 200
smelling salts 176
smoke grenade 162
smooth operator's kit 120
smuggler, archetype 73
smuggler, NPC 363
snap relfex 87
sniper rifle 158
social encounters 276-280
socialite connections 67
socialite mementos 67
socialite, background 66
sojourner's fortitude 23
solar dragon 343
soldier connections 68
soldier mementos 68
soldier of fortune 140
soldier, background 67
sonic conduit 235
sonic maul 155
sonic wave 236
soulknife, archetype 73, 96
source of inspiration 71, 72
space & mind 79
space dementia 284
space ennui 284
space legs 24
space opera 9
space pirate connections 69
space pirate mementos 69
space pirate, background 68
space vehicles, tool 7
space western 9
spacefaring armor 168
spacefaring monsters and challange rating 285
spacesuit 165
spam, hacking maneuver 209
spatial instability beacon 109
speak with the dead 94
special ammunition 199
special forces mech 192
specialized 127
spectral storage 109
speed of thought 79
spikes, coating 165
spiky 30
spirited traveler 23
spoof readings, hacking maneuver 209
spray adhesive 174
spray and pray 150
spray paint 174
sprayer, vehicle property 197
spy car 193
spy gadget 134
spy, archetype 73
spyskull 320
stances 249
standard jetpack 175
standard technology 152
star pilot, archetype 73
star power 50

star shrike 329
star shrike noble 330
starfield vision 258
starglaive 95
starglaive master 90
starglaive maul 95
starglaive polearm 95
stargliave expert 90
starship combat 251
starship engines, skill specialty 7
starship sensors, skill specialty 7
starship shields, skill specialty 7
starship trooper 144
starship weapons 153
starsword whisperer 246
starting line 45
starwielder tactics 89-91
static discharge 236
station in society 39
stealth formation 253
stealth, vehicle property 198
steroid 178
stimulant 178
stoic, culture 42
stolen secrets 97
storage crate 172
storage drum 172
storm quake 83
stowaway saboteur 246
strafe 149
street fleecer's kit 120
street-roamer 46
Streetfighter, vehicle 191
stronger poison 28
student connections 70
student mementos 71
student of the body 38, 42
student of the mind 38, 42
student, background 70
stun grenade 162
stun stuck 155
stunner drone 299
styx 176
submarine flagship 193
submersible, vehicle property 198
suggestive words 93
summon object 236
sun dragons 342
sunder 236
superheavy tank 193
superior starglaive 95
supernova 236
supply 153
supply, 5E 367
suppress hunger 79
suppressive fire 150
supreme adaption 24
supreme starglaive 95
surface control 236
surface exploration vehicle 194
surrounded by tech 35
surveillance drone 109
surveillance technician 110
survival gear 182-184
survival, skill 7
suspended breath 79
swarm of cloak rays 293
swarm of leech creepers 313
swarm of ravix pups 324
SWAT transport 193
swimmer delivery vehicle 193
sympathetic heart stop 258
synergistic empathy 246
synergy feats 240
synthetic adrenaline 177
synthetic crystal 179
synthetic repair 179
synthweave 165
system hotwire 37
systems upgrade 15

T

tactical baton 155
tactical case 172
tactical clothing 171
tactical reposition 151
tactical retreat 258
tail swipe 30
take cover 150
tank cannon, vehicle weapon 200
targeted fire 253
targeting scrutiny 243
taurax 331
technetronic, culture 43
technobabble 127
technobabble, skill specialty 7
technology 10
technology levels 152
technopath 246
technosavant 247
telejump 237
telekinesis 17
telekinesis limbs 237
telekinetic parry 91

telekinetic powers 213
telekinetic shield 17
telepathic bond 28
telepathic intrusion 29
telepathic messaging 237
telepathic powers 213
telepathy 27
telethar 333
tempered weapons 86
temporal loop field 271
temporary expert 41
tenacity 139
tent 183
terminal access 203
terminology, 5E 366
the axis of balance 88
the future is now 81
the high road 88
the steep climb 88
the sweetness of victory 72
there's something wrong here 132
theremin 186
thick atmosphere 261
thick fur 16
thieves' tools 186
thin atmosphere 261
third eye 238
thought feaster 244
thoughtful assistance 257
thousand-foot view 142
three-dimensional, vehicle property 198
thrown, property 161
tightened belt 36
time travel, scientific breakthrough 115
tinkerer 247
tireless loyalty 140
TK gauntlet 158
toggled, augment 372
tone, setting the 7-10
toolkits 184-186
tools 7
tools of science 100, 113, 114, 116
tools of war 137
total dismemberment 256
tour of duty 144
towering intellect 81
tracer 181
tracer, augment 373
tracing 204
tracks 14
tractor beam 14
trade institute 47
trader, NPC 364
transforming, vehicle property 198
transfuse vitality 83
translocate 238
transport, vehicle property 198
trash compactor 272
travel pace 263
travel scenery 273-276
tremorsense 33
trench run 254
triumph 72
trooper archetypes 140, 133-151
trooper squad, NPC 364
trooper, class 73, 136-151
trooper, NPC 364
trubbie 335
trubbie bud 336
truck 194
trust your instincts 91
trust your instincts 254
trusting stance 254
truth serum 110
truth serum 177
tunneling, vehicle property 198
twist of fate 97
twisted thinking 122
two-handed, property 161

U

umbrella 183
unassilable ego 77
unbound 23
uncontested hacks 201
underclass, culture 45
underworld boss, NPC 365
unfathomed thoughts 97
union, culture 44
universal airhypo 177
universal translator 110, 128
unseen shield 88
unshakeable 42
unstoppable 26
unstoppable attack 256
urban exposure 47
urbanite, culture 45
using existing monsters 286
using hacking tools 201
utility drone helper 110
utiltiy drone 299

V

vacuum 261
vacuum breach 261

vacuum resistance 24
Vaulter, vehicle 192
vehicle properties 195-199
vehicle size 189
vehicle weapons 199-200
vehicles 189-200
vehicles, civilian air 194
vehicles, civilian land 194
vehicles, military water 193
vehicles, miltary land 191
venomous mandibles 28
vent-rat 36
versatile 42
versatile skill 36
versatile, property 161
veteran traveler 71
veterans insight 141
vibroknife 155
victory, destiny 72
viper retainer 158
virtual, culture 47
virulent hacker 132
vision enhancers 187
void dragon 340
void ghost 338
Void Ghost, vehicle 192
void grifter's kit 120
void leviathan 343
void lightning 247
void native 37
void ronin 247
void whisp 339
voidmaw 345
voidmaw alpha 347
voidmaw swarm 347
voidmender, archetype 73, 82
voidrunner 6
voidrunning gear 170-186
voltaic conduit 238
voracious learner 24
vortex 83
VTOL, vehicle property 199

W

war stories 140
war taurax 332
warded mind 33
warped psionics 48
warped, culture 48
warstorm, archetype 73, 83
warstorm, NPC 365
watchful eye 94
water cannon, vehicle weapon 200
wayward drifter's package 86
WCD 172
weaken 238
weapo slang 155
weapon augments 370-372
weapon hatch, mod 168
weapon jam, hacking maneuver 209
weapon mastery 144
weapon properties 159-161
weapon training 39
weapons 153-163
weapons maintenance 144
weather sense 41
well-connected 66
wheels 14
Wild Boar, vehicle 192
wild taurax 332
willful endurance 83
winch, vehicle property 196
wind at your back 24
windowless, vehicle property 199
wireless swindler 131
witty repartee 127
workstatiion computing device 172
world actions 260

X

xenarch 348
xenid development 352
xenid eggs 352
xenid embryo 352
xenid hunter 353
xenid larvae 353
xenid queen 354
xenid strangler 351
xenids 350-355
xenobiology, skill specialty 7

Y

you're coming with me 147

Z

zero gravity 260
zero-friction lubricant 174
zero-g, skill specialty 7
zip cuffs 182
zirkon 263
zirkon crystals 262

Level Up
VOIDRUNNER

Class, Level & Archetype		Experience Points
Heritage	Culture	Background

Character Name

Ability Scores

Strength ○ ○ — SAVE — ☐ Prof

Dexterity ○ ○ — SAVE — ☐ Prof

Constitution ○ ○ — SAVE — ☐ Prof

Intelligence ○ ○ — SAVE — ☐ Prof

Wisdom ○ ○ — SAVE — ☐ Prof

Charisma ○ ○ — SAVE — ☐ Prof

Proficiency Bonus +

Initiative
Ability or Skill Check

Armor Class

Size

Speed

Current Hit Points

Hit Dice	Maximum Hit Points
Total _____	

Temporary Hit Points

Death Saves
Successes ☐ ☐ ☐
Failures ☐ ☐ ☐

Fatigue ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Strife ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Supply
Max Carried

Destiny _____

Source of Inspiration:

Inspiration Feature:

Fulfillment Feature:

Skills

Passive Stealth ○ | Passive Insight ○ | Passive Perception ○ | Passive _____ ○

Skill	Specialty	Expertise Die	Skill	Specialty	Expertise Die
☐ Acrobatics			☐ Medicine		
☐ Animal Handling			☐ Nature		
☐ Arcana			☐ Perception		
☐ Athletics			☐ Performance		
☐ Culture			☐ Persuasion		
☐ Deception			☐ Religion		
☐ Engineering			☐ Science		
☐ History			☐ Sleight of Hand		
☐ Insight			☐ Stealth		
☐ Intimidation			☐ Survival		
☐ Investigation			☐		

Skill Check = d20 + ability modifier + proficiency bonus* + expertise die** **if proficient **for specialties*

Tool Proficiencies

Attacks & Psionics

Name	Atk Bonus	Damage/Type	Range	Notes

Level Up
VOIDRUNNER

Character Name

Languages & Other Proficiencies

Features & Traits

Combat Maneuvers

Maneuvers Known: _____

Maneuver Save DC
8 + PROFICIENCY + STR/DEX BONUS

Exertion Points
2 × PROFICIENCY BONUS

Traditions Known:

Maneuver	Exertion Cost	Activation	pg #

Level Up
VOIDRUNNER

Age	Height	Weight
Eyes	Skin	Hair

Character Name

Character Appearance

Followers & Strongholds

Name: _____ Name: _____
Type: _____ Type: _____
Ability: _____ Ability: _____
_____ _____

Name: _____ Name: _____
Type: _____ Type: _____
Ability: _____ Ability: _____
_____ _____

Character Backstory

Allies & Organizations

Equipment

Wt.	Item	Properties

Bulky Items

Maximum Bulky Items

Prestige

Prestige Center

Treasure

C.R.

Level Up
VOIDRUNNER

Psionic Class _____ **Psionic Ability** _____

Character Name

Psionic Save DC	Psionic Attack Bonus	PSION/PSYKNIGHT Psionic Points
8 + MODIFIER + PROFICIENCY	MOD + PROFICIENCY	

LVL 0 — Reflexes

LVL I — PP 2

LVL II — PP 3

LVL III — PP 5

LVL IV — PP 6

LVL V — PP 7

Space.

In some stories it's the final frontier, in others it's where nobody can hear you scream. It is the scene of state space operas and ragtag rebellions alike.

The Voidrunner's Codex brings science fiction to your games, allowing you to adventure in galaxies far, far away or to boldy go where nobody has gone before.

With new player heritages and classes, rules for psionics, and a slew of alien monsters, robots, and foes, this book contains everything you need to start exploring the void!

Requires a Level Up: Advanced 5th Edition or 5E core rulebook.

